Intel® Iris® Xᵉ MAX Graphics Open Source

Programmer's Reference Manual

For the 2020 Discrete GPU formerly named "DG1"

Volume 2c: Command Reference: Registers
Part 2 – Registers M through Z

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MAILBOX0

MAILBOX0 - MAILBOX0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	120800h

This register contains bits 31:0 of the generic descriptor, fetched from the invalidate queue for GT.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**DATA** Default Value: 00000000h Access: R/W This field contains bits 31:0 of the generic descriptor, fetched from the invalidate queue for GT.

MAILBOX1

MAILBOX1 - MAILBOX1

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	120804h

This register contains bits 63:32 of the generic descriptor, fetched from the invalidate queue for GT.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**DATA** Default Value: 00000000h Access: R/W This field contains bits 63:32 of the generic descriptor, fetched from the invalidate queue for GT.

MAILBOX2

MAILBOX2 - MAILBOX2

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	120808h

This register contains bits 95:64 of the generic descriptor, fetched from the invalidate queue for GT.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**DATA** Default Value: 00000000h Access: R/W This field contains bits 95:64 of the generic descriptor, fetched from the invalidate queue for GT.

MAILBOX3

MAILBOX3 - MAILBOX3

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	12080Ch

This register contains bits 127:96 of the generic descriptor, fetched from the invalidate queue for GT.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**DATA** Default Value: 00000000h Access: R/W This field contains bits 127:96 of the generic descriptor, fetched from the invalidate queue for GT.

Maximum Latency

MAXLAT_0_2_0_PCI - Maximum Latency

Register Space:	PCI: 0/2/0
Size (in bits):	8
Address:	0003Fh

The Integrated Graphics Device has no requirement for the settings of Latency Timers.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	7:0	**Maximum Latency Value** Default Value: 00000000b Access: RO Hardwired to 0s because the IGD has no specific requirements for how often it needs to access the PCI bus.

MBC Control Register

MBCTL - MBC Control Register

Register Space: MMIO: 0/2/0
Size (in bits): 32

Address: 0907Ch

MBC Control Register

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:18	**ECORSVD** Access: R/W ECO purposes Reserved
	17	**U2C Global PMON Enable Override** Default Value: 1b Access: R/W U2C Performance Monitor Global Enable Override 0 - U2C Global PMON needs to be enabled for performance monitors to be enabled (default) 1 - Override U2C Global PMON Enable is ignored in enabled performance monitor counters
	16	**VCR Fuse Writes as Posted** Access: R/W Only posted is allowed (the default). 0 - MBCunit sends VCR Fuse Writes as Non-posted. 1 - MBCunit sends VCR Fuse Writes as posted.
	15:8	**Reserved** Format: MBZ
	7	**Disable Wait for SQemtpy in MAE** Access: R/W 0 - Wait for SQempty for MAE update Flow. 1 - MBC MAE update FSM does not wait for the SQempty to complete the FSM.
	6	**Reserved**
	5:4	**Reserved** Format: MBZ
	3	**Context Fetch Needed**

MBCTL - MBC Control Register			
		Access:	R/W
		Context Fetch Needed for Power Exits. 0 - Context Fetch Not Needed. 1 - Context Fetch Needed for Power Exits (CPD Entry).	
	2:0	**Reserved**	
		Format:	MBZ

MBUS_ABOX_CTL

MBUS_ABOX_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	45038h-4503Bh
Name:	MBus ABox Control
ShortName:	MBUS_ABOX_CTL
Reset:	soft

Address:	45048h-4504Bh
Name:	MBus ABox 1 Control
ShortName:	MBUS_ABOX1_CTL
Reset:	soft

Address:	4504Ch-4504Fh
Name:	MBus ABox 2 Control
ShortName:	MBUS_ABOX2_CTL
Reset:	soft

DWord	Bit	Description
0	31	**Status** Access: RO This field indicates if the box is enabled. 0b: Disabled 1b: Enabled
	30:27	**Ring Stop Address** Access: RO This field indicates the address of the box in the ring.
	26:22	**B2B Transactions Max** This fields indicates the number of back to back transactions that can be added to either to top or bottom of the ring when 'Regulate Transactions' bit is 1b. 10: **[Default]** [1-31]
	21:20	**BW Credits** Default Value: 1h BW credits are used by the VGA host controller to write data to Display Buffer.

MBUS_ABOX_CTL

	19:16	**B Credits** Default Value: 1h B Credits are used by the Arbiter to request data from the Display Buffer for FBC/WiDi write back to memory.
	15:14	**Reserved** Format: MBZ
	13	**Regulate B2B Transactions** This field controls the regulation of back to back transactions from this ring stop. **Value** / **Name** 0b: Disable 1b: Enable **[Default]**
	12:8	**BT Credits Pool2** Default Value: 10h BT credits are used by the Arbiter to request trackers from the Display Buffer.
	7:5	**B2B Transactions Delay** This field indicates the number of wait cycles after the maximum back to back transactions is sent. **Value** / **Name** [0-7]: 2: **[Default]**
	4:0	**BT Credits Pool1** Default Value: 10h BT credits are used by the Arbiter to request trackers from the Display Buffer.

MBUS_BBOX_CTL

MBUS_BBOX_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	45040h-45043h
Name:	MBus BBox 1 Control
ShortName:	MBUS_BBOX_CTL_S1
Reset:	soft

Address:	45044h-45047h
Name:	MBus BBox 2 Control
ShortName:	MBUS_BBOX_CTL_S2
Reset:	soft

DWord	Bit	Description
0	31	**Status** Access: RO This field indicates if the box is enabled. 0b: Disabled 1b: Enabled
	30:27	**Ring Stop Address** Access: RO This field indicates the address of the box in the ring.
	26:25	**Reserved** Format: MBZ
	24:20	**B2B Transactions Max** This fields indicates the number of back to back transactions that can be added to either to top or bottom of the ring when 'Regulate Transactions' bit is 1b. 16: **[Default]** [1-31]
	19:17	**B2B Transactions Delay** This field indicates the number of wait cycles after the maximum back to back transactions is sent. [0-7]

MBUS_BBOX_CTL

		1 **[Default]**
	16	**Regulate B2B Transactions** This field controls the regulation of back to back transactions from this ring stop. **Value** / **Name** 0b Disable 1b Enable **[Default]**
	15:0	**Reserved** Format: MBZ

MBUS_DBOX_CTL

MBUS_DBOX_CTL

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled

Address:	7003Ch-7003Fh
Name:	Pipe MBus DBox Control
ShortName:	PIPE_MBUS_DBOX_CTL_A
Reset:	soft

Address:	7103Ch-7103Fh
Name:	Pipe MBus DBox Control
ShortName:	PIPE_MBUS_DBOX_CTL_B
Reset:	soft

Address:	7203Ch-7203Fh
Name:	Pipe MBus DBox Control
ShortName:	PIPE_MBUS_DBOX_CTL_C
Reset:	soft

Address:	7303Ch-7303Fh
Name:	Pipe MBus DBox Control
ShortName:	PIPE_MBUS_DBOX_CTL_D
Reset:	soft

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31	**Status** Access: RO This field indicates if the box is enabled. Value / Name: 0b – Disabled 1b – Enabled
	30:27	**Ring Stop Address** Access: RO This field indicates the address of the box in the ring.

MBUS_DBOX_CTL

26:25	**Reserved** Format: MBZ
24:20	**B2B Transactions Max** This fields indicates the number of back to back transactions that can be added to either to top or bottom of the ring when 'Regulate Transactions' bit is 1b. Value: 16 — **[Default]** Value: [1-31]
19:17	**B2B Transactions Delay** This field indicates the number of wait cycles after the maximum back to back transactions is sent. Value: [0-7] Value: 1 — **[Default]**
16	**Regulate B2B Transactions** This field controls the regulation of back to back transactions from this ring stop. Value: 0b — Disable Value: 1b — Enable **[Default]**
15:14	**BW Credits** BW credits are used by the display pipe to write color clear/WiDi/FBC/data in to display buffer. Value: 1h — **[Default]**
13	**Reserved** Format: MBZ
12:8	**B Credits** B credits are used by the display pipe to request data from display buffer. Value: 0Ch — **[Default]** **Programming Notes** ALWAYS override the default value by Programming B Credits to 12.
7:5	**Reserved** Format: MBZ
4	**Reserved** Format: MBZ
3:0	**A Credits** A credits are used by the display pipe to make data/TLB/VTd/MCS requests to Arbiter.

MBUS_DBOX_CTL			
		Value	Name
		2h	**[Default]**

MBUS_UBOX_CTL

MBUS_UBOX_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4503Ch-4503Fh
Name:	MBus UBox Control
ShortName:	MBUS_UBOX_CTL
Reset:	soft

DWord	Bit	Description
0	31	**Status** Access: RO This field indicates if the box is enabled. 0b – Disabled 1b – Enabled
	30:27	**Ring Stop Address** Access: RO This field indicates the address of the box in the ring.
	26:25	**Reserved** Format: MBZ
	24:20	**B2B Transactions Max** This fields indicates the number of back to back transactions that can be added to either to top or bottom of the ring when 'Regulate Transactions' bit is 1b. 16 – **[Default]** [1-31]
	19:17	**B2B Transactions Delay** This field indicates the number of wait cycles after the maximum back to back transactions is sent. [0-7] 1 – **[Default]**
	16	**Regulate B2B Transactions** This field controls the regulation of back to back transactions from this ring stop. Value – Name

MBUS_UBOX_CTL		
		0b: Disable 1b: Enable **[Default]**
	15:7	**Reserved** Format: MBZ
	6:4	**KVM Sprite A Credits** Default Value: 1 A Credits used by KVM to make data requests to Arbiter.
	3	**Reserved** Format: MBZ
	2:0	**VGA B Credits** Default Value: 4 B credits used by VGA to request data from Display Buffer.

MCPG1 Hysteresis Time Free

OAG_MCPG1_HYSTERESIS_TIME_FREE - MCPG1 Hysteresis Time Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBB4h	
This register counts the time that MCPG hysteresis time is accumulating for media slice 1.This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

MCR Packet Control

MCRPKT_CTRL - MCR Packet Control

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00FDCh-00FDFh

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31	**MULTICAST** Default Value: 1b Multicast Access: R/W Value determines the multicast value driven to MCR. 0 - not multicast 1 - multicast The usage model is that the value is returned to the default (1), after completion of the unicast request.
	30:27	**SLICEID** Default Value: 0000b Access: R/W Value determines the slice ID driven to MCR.
	26:24	**DUAL_SUBSLICEID** Default Value: 000b Access: R/W Value determines the dual-subslice ID (or l3_bank) driven to MCR.
	23:0	**Reserved** Format: MBZ

MCR Packet Control 0

MCRPKT_CTRL_MCFG - MCR Packet Control 0

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00FD0h-00FD3h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31	**MULTICAST MCFG** Default Value: 1b Access: R/W Value determines the multicast value driven to MCR for accesses to MCFG. 0 - not multicast 1 - multicast The usage model is that the value is returned to the default (1), after completion of the unicast request.
	30:27	**SLICEID MCFG** Default Value: 0000b Access: R/W Value driven on packet field Slice ID targeting MCFG.
	26:24	**DUAL_SUBSLICEID MCFG** Default Value: 000b Access: R/W Value determines the SQIDI ID driven on packet field Dual-Subslice ID targeting MCFG.
	23:0	**Reserved** Format: MBZ

MCR Packet Control 1

MCRPKT_CTRL_MDRB - MCR Packet Control 1

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00FD4h-00FD7h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31	**MULTICAST MDRB** Default Value: 1b Access: R/W Value determines the multicast value driven to MCR for accesses to MDRB. 0 - not multicast 1 - multicast The usage model is that the value is returned to the default (1), after completion of the unicast request.
	30:27	**SLICEID MDRB** Default Value: 0000b Access: R/W Value driven on packet field Slice ID targeting MDRB.
	26:24	**DUAL_SUBSLICEID MDRB** Default Value: 000b Access: R/W Value determines the SQIDI ID driven on packet field Dual-Subslice ID targeting MDRB.
	23:0	**Reserved** Format: MBZ

MCR Packet Control 2

MCRPKT_CTRL_SF - MCR Packet Control 2

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00FD8h-00FDBh

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31	**MULTICAST SF** Default Value: 1b Access: R/W Value determines the multicast value driven to MCR for accesses to SF. 0 - not multicast 1 - multicast The usage model is that the value is returned to the default (1), after completion of the unicast request.
	30:27	**SLICEID SF** Default Value: 0000b Access: R/W Value driven on packet field Slice ID targeting SF.
	26:24	**DUAL_SUBSLICEID SF** Default Value: 000b Access: R/W Value determines the SQIDI ID driven on packet field Dual-Subslice ID targeting SF.
	23:0	**Reserved** Format: MBZ

MDRB Context Base 1

MDRB_CTXBASE1 - MDRB Context Base 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DC8h
RC6 Save Location	

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Y

DWord	Bit	Description
0	31:6	**MDRB Memory Base Low** Access: R/W Lock This field is used to set the base of memory where the RC6 power context will be saved This value MUST be above the base and below the top of stolen memory This register is locked (becomes read-only) when RC6MEMLOCK is 1
	5:1	**Reserved** Format: MBZ
	0	**Ctx Base is Enabled** Access: R/W Lock 1'b0 : The MDRB base has not been enabled, so don't do the MDRB context save (This is default value and BIOS has to program it to enable context save) 1'b1 : The MDRB base has been enabled, so go ahead with the context save

MDRB Context Base 2

MDRB_CTXBASE2 - MDRB Context Base 2		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	00DCCh	
RC6 Base Location		

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**MDRB Memory Base High** Access: R/W Lock This field is used to set the base of memory where the RC6 power context will be saved This value MUST be above the base and below the top of stolen memory This register is locked (becomes read-only) when RC6MEMLOCK is 1

MED0HCP0PowerGoodDelay

MED0HCP0_PG_DLY - MED0HCP0PowerGoodDelay					
Register Space:	MMIO: 0/2/0				
Access:	R/W				
Size (in bits):	32				
IA/Context savable by MGSR/punit					
_Custom_GTIAccessProtection	**_Custom_GTIContextMappedUnit**	**_Custom_GTIIsContextMapped**	**_Custom_GTIIsContextSaved**	**_Custom_GTIReset**	**_Custom_GTIStorage**
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

MED0MFX0PowerGoodDelay

MED0MFX0_PG_DLY - MED0MFX0PowerGoodDelay

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

IA/Context savable by MGSR/punit

_Custom_GTIAccessProtection	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

MED0PowerGoodDelay

MED0_PG_DLY - MED0PowerGoodDelay

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

IA/Context savable by MGSR/punit

_Custom_GTIAccessProtection	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

MED1HCP0PowerGoodDelay

MED1HCP0_PG_DLY - MED1HCP0PowerGoodDelay					
Register Space: MMIO: 0/2/0 Access: R/W Size (in bits): 32					
IA/Context savable by MGSR/punit					
_Custom_GTIAccessProtection	**_Custom_GTIContextMappedUnit**	**_Custom_GTIIsContextMapped**	**_Custom_GTIIsContextSaved**	**_Custom_GTIReset**	**_Custom_GTIStorage**
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

MED1MFX0PowerGoodDelay

MED1MFX0_PG_DLY - MED1MFX0PowerGoodDelay					
Register Space: MMIO: 0/2/0 Access: R/W Size (in bits): 32					
IA/Context savable by MGSR/punit					
_Custom_GTIAccessProtection	**_Custom_GTIContextMappedUnit**	**_Custom_GTIIsContextMapped**	**_Custom_GTIIsContextSaved**	**_Custom_GTIReset**	**_Custom_GTIStorage**
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

MED1PowerGoodDelay

MED1_PG_DLY - MED1PowerGoodDelay

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

IA/Context savable by MGSR/punit

_Custom_GTIAccessProtection	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Y	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Power Good Delay** Default Value: 00C8h PWRGOOD_DLY Value
	15:0	**RAMP Delay** Default Value: 00C8h RAMP_DLY Value

Media0 SubWell Power Gate Control Ack Message

MED0_SUBWELL_PGCTL_ACK - Media0 SubWell Power Gate Control Ack Message

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0865Ch
Name:	Media0 SubWell Power Gate Control Ack Message
ShortName:	MED0_SUBWELL_PGCTL_ACK

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. In order to set bit0, for example, the data would be 0x0001_0001. In order to clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**MFXVDENC1 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	6	**MFXVDENC1 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	5	**HCP1 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	4	**HCP1 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

MED0_SUBWELL_PGCTL_ACK - Media0 SubWell Power Gate Control Ack Message

	3	**MFXVDENC0 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	2	**MFXVDENC0 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	1	**HCP0 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	0	**HCP0 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

Media1 SubWell Power Gate Control Ack Message

MED1_SUBWELL_PGCTL_ACK - Media1 SubWell Power Gate Control Ack Message

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08660h
Name:	Media1 SubWell Power Gate Control Ack Message
ShortName:	MED1_SUBWELL_PGCTL_ACK

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. In order to set bit0, for example, the data would be 0x0001_0001. In order to clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**MFXVDENC1 ClockReset Acknowledge** Access: R/W MFXVDENC1SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	6	**MFXVDENC1 Powergate Acknowledge** Access: R/W MFXVDENC1PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	5	**HCP1 ClockReset Acknowledge** Access: R/W HCP1SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	4	**HCP1 Powergate Acknowledge** Access: R/W HCP1PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

MED1_SUBWELL_PGCTL_ACK - Media1 SubWell Power Gate Control Ack Message

	3	**MFXVDENC0 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	2	**MFXVDENC0 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	1	**HCP0 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	0	**HCP0 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

Media2 SubWell Power Gate Control Ack Message

MED2_SUBWELL_PGCTL_ACK - Media2 SubWell Power Gate Control Ack Message

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08664h

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. In order to set bit0, for example, the data would be 0x0001_0001. In order to clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.&#13

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:8	**Reserved** Access: RO
	7	**MFXVDENC1 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	6	**MFXVDENC1 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	5	**HCP1 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	4	**HCP1 Powergate Acknowledge** Access: R/W

MED2_SUBWELL_PGCTL_ACK - Media2 SubWell Power Gate Control Ack Message		
		HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	3	**MFXVDENC0 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	2	**MFXVDENC0 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	1	**HCP0 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	0	**HCP0 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

Media3 SubWell Power Gate Control Ack Message

MED3_SUBWELL_PGCTL_ACK - Media3 SubWell Power Gate Control Ack Message

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08668h

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. In order to set bit0, for example, the data would be 0x0001_0001. In order to clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:8	**Reserved** Access: RO
	7	**MFXVDENC1 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	6	**MFXVDENC1 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	5	**HCP1 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	4	**HCP1 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

MED3_SUBWELL_PGCTL_ACK - Media3 SubWell Power Gate Control Ack Message

	3	**MFXVDENC0 ClockReset Acknowledge** Access: R/W MFXVDENC0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	2	**MFXVDENC0 Powergate Acknowledge** Access: R/W MFXVDENC0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack
	1	**HCP0 ClockReset Acknowledge** Access: R/W HCP0 SPC ClockReset Ack 1'b0 : clk/reset/firewall OFF Ack (default) 1'b1 : clk/reset/firewall ON Ack
	0	**HCP0 Powergate Acknowledge** Access: R/W HCP0 PowerGate Ack 1'b0 : PFET OFF Ack (default) 1'b1 : PFET ON Ack

MEDIA Clock Gating Messages

MEDCGMSG - MEDIA Clock Gating Messages

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 08118h

MEDIA Clock Gating Messages Register

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO **Programming Notes** **Message Mask** To write to bits 15:0, the corresponding message mask bits must be written. For example, to set bit 14, bit 30 needs to be 1 : 40004000.
	15:12	**SFC Clock Gating Control Message** Access: R/W Gate SFC Clock gate Message : '0' : SFC Clock Un-gate Request (un-gates the cmclk clock in the 1st Media block) '1' : SFC Clock Gate Request (gates the cmclk clockin the 1st Media block)
	11:8	**VEbox Clock gating Control message** Access: R/W Gate VE-box Clock Message : '0' : VEbox Clock Un-gate Request (un-gates the cvclk clock) '1' : VEbox Clock Gate Request (gates the cvclk clock)
	7:0	**Media Clock Gating Control Message** Access: R/W Gate Media Clock Message : '0' : Media Clock Un-gate Request (un-gates the cmclk clock) '1' : Media Clock Gate Request (gates the cmclk clock)

Media Die Recovery

MED_DIE_RECOVERY - Media Die Recovery	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	12298h
Name:	VCS Media Die Recovery
ShortName:	VCS_MED_DIE_RECOVERY

This register is stored in the VCS but is used in the HWM unit. This register programs the die recovery override and engine ID's.

DWord	Bit	Description
0	31:12	**Reserved** Format: MBZ
	11:9	**Forced Next Engine ID** Access: R/W This field is the next engine ID.
	8	**Force Next Engine ID** Access: R/W The bit forces the next engine ID.
	7:4	**Reserved** Format: MBZ
	3:1	**Forced Previous Engine ID** Access: R/W This field is the previous engine ID.
	0	**Force Previous Engine ID** Access: R/W The bit forces the previous engine ID.

Media FIFO Messaging Register for Shadow Register Unit

MSG_FIFO_MGSR_MEDIA - Media FIFO Messaging Register for Shadow Register Unit

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	080E4h
Name:	Media FIFO Messaging Register for Shadow Register Unit
ShortName:	MSG_FIFO_MGSR_MEDIA

Register that has the ACK information, back from MGSR as to whether a specific VD/VE Box has been blocked/unblocked
0 -- Box has been blocked
1 -- Box has been unblocked
Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16].
To set bit0, for example, the data would be 0x0001_0001.
To clear bit0, for example, the data would be 0x0001_0000.
Note that mask bit is the data bit offset + 16.
Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:12	**Reserved** Format: MBZ
	11	**Acknowledge that Media FIFO has been Blocked for VEBOX3** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VEBOX3 1'b0 : Media FIFO Block Ack for VEBOX3(default) 1'b1 : Media FIFO Unblock Ack VEBOX3 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	10	**Acknowledge that Media FIFO has been Blocked for VEBOX2** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VEBOX2 1'b0 : Media FIFO Block Ack for VEBOX2(default) 1'b1 : Media FIFO Unblock Ack VEBOX2 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	9	**Acknowledge that Media FIFO has been Blocked for VEBOX1** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VEBOX1

MSG_FIFO_MGSR_MEDIA - Media FIFO Messaging Register for Shadow Register Unit

		1'b0 : Media FIFO Block Ack for VEBOX1(default) 1'b1 : Media FIFO Unblock Ack VEBOX1 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	8	**Acknowledge that Media FIFO has been Blocked for VEBOX0** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VEBOX0 1'b0 : Media FIFO Block Ack for VEBOX0(default) 1'b1 : Media FIFO Unblock Ack VEBOX0 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	7	**Acknowledge that Media FIFO has been Blocked for VDBOX7** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX7 1'b0 : Media FIFO Block Ack for VDBOX7(default) 1'b1 : Media FIFO Unblock Ack VDBOX7 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	6	**Acknowledge that Media FIFO has been Blocked for VDBOX6** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX6 1'b0 : Media FIFO Block Ack for VDBOX6(default) 1'b1 : Media FIFO Unblock Ack VDBOX6 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	5	**Acknowledge that Media FIFO has been Blocked for VDBOX5** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX5 1'b0 : Media FIFO Block Ack for VDBOX5(default) 1'b1 : Media FIFO Unblock Ack VDBOX5 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	4	**Acknowledge that Media FIFO has been Blocked for VDBOX4** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX4 1'b0 : Media FIFO Block Ack for VDBOX4(default) 1'b1 : Media FIFO Unblock Ack VDBOX4

MSG_FIFO_MGSR_MEDIA - Media FIFO Messaging Register for Shadow Register Unit

		Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	3	**Acknowledge that Media FIFO has been Blocked for VDBOX3** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX3 1'b0 : Media FIFO Block Ack for VDBOX3(default) 1'b1 : Media FIFO Unblock Ack VDBOX3 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	2	**Acknowledge that Media FIFO has been Blocked for VDBOX2** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX2 1'b0 : Media FIFO Block Ack for VDBOX2(default) 1'b1 : Media FIFO Unblock Ack VDBOX2 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	1	**Acknowledge that Media FIFO has been Blocked for VDBOX1** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX1 1'b0 : Media FIFO Block Ack for VDBOX1(default) 1'b1 : Media FIFO Unblock Ack VDBOX1 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.
	0	**Acknowledge that Media FIFO has been Blocked for VDBOX0** Access: R/W Acknowledge that MEDIA FIFO has been Blocked for VDBOX0 1'b0 : Media FIFO Block Ack for VDBOX0(default) 1'b1 : Media FIFO Unblock Ack VDBOX0 Note that the block request goes to MGSR, and MGSR responds to GPM with the blocked ack.

Media unit Level Clock Gating override during rstflow 94B0

MEDMISCCP94B0 - Media unit Level Clock Gating override during rstflow 94B0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094B0h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**misccp Clock Gating Disable during rstflow** Access: R/W misccp Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always) w/a for A-step would be to make BIOS to write value 1 to this bit for power-on.

MEMRR_BASE_LSB

MEMRR_BASE_LSB - MEMRR_BASE_LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108340h

The EMRR range is used to protect Xucode memory from unauthorized reads and writes. Any IO access to this range is aborted. This register controls the location of the EMRR range by indicating its starting address. It functions in tandem with the EMRR mask register.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:12	**RANGE_BASE** Default Value: 0000000h Access: RO This field corresponds to bits 38:12 of the base address memory range which is allocated to EMRR memory.
	11:4	**Reserved** Format: MBZ
	3	**CONFIGURED** Default Value: 0h Access: RO This bitfield is required to enable the PRMRR range
	2:0	**Reserved** Format: MBZ

MEMRR_BASE_MSB

MEMRR_BASE_MSB - MEMRR_BASE_MSB	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108344h

The EMRR range is used to protect Xucode memory from unauthorized reads and writes. Any IO access to this range is aborted. This register controls the location of the EMRR range by indicating its starting address. It functions in tandem with the EMRR mask register.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:0	**RANGE_BASE** Default Value: 000h Access: RO This field corresponds to bits 63:12 of the base address memory range which is allocated to EMRR memory.

MEMRR_MASK_LSB

MEMRR_MASK_LSB - MEMRR_MASK_LSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	108380h	
This register controls the size of the EMRR range by indicating which address bits must match the EMRR base register value.		

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:12	**RANGE_BASE** Default Value: 0000000h Access: RO This field indicates which address bits must match EMRR base in order to qualify as an EMRR access.
	11	**RANGE_EN** Default Value: 0b Access: RO Indicates whether the EMRR range is enabled and valid.
	10	**LOCK** Default Value: 0b Access: RO Setting this bit locks all writeable settings in this register, including itself.
	9:0	**Reserved** Format: MBZ

MEMRR_MASK_MSB

MEMRR_MASK_MSB - MEMRR_MASK_MSB	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108384h
This register controls the size of the EMRR range by indicating which address bits must match the EMRR base register value.	

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:0	**RANGE_MASK** Default Value: 000h Access: RO This field indicates which address bits must match EMRR base in order to qualify as an EMRR access.

Message Control

MC_0_2_0_PCI - Message Control

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	000AEh

Message Signaled Interrupt control register. System software can modify bits in this register, but the device is prohibited from doing so. If the device writes the same message multiple times, only one of those messages is guaranteed to be serviced. If all of them must be serviced, the device must not generate the same message again until the driver services the earlier one.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:9	**Reserved** Format: MBZ
	8	**Per Vector Mask Capable** Default Value: 1b Access: RO SR-IOV requires this capability.
	7	**64 Bit Capable** Access: RO **Description**: Hardwired to 0 to indicate that the function does not implement the upper 32 bits of the Message address register and is incapable of generating a 64-bit memory address. **Value** 0b — **Name** **[Default]**
	6:4	**Multiple Message Enable** Default Value: 000b Access: R/W System software programs this field to indicate the actual number of messages allocated to this device. This number will be equal to or less than the number actually requested. Value: Number of requests000: 1001: 2010: 4011: 8100: 16101: 32110: Reserved111: Reserved
	3:1	**Multiple Message Capable** Default Value: 000b

MC_0_2_0_PCI - Message Control

		Access: RO System Software reads this field to determine the number of messages being requested by this device. Hardwired to 000b to indicate number of requests is 1.
	0	**MSI Enable** Default Value: 0b Access: R/W Controls the ability of this device to generate MSIs.

Message Data

MD_0_2_0_PCI - Message Data

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	000B8h

This register contains the Message Data for MSIs sent by the device.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:0	**MESSDATA** Default Value: 0000000000000000b Access: R/W Base message data pattern assigned by system software and used to handle an MSI from the device. When the device must generate an interrupt request, it writes a 32-bit value to the memory address specified in the MA register. The upper 16 bits are always set to 0. The lower 16 bits are supplied by this register.

Message Signaled Interrupts Capability ID

MSI_CAPID_0_2_0_PCI - Message Signaled Interrupts Capability ID

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 000ACh

When a device supports MSI it can generate an interrupt request to the processor by writing a predefined data item (a message) to a predefined memory address.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:8	**Pointer to Next Capability** Default Value: 11010000b Access: RO This is a hardwired pointer to the next item in the capabilities list.
	7:0	**Capability ID** Default Value: 00000101b Access: RO This field is hardwired to the value 05h to identify the CAP_ID as being for MSI registers.

Messaging Register for GPMunit

MSG_GPM - Messaging Register for GPMunit		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	00C00h	
Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. To set bit0, for example, the data would be 0x0001_0001. To clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.		
DWord	**Bit**	**Description**
0	31:16	**Reserved** Format: MBZ
	15	**GPM Messages Bit 15** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	14	**GPM Messages Bit 14** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	13	**GPM Messages Bit 13** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	12	**GPM Messages Bit 12** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	11	**GPM Messages Bit 11** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	10	**GPM Messages Bit 10**

MSG_GPM - Messaging Register for GPMunit

		Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	9	**GPM Messages Bit 9** Access: R/W Placeholder for GPM Messages. RPMunit could self-clear these bits upon sampling.
	8	**GPM Messages to change BGF mode to 10** Access: R/W GPM Messages RPM to toggle the BGF mode for C6-Lite Mode. RPMunit could self-clear these bits upon sampling. 1'b1 : BGF Model to be changed to 10 via 00 1'b0 : No change in BGF Mode needed (default)
	7	**Media PowerGate License Request** Access: R/W GPMunit Media PG License Level Request 1'b1 : Media PG ON License Request 1'b0 : Media PG OFF License Request
	6:5	**ICCP Low Level Request** Access: R/W GPMunit IccP License Level Request 2'b00 : Low IccP License Request (default) 2'b01 : High IccP License Request
	4	**Request to send CPD Exit Ack Message on EventBus (U2C)** Access: R/W Request from GPMunit for RPMunit to send CPD_EXIT_ACK message on the Eventbus. RPMunit self-clears this bit upon sampling.
	3	**Request to send CPD Enter Ack Message on EventBus (U2C)** Access: R/W Request from GPMunit for RPMunit to send CPD_ENTER_ACK message on the Eventbus. RPMunit self-clears this bit upon sampling.
	2	**Request to send Credit Active Deassert Message on EventBus (U2C)** Access: R/W Request from GPMunit for RPMunit to send CREDIT_ACTIVE_DEASSERT message on the Eventbus.

MSG_GPM - Messaging Register for GPMunit		
		RPMunit self-clears this bit upon sampling.
	1	**Request to send Credit Active Assert Message on EventBus (U2C)** Access: R/W Request from GPMunit for RPMunit to send CREDIT_ACTIVE_ASSERT message on the Eventbus. RPMunit self-clears this bit upon sampling.
	0	**Request to send IDI Shutdown Ack Message on EventBus (U2C)** Access: R/W Request from GPMunit for RPMunit to send IDI_SHUTDOWN_ACK message on the Eventbus. RPMunit self-clears this bit upon sampling.

Messaging Register for MDRBunit

MSG_MDRB - Messaging Register for MDRBunit

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00C08h

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16].
To set bit0, for example, the data would be 0x0001_0001.
To clear bit0, for example, the data would be 0x0001_0000.
Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:6	**MDRB Messages** Access: R/W Placeholder for MDRB Messages. MDRBunit could self-clear these bits upon sampling.
	5	**RFO's are pending after Context Restore is Complete** Access: R/W There are RFO's pending even after Context Restore process is complete for MDRB RFO's are pending = 1'b1 There are no RFO's pending = 1'b0
	4	**Context Restore is Complete** Access: R/W The Context Restore process is complete for MDRB Context Restore is Done = 1'b1 Context Restore is not yet complete = 1'b0
	3	**RFO's are pending after Context Save is Complete** Access: R/W There are RFO's pending even after Context Save process is complete for MDRB RFO's are pending = 1'b1 There are no RFO's pending = 1'b0
	2	**Context Save is Complete** Access: R/W The Context Save process is complete for MDRB

MSG_MDRB - Messaging Register for MDRBunit

		Context Save is Done = 1'b1 Context Save is not yet complete = 1'b0
	1	**RFO Enable/Disable Ack for RPM (internal) RFO Request** Access: R/W RFO Enable/Disable Ack for Internal RFO Request. Enable Ack = 1'b1 Disable Ack = 1'b0
	0	**RFO Enable/Disable Ack for U2C (Eventbus) RFO Request** Default Value: 0b Access: R/W RFO Enable/Disable Ack for U2C RFO Request. Enable Ack = 1'b1 Disable Ack = 1'b0

Messaging Register for MGSRunit

MSG_MGSR - Messaging Register for MGSRunit

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00C04h

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16].
To set bit0, for example, the data would be 0x0001_0001.
To clear bit0, for example, the data would be 0x0001_0000.
Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**MGSR Messages** Access: R/W Placeholder for MGSR Messages. MGSRunit could self-clear these bits upon sampling.

Messaging Register for SPCunit

MSG_SPC - Messaging Register for SPCunit		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	00C10h	
Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. To set bit0, for example, the data would be 0x0001_0001. To clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16. Message registers are protected from non-GT writes via the Message Channel.		
DWord	**Bit**	**Description**
0	31:1	**Reserved** Format: MBZ
	0	**SPC GTI PGCTL ACK** Access: R/W SPC PowerGate Control Ack Message 1'b0 : PowerDown Ack (default). 1'b1 : PowerUp Ack (default).

MFC_AVC_CABAC_INSERTION_COUNT

AVC_CABAC_INSERTION_COUNT - MFC_AVC_CABAC_INSERTION_COUNT	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	128ACh

This register stores the count in bytes of **CABAC ZERO_WORD insertion. It is primarily provided for statistical data gathering.**

DWord	Bit	Description
0	31:0	**MFC AVC Cabac Insertion Count** Total number of bytes in the bitstream output before for the CABAC zero word insertion. This count is updated each time when the insertion count is incremented.

MFC_AVC Bitstream Decoding Front-End Parsing Logic Error Counter

MFC_VIN_AVD_ERROR_CNTR - MFC_AVC Bitstream Decoding Front-End Parsing Logic Error Counter		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	12804h	
DWord	**Bit**	**Description**
0 avd_error_flagsR[31:0]	31:0	**Reserved** Format: MBZ

MFC Image Status Control

MFC_IMAGE_STATUS_CONTROL - MFC Image Status Control		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128B8h	
This register stores the suggested data for next frame in multi-pass.		
DWord	**Bit**	**Description**
0	31:24	**Cumulative slice delta QP**
	23:16	**QP Value** suggested slice QP delta value for frame level Rate control. This value can be +ve or -ve
	15	**QP-Polarity Change** Cumulative slice delta QP polarity change.
	14:13	**Num-Pass Polarity Change** Number of passes after cumulative slice delta QP polarity changes.
	12	**VDENC Slice Overflow Error Occurred** Format: U1 True when slice size exceeds slice max size on final pass when VDENC is using attempting to use slice overflow prevention.
	11:8	**Total Num-Pass**
	7:4	**Reserved** Format: MBZ
	3	**Missing Huffman Code** Jpeg HW encoder reports if Huffman table entry is missing.
	2	**Panic** Panic triggered to avoid too big packed file.
	1	**Frame Bit Count** Frame Bit count over-run/under-run flag
	0	**Max Conformance Flag** Max Macroblock conformance flag or Frame Bit count over-run/under-run

MFC Image Status Mask

MFC_IMAGE_STATUS_MASK - MFC Image Status Mask		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128B4h	
This register stores the image status(flags).		
DWord	**Bit**	**Description**
0	31:0	**Control Mask** Control Mask for dynamic frame repeat.

MFC QP Status Count

MFC_QUP_CT - MFC QP Status Count		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128BCh	
This register stores the suggested QP COUNTS in multi-pass.		
DWord	**Bit**	**Description**
0	31:24	**Cumulative QP Adjust** Format: U8 Cumulative QP adjustment after multiple passes. If there is no need to multi-pass, this value would be zero. (This is in sign magnitude form).
	23:0	**Cumulative QP** Format: U24 Cumulative QP for all MB of a Frame (Can be used for computing average QP).

MFD Error Status

MFD_ERROR_STATUS - MFD Error Status	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1C0800h
ShortName:	MFD_ERROR_STATUS_VCS0
Description:	For VDBox0
Address:	1C4800h
ShortName:	MFD_ERROR_STATUS_VCS1
Description:	For VDBox1
Address:	1D0800h
ShortName:	MFD_ERROR_STATUS_VCS2
Description:	For VDBox2
Address:	1D4800h
ShortName:	MFD_ERROR_STATUS_VCS3
Description:	For VDBox3
Address:	1E0800h
ShortName:	MFD_ERROR_STATUS_VCS4
Description:	For VDBox4
Address:	1E4800h
ShortName:	MFD_ERROR_STATUS_VCS5
Description:	For VDBox5
Address:	1F0800h
ShortName:	MFD_ERROR_STATUS_VCS6
Description:	For VDBox6
Address:	1F4800h
ShortName:	MFD_ERROR_STATUS_VCS7
Description:	For VDBox7

This register stores the error status flags and count reports by the bit-stream decoder. This register is not part of hardware context save and restore. Driver should read the content prior to starting a new batch/frame.

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:16	**AVC Short Format Error Flags**

MFD_ERROR_STATUS - MFD Error Status		
		Exists If: // AVC Short Format == Ture Bit-stream error detected by VLD short format bit-stream decoder**.** These flags are reset at the beginning of a frame and updated until starting of another frame. [19] Slice Type SE Error Flag Invalid Slice Type SE [18] MMCO SE Error Flag Invalid memory management control operation SE. MMCO Loop does not end (mmco control != 0) even after all MMCO SEs are decoded OR MMCO SEs are still being decoded and MMCO SE loop end (mmco control == 0) is hit [17] Reordering IDC Error Flag Syntax Element modification_of_pic_nums_idc >= 6 OR modification_of_pic_nums_idc != 3 (end of reordering loop) but reordering count has already hit maximum value [16] Premature bitstream end is hit before finishing slice header decode
	15:0	**Bit-stream Error flags** Exists If: // AVC CAVLC, AVC CABAC, VC1 and MPEG2 == True Bitstream error detected by the VLD bit-stream decoder. These flags are reset at the beginning of a frame and updated until starting of another frame. AVC CAVLC: Please refer to AVC CAVLC table for each bit field AVC CABAC: Please refer to AVC CABAC table for each bit field VC1: Please refer to VC1 table for each bit field MPEG2: Please refer to MPEG2 table for each bit field

MFD Picture Parameter

MFD_PICTURE_PARAM - MFD Picture Parameter	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C0820h
ShortName:	MFD_PICTURE_PARAM_VCS0
Description:	For VDbox0
Address:	1C4820h
ShortName:	MFD_PICTURE_PARAM_VCS1
Description:	For VDbox1
Address:	1D0820h
ShortName:	MFD_PICTURE_PARAM_VCS2
Description:	For VDbox2
Address:	1D4820h
ShortName:	MFD_PICTURE_PARAM_VCS3
Description:	For VDbox3
Address:	1E0820h
ShortName:	MFD_PICTURE_PARAM_VCS4
Description:	For VDbox4
Address:	1E4820h
ShortName:	MFD_PICTURE_PARAM_VCS5
Description:	For VDbox5
Address:	1F0820h
ShortName:	MFD_PICTURE_PARAM_VCS6
Description:	For VDbox6
Address:	1F4820h
ShortName:	MFD_PICTURE_PARAM_VCS7
Description:	For VDbox7

DWord	Bit	Description
0	31:0	**Reserved** Format: MBZ

MFX Frame BitStream SE/BIN Count

MFX_SE_BIN_CT - MFX Frame BitStream SE/BIN Count	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1C086Ch
ShortName:	MFX_SE_BIN_CT_VCS0
Description:	For VDBox0
Address:	1C486Ch
ShortName:	MFX_SE_BIN_CT_VCS1
Description:	For VDBox1
Address:	1D086Ch
ShortName:	MFX_SE_BIN_CT_VCS2
Description:	For VDBox2
Address:	1D486Ch
ShortName:	MFX_SE_BIN_CT_VCS3
Description:	For VDBox3
Address:	1E086Ch
ShortName:	MFX_SE_BIN_CT_VCS4
Description:	For VDBox4
Address:	1E486Ch
ShortName:	MFX_SE_BIN_CT_VCS5
Description:	For VDBox5
Address:	1F086Ch
ShortName:	MFX_SE_BIN_CT_VCS6
Description:	For VDBox6
Address:	1F486Ch
ShortName:	MFX_SE_BIN_CT_VCS7
Description:	For VDBox7

This register stores the number of BINs (AVC CABAC) and SEs (CAVLD, VLD) decoded in a frame. This register is not part of hardware context save and restore.

DWord	Bit	Description
0	31:0	**MFX Frame Bit-stream SE/BIN Count** Total number of BINs/SEs decoded in current frame. This number is used with frame performance count to derive Bin/clk or SE/clk.

MFX Frame Macroblock Count

MFX_MB_COUNT - MFX Frame Macroblock Count

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1C0868h
ShortName:	MFX_MB_COUNT_VCS0
Description:	For VDBox0
Address:	1C4868h
ShortName:	MFX_MB_COUNT_VCS1
Description:	For VDBox1
Address:	1D0868h
ShortName:	MFX_MB_COUNT_VCS2
Description:	For VDBox2
Address:	1D4868h
ShortName:	MFX_MB_COUNT_VCS3
Description:	For VDBox3
Address:	1E0868h
ShortName:	MFX_MB_COUNT_VCS4
Description:	For VDBox4
Address:	1E4868h
ShortName:	MFX_MB_COUNT_VCS5
Description:	For VDBox5
Address:	1F0868h
ShortName:	MFX_MB_COUNT_VCS6
Description:	For VDBox6
Address:	1F4868h
ShortName:	MFX_MB_COUNT_VCS7
Description:	For VDBox7

This register stores the number of Macro-blocks decoded/encoded in current frame. This register is not part of hardware context save and restore.

DWord	Bit	Description
0	31:20	**MBZ** Exists If: // JPEG == True Format: MBZ This field is currently reserved

MFX_MB_COUNT - MFX Frame Macroblock Count

	31:16	**Intra MB Count** Exists If: // AVC CAVLC, AVC CABAC, VC1 and MPEG2 == True Format: U16
	19:0	**JPEG Block Count** Exists If: // JPEG == True Format: U20 This 20-bit field indicates the number of 8x8 blocks within the JPEG frame. This field is clear at the start of decoding a new frame.
	15:0	**Number of MB Concealment** Exists If: // AVC CAVLC, AVC CABAC, VC1 and MPEG2 == True This 16-bit field indicates the number of MB is concealed by hardware. This field is clear at the start of decoding a new frame.

MFX Frame Row-Stored/BitStream Read Count

MFX_ROW_PER_BS_COUNT - MFX Frame Row-Stored/BitStream Read Count

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12880h

This register stores the total number of row-stored/bit-stream read requests made by the pre-fetch engine per frame. This register is not part of hardware context save and restore.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**MFX row-stored/bit-stream read request Count** Total number of row-stored/bit-stream read requests sent by the memory pre-fetch engine per frame.

MFX PAK MPEG TS STATUS

MFX_PAK_MPEG_TS_STATUS - MFX PAK MPEG TS STATUS

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12950h

This register stores MPEGTS packet status information

DWord	Bit	Description
0	31:28	**Next Continuity Center** Format: U4 HW will update the continuity counter the next MPEGTS packet stream for this stream ID needs to place in the bitstream.
	27:16	**Reserved** Format: MBZ
	15:0	**MPEGTS Packet Count** Format: U16 This field counts the total number of written MPEGTS video packets by PAK HW. The PES header (which contains the PCR and PTS value) is included in this count as well.

MFX Pipeline Status Flags

MFX_STATUS_FLAGS - MFX Pipeline Status Flags	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1C0838h
ShortName:	MFX_STATUS_FLAGS_VCS0
Description:	For VDBox0
Address:	1C4838h
ShortName:	MFX_STATUS_FLAGS_VCS1
Description:	For VDBox1
Address:	1D0838h
ShortName:	MFX_STATUS_FLAGS_VCS2
Description:	For VDBox2
Address:	1D4838h
ShortName:	MFX_STATUS_FLAGS_VCS3
Description:	For VDBox3
Address:	1E0838h
ShortName:	MFX_STATUS_FLAGS_VCS4
Description:	For VDBox4
Address:	1E4838h
ShortName:	MFX_STATUS_FLAGS_VCS5
Description:	For VDBox5
Address:	1F0838h
ShortName:	MFX_STATUS_FLAGS_VCS6
Description:	For VDBox6
Address:	1F4838h
ShortName:	MFX_STATUS_FLAGS_VCS7
Description:	For VDBox7

This register stores the various pipeline status flags. This register is not part of hardware context save and restore.

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16	**MFX Active** Frame decoding/encoding is in progress. Set on frame_start; clear on frame_end.

MFX_STATUS_FLAGS - MFX Pipeline Status Flags

	15:10	**Reserved** Format: MBZ
	9	**Streamout Enable**
	8	**Reserved**
	7	**Post Deblocking Mode Enable**
	6	**Pre Deblocking Mode Enable**
	5	**Decoder Mode Select** **Value** / **Name** 0 – Configure the MFD Engine for VLD Mode 1 – Configure the MFD Engine for IT Mode
	4	**Codec Select** **Value** / **Name** 0 – Decode 1 – Encode
	3:2	**Video Mode** **Value** / **Name** 00b – MPEG2 01b – VC1 10b – AVC 11b – JPEG
	1	**Decoder Short Format Mode** **Value** / **Name** / **Description** 0 – AVC/VC1 Short Format Mode is in use 1 – AVC/VC1 Long Format Mode is in use
	0	**Stitch Mode** **Value** / **Name** / **Description** 0b – Not in Stitch Mode 1b – In the Special Stitch Mode

MFX SFC LOCK Request

MFX_SFC_LOCK_REQUEST - MFX SFC LOCK Request		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	1C088Ch	
ShortName:	MFX_SFC_LOCK_REQUEST_VCS0	
Description:	For VDBox0	
Address:	1D088Ch	
ShortName:	MFX_SFC_LOCK_REQUEST_VCS2	
Description:	For VDBox2	
Address:	1E088Ch	
ShortName:	MFX_SFC_LOCK_REQUEST_VCS4	
Description:	For VDBox4	
Address:	1F088Ch	
ShortName:	MFX_SFC_LOCK_REQUEST_VCS6	
Description:	For VDBox6	

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**MFX_SFC_Forced_Lock** Format: U1 This bit can only be set by driver and it has to be clear by driver as well. Driver should set this bit before issuing the software (watchdog timer) reset. It tells MFX that a software reset is going to happen. MFX then issues a forced lock to SFC. If SFC is currently locked to MFX, SFC should not unlock itself from MFX. If SFC is NOT currently locked to MFX, SFC should not accept the lock request from MFX. Driver needs to clear this bit after the software reset sequence is complete.

MFX SFC LOCK Status

MFX_SFC_LOCK_STATUS - MFX SFC LOCK Status		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	1C0890h	
ShortName:	MFX_SFC_LOCK_STATUS_VCS0	
Description:	For VDbox0	
Address:	1D0890h	
ShortName:	MFX_SFC_LOCK_STATUS_VCS2	
Description:	For VDBox2	
Address:	1E0890h	
ShortName:	MFX_SFC_LOCK_STATUS_VCS4	
Description:	For VDBox4	
Address:	1F0890h	
ShortName:	MFX_SFC_LOCK_STATUS_VCS6	
Description:	For VDBox6	

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**MFX_SFC_Forced_Act** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit is going to be polled by driver. This bit indicates that MFX has received MFX_SFC_Forced_Lock from driver and it has sent that signal to SFC. Once this bit is set, it indicates SFC status (lock or unlock) will not be changed anymore. Driver will be safe to start the reset process after this bit is set. Hardware has to de-assert this bit after driver de-assert MFX_SFC_Forced_Lock as well.
	0	**MFX_SFC_Usage** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit indicates SFC is currently locked to MFX. This bit should be set after SFC accepts the lock request from MFX. This bit should be clear once SFC finishes the workload and unlocked from MFX. In case a reset happens on MFX, this bit must be reset once a new workload is received

MGCMD

MGCMD - MGCMD

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108300h

Mirror GT hardware uses for Vtd state.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31	**TE** Access: RO 0: Disable Vtd DMA remapping 1: Enable Vtd DMA remapping
	30:26	**Reserved** Format: MBZ
	25	**Reserved**
	24:0	**Reserved** Format: MBZ

MGSR GTI PD Control

GTIPD_CTRL - MGSR GTI PD Control

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00E04h-00E07h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask Bits** Access: RO Mask bits apply to [15:0] of same register. If mask is set to 1, corresponding bit in [15:0] is written. If mask is set to 0, corresponding bit in [15:0] is unaffected.
	15:5	**Reserved** Format: MBZ
	4	**Reserved** Format: MBZ
	3	**Reserved** Format: MBZ
	2	**Render Unblock** Default Value: 0b Block Access: R/WC Render unblock (1) or block (0)
	1	**GT Block Mode** Default Value: 1b Standby mode Access: R/WC Set GT C6 Standby mode (1) or CPD (0)
	0	**GT Unblock** Default Value: 0b Block Access: R/WC GT unblock (1) or block (0)

MGSR Media PD Control

MEDIAPD_CTRL - MGSR Media PD Control

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00E00h-00E03h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask Bits** Access: RO Mask bits applied to [15:0] of same register. If mask is set to 1, corresponding bit in [15:0] is written. If mask is set to 0, corresponding bit in [15:0] is unaffected.
	15:12	**Reserved** Format: MBZ
	11:8	**VEBOX Unblock** Default Value: 0b Access: R/WC VEBOX unblock indications for VEBOX[3:0] (1) or block (0)
	7:0	**VDBOX Unblock** Default Value: 0b Access: R/WC VDBOX unblock indications for VDBOX[7:0] (1) or block (0) VDBOX[1:0] reside in Media slice0, VDBOX[3:2] in slice1, VDBOX[5:4] in slice2, VDBOX[7:6] in slice3

MGSR Programmable Shadow 0

PROGSHADOW_0 - MGSR Programmable Shadow 0

Register Space: MMIO: 0/2/0
Size (in bits): 32

Address: 00EE0h-00EE3h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:26	**Reserved** Format: MBZ
	25:0	**Shadow Address** Default Value: 00000h Access: R/W Programmable shadow register address.

MGSR Programmable Shadow 1

PROGSHADOW_1 - MGSR Programmable Shadow 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00EE4h-00EE7h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:26	**Reserved** Format: MBZ
	25:0	**Shadow Address** Default Value: 00000h Access: R/W Programmable shadow register address.

Minimum Grant

MINGNT_0_2_0_PCI - Minimum Grant

Register Space:	PCI: 0/2/0
Size (in bits):	8
Address:	0003Eh

The Integrated Graphics Device has no requirement for the settings of Latency Timers.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	7:0	**Minimum Grant Value** Default Value: 00000000b Access: RO

Mirror GT C6 entry Count

MIRROR_GT_C6_ENTRY_COUNT - Mirror GT C6 entry Count

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DACh
Name:	Mirror GT C6 entry Count
ShortName:	MIRROR_GT_C6_ENTRY_COUNT

This register holds the mirrored value, from OA, of the number of GT C6 entries that have happened

_Custom_GTIIsContextMapped	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextSaved
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count for number of C6 entries** Access: R/W Mirror the number of times that GT has entered C6

Mirror of DPRB LSB

DPRB_LSB - Mirror of DPRB LSB		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 090E8h		
DWord	**Bit**	**Description**
0	31:20	**DPRBASE** Access: RO 1MB aligned base of DMA Protected Memory Range
	19:0	**Spares** Access: RO

Mirror of DPRB MSB

DPRB_MSB - Mirror of DPRB MSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090ECh	
DWord	**Bit**	**Description**
0	31:0	**DPRBASE** Access: RO 1MB aligned base of DMA Protected Memory Range. Bits 63:32 of the DPRbase.

Mirror of DSMBASE LSB

DSMB_LSB - Mirror of DSMBASE LSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090D0h	
DSM Base		
DWord	**Bit**	**Description**
0	31:20	**DSM Base Register LSB** Access: RO This register contains the base address of stolen DRAM memory.
	19:0	**Spares** Access: RO

Mirror of DSMBASE MSB

DSMB_MSB - Mirror of DSMBASE MSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090D4h	
DSM Base		
DWord	**Bit**	**Description**
0	31:0	**DSM Base Register** Access: RO This register contains the base address of stolen DRAM memory.

Mirror of EMRR Base LSB

EMRRBASE_LSB - Mirror of EMRR Base LSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09200h	
Mirror of EMRR Base		
DWord	**Bit**	**Description**
0	31:12	**EMRR Base LSB** Access: RO EMRR Base Value.
	11:0	**Spares** Access: RO

Mirror of EMRR Base MSB

EMRRBASE_MSB - Mirror of EMRR Base MSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09204h	
Mirror of EMRR Base		
DWord	**Bit**	**Description**
0	31:0	**EMRR Base MSB** Access: RO EMRR Base Value.

Mirror of EU Disable Fuses - Register0

MIRROR_EU_DISABLE0 - Mirror of EU Disable Fuses - Register0		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09134h	
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7:0	**EU Disable Fuses** One Bit per EU In a sub-slice. Enable/Disable the same EU# in all the Sub-Slices. **Programming Notes** Bit values of 0 indicate enabled; Bit values of 1 indicate disabled.

Mirror of FUSE1 Control DW

FUSE1 - Mirror of FUSE1 Control DW		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	0911Ch	
DWord	**Bit**	**Description**
0	31:27	**Spares** Access: RO
	26	**VA DISABLE** Access: RO
	25:24	**Reserved** Format: MBZ
	23	**Reserved**
	22	**Reserved**
	21	**Reserved**
	20	**HUC AUTH BYPASS** Access: RO This fuse works for both Micro Controllers present in Media pipeline.
	19	**HUC DISABLE** Access: RO This fuse works for both Micro Controllers present in Media pipeline.
	18	**Reserved**
	17:16	**Spares1** Access: RO
	15	**Authentication Bypass** Access: RO
	14	**Reserved**
	13	**Spares2**

FUSE1 - Mirror of FUSE1 Control DW

	Access:	RO
12	**Reserved**	
11	**Render Disable**	
	Access:	RO
10:9	**Spares3**	
	Access:	RO
8	**VME IME Enable**	
	Access:	RO
7	**VME CRE Enable**	
	Access:	RO
6:5	**Media Decode**	
	Access:	RO
	Applicable to Media - Fuse to disable VIN from processing media_objs or turn off the entire crclk tree trunk.	
4	**Disable GT3 Slice Shutdown**	
	Access:	RO
	N/A -- Not used by GT hardware: This fuse is actually enforced by the PCU;it is reflected here for driver information only.	
3	**Reserved**	
2	**Spares4**	
	Access:	RO
1:0	**Media Encode**	
	Access:	RO
	Applicable to Media - One fuse to disable VIN from processing Pak_obj. Second fuse to disable VME.	

Mirror of Fuse 3 control DW

FUSE3 - Mirror of Fuse 3 control DW

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09118h

FUSE MIRROR 3

DWord	Bit	Description
0	28	**GT L3 HASH MODE FUSE** Access: RO L3 Bank Hash Mode (used in certain dynamic slice configurations) 0b = Use safe mode, hashing to fewer banks in specific cases 1b = Use all banks when possible
	27:26	**Reserved** Format: MBZ
	25:24	**GT WGBox Configuration Fuse** Access: RO WGBox configuration 00b = Both WGBOXes enabled 01b = WGBOX1 enabled 10b = WGBOX0 enabled
	23:16	**Reserved** Format: MBZ
	15:8	**Reserved** Format: MBZ
	7:0	**GT L3 MODE FUSE** Access: RO L3 Bank Disable Select (only used in certain dynamic slice configurations and sub-single slice SKUs) 1 - Disabled; 0 - Enabled Bit0 - Bank0 Bit1 - Bank1 Likewise, Bit7 - Bank7

Mirror of Global Command Register

GCMD - Mirror of Global Command Register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090CCh	
DWord	**Bit**	**Description**
0	31	**Translation Enable** Access: RO Software writes to this field to request hardware to enable/disable DMA-remapping hardware. 0: Disable DMA-remapping hardware. 1: Enable DMA-remapping hardware. Hardware reports the status of the translation enable operation through the TES field in the Global Status register. Before enabling (or re-enabling) DMA-remapping hardware through this field, software must: • Setup the DMA-remapping structures in memory. • Flush the write buffers (through WBF field), if write buffer flushing is reported as required. • Set the root-entry table pointer in hardware (through SRTP field). • Perform global invalidation of the context-cache and global invalidation of IOTLB • If advanced fault logging supported, setup fault log pointer (through SFL field) and enable advanced fault logging (through EAFL field). Refer to Section 9 for detailed software requirements. There may be active DMA requests in the platform when software updates this field. Hardware must enable or disable remapping logic only at deterministic transaction boundaries, so that any in-flight transaction is either subject to remapping or not at all. Hardware implementations supporting DMA draining must drain any in-flight translated DMA read/write requests queued within the root complex before completing the translation enable command and reflecting the status of the command through the TES field in the GSTS_REG. Value returned on read of this field is undefined.
	30	**Set Root Table Pointer** Access: RO Software sets this field to set/update the root-entry table pointer used by hardware. The root-entry table pointer is specified through the Root-entry Table Address register. Hardware reports the status of the "root table pointer set" operation through the RTPS field in the Global Status register. The root table pointer set operation must be performed before enabling or re-enabling (after disabling) DMA remapping through the TE field. After a "root table pointer set" operation, software must globally invalidate the context cache and then globally invalidate the IOTLB. This is required to ensure hardware uses only there mapping structures referenced by the new root table pointer, and not any stale cached entries.

GCMD - Mirror of Global Command Register

		While DMA remapping is active, software may update the root table pointer through this field. However, to ensure valid in-flight DMA requests are deterministically remapped, software must ensure that the structures referenced by the new root table pointer are programmed to provide the same remapping results as the structures referenced by the previous root-table pointer. Clearing this bit has no effect. The value returned on a read of this field is undefined.
	29	**Set Fault Log** Access: RO This field is valid only for implementations supporting advanced fault logging. Software sets this field to request hardware to set/update the fault-log pointer used by hardware. The fault-log pointer is specified through Advanced Fault Log register. Hardware reports the status of the fault log set operation through the FLS field in the Global Status register. The fault log pointer must be set before enabling advanced fault logging (through EAFL field). Once advanced fault logging is enabled, the fault log pointer may be updated through this field while DMA remapping is active. Clearing this bit has no effect. The value returned on read of this field is undefined.
	28	**Enable Fault Logging** Access: RO This field is valid only for implementations supporting advanced fault logging. Software writes to this field to request hardware to enable or disable advanced fault logging. 0: Disable advanced fault logging. In this case, translation faults are reported through the Fault Recording registers. 1: Enable use of memory-resident fault log. When enabled, translation faults are recorded in the memory-resident log. The fault log pointer must be set in hardware (through SFL field) before enabling advanced fault logging. Hardware reports the status of the advanced fault logging enable operation through the AFLS field in the Global Status register. Value returned on read of this field is undefined.
	27	**Write Buffer Flush** Access: RO This bit is valid only for implementations requiring write buffer flushing. Software sets this field to request hardware to flush the root-complex internal write buffers. This is done to ensure any updates to the memory-resident remapping structures are not held in any internal write posting buffers. Refer to Section 11.1 for details on write-buffer flushing requirements. Hardware reports the status of the write buffer flushing operation through the WBFS field in the Global Status register. Clearing this bit has no effect. Value returned on read of this field is undefined.

GCMD - Mirror of Global Command Register

26	**Queued Invalidation Enable** Access: RO This field is valid only for implementations supporting queued invalidations. Software writes to this field to enable or disable queued invalidations. 0: Disable queued invalidations. 1: Enable use of queued invalidations. Hardware reports the status of queued invalidation enable operation through QIES field in the Global Status register. Refer to Section 6.2.2 for software requirements for enabling/disabling queued invalidations. The value returned on a read of this field is undefined.
25	**Interrupt Remapping Enable** Access: RO This field is valid only for implementations supporting interrupt remapping. 0: Disable interrupt-remapping hardware 1: Enable interrupt-remapping hardware Hardware reports the status of the interrupt remapping enable operation through the IRES field in the Global Status register. There may be active interrupt requests in the platform when software updates this field. Hardware must enable or disable interrupt-remapping logic only at deterministic transaction boundaries, so that any in-flight interrupts are either subject to remapping or not at all. Hardware implementations must drain any in-flight interrupts requests queued in the Root-Complex before completing the interrupt-remapping enable command and reflecting the status of the command through the IRES field in the Global Status register. The value returned on a read of this field is undefined.
24	**Set Interrupt Remap Table Pointer** Access: RO This field is valid only for implementations supporting interrupt-remapping. Software sets this field to set/update the interrupt remapping table pointer used by hardware. The interrupt remapping table pointer is specified through the Interrupt Remapping Table Address register. Hardware reports the status of the interrupt remapping table pointer set operation through the IRTPS field in the Global Status register. The interrupt remap table pointer set operation must be performed before enabling or re-enabling(after disabling) interrupt-remapping hardware through the IRE field. After an interrupt remap table pointer set operation, software must globally invalidate the interrupt entry cache. This is required to ensure hardware uses only the interrupt-remapping entries referenced by the new interrupt remap table pointer, and not any stale cached entries. While interrupt remapping is active, software may update the interrupt remapping table pointer through this field. However, to ensure valid in-flight interrupt requests are deterministically remapped, software must ensure that the structures referenced by the new interrupt remap table pointer are programmed to provide the same remapping results as the structures referenced by the previous interrupt remap table pointer. Clearing this bit has no effect. The value returned on a read of this field is undefined.

GCMD - Mirror of Global Command Register

	23	**Compatibility Format Interrupt** Access: RO This field is valid only for Intel(R)64 implementations supporting interrupt-remapping. Software writes to this field to enable or disable Compatibility Format interrupts on Intel(R)64 platforms. The value in this field is effective only when interrupt-remapping is enabled and Legacy Interrupt Mode is active. 0: Block Compatibility format interrupts. 1: Process Compatibility format interrupts as pass-through (bypass interrupt remapping). Hardware reports the status of updating this field through the CFIS field in the Global Status register. Refer to Section 5.4.1 for details on Compatibility Format interrupt requests. The value returned on a read of this field is undefined. This field is not implemented on Itanium(TM) implementations.
	22:0	**Spares** Access: RO

Mirror of GMCH Graphics Control Register

MGGC - Mirror of GMCH Graphics Control Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09094h

Mirror of GMCH Graphics Control Register.

DWord	Bit	Description
0	31:16	**Spares** Access: RO
	15:8	**Graphics Mode Select** Default Value: 3h Access: RO This field selects the amount of Main Memory that is pre-allocated to support the Internal Graphics device in VGA (non-linear) and Native (linear) modes. The BIOSensures that memory is pre-allocated only when Internal graphics is enabled. 0h: No memory pre-allocated. Device 2 (IGD) does not claim VGA cycles (Mem and IO),and the Sub-Class Code field within Device 2 function 0 Class Code register is 80. 1h-4h: Reserved. 5h-Dh: DVMT (UMA) mode, memory pre-allocated for frame buffer, in quantities as shown in the Encoding table. Eh-Fh: Reserved. NOTE: This register is locked and becomes Read Only when the D_LCK bit in the SMRAMC register is set.This register is also LT lockable. Hardware does not clear or set any of these bits automatically based on IGD being disabled/enabled. BIOS Requirement: BIOS must not set this field to 0h if IVD (bit 1 of this register) is 0.
	7:6	**GTT Graphics Memory Size** Access: RO This field selects the amount of Main Memory that is pre-allocated to support the Internal Graphics Translation Table. The BIOS ensures that memory is pre-allocated only when Internal graphics is enabled. GSM is assumed to be a contiguous physical DRAM space with DSM, and BIOS needs to allocate a contiguous memory chunk. Hardware derives the base of GSM from DSM only using the GSM size programmed in the register. 0h: No memory pre-allocated. GTT cycles (Mem and IO) are not claimed. 1h: 2 MB of memory pre-allocated for GTT. 2h: 4 MB of memory pre-allocated for GTT. 3h: 8 MB of memory pre-allocated for GTT. Hardware functionality in case of programming this value to Reserved is not guaranteed. This register is locked and becomes Read Only when the D_LCK bit in the SMRAMC register is

MGGC - Mirror of GMCH Graphics Control Register

		set.
	5:3	**Spares2** Access: RO
	2	**Versatile Acceleration Mode Enable** Access: RO Enables the use of the iGFX engines for Versatile Acceleration. 1 - iGFX engines are in Versatile Acceleration Mode. Device 2 Class Code is 048000h. 0 - iGFX engines are in iGFX Mode. Device 2 Class Code is 030000h.
	1	**IGD VGA Disable** Access: RO 0: Enable. Device 2 (IGD) claims VGA memory and IO cycles, the Sub-Class Code within Device 2 Class Code register is 00. 1: Disable. Device 2 (IGD) does not claim VGA cycles (Mem and IO), and the Sub-Class Code field within Device 2 function 0 Class Code register is 80. BIOS Requirement: BIOS must not set this bit to 0 if the GMS field (bits 6:4 of this register)pre-allocates no memory. This bit MUST be set to 1 if Device 2 is disabled either via a fuse or fuse override(CAPID0[46] = 1) or via a register (DEVEN[3] = 0). This register is locked by LT lock.
	0	**Spares3** Access: RO

Mirror of Graphics Translation Table and Memory Mapped Range Address (31:0)

GTTMMADR_LSB - Mirror of Graphics Translation Table and Memory Mapped Range Address (31:0)

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09124h

This register requests allocation for the combined Graphics Translation Table Modification Range and Memory Mapped Range. The range requires 4 MB combined for MMIO and Global GTT aperture, with 2MBof that used by MMIO and 2MB used by GTT. GTTADR begins at (GTTMMADR + 2 MB) while the MMIO base address is the same as GTTMMADR.
For the Global GTT, this range is defined as a memory BAR in graphics device config space. It is an alias into which software is required to write Page Table Entry values (PTEs). Software may read PTE values from the global Graphics Translation Table (GTT). PTEs cannot be written directly into the global GTT memory area.
The device snoops writes to this region in order to invalidate any cached translations within the various TLBs implemented on-chip. There are some exceptions to this - see GTT-TLB in the Programming Interface chapter.
The allocation is for 4MB and the base address is defined by bits [38:22].

DWord	Bit	Description
0	31:22	**Memory Base Address (LSB - 31:22 of 38:22)** Access: RO Set by the OS, these bits correspond to address signals [38:22]. 4MB combined for MMIO and Global GTT table aperture (2MB for MMIO and 2 MB for GTT).
	21:4	**Spares** Access: RO
	3	**Prefetchable Memory** Access: RO Hardwired to 0 to prevent prefetching.
	2:1	**Memory Type** Access: RO 00b: To indicate 32 bit base address. 01b: Reserved. 10b: To indicate 64 bit base address. 11b: Reserved.
	0	**Memory I/O Space** Access: RO Hardwired to 0 to indicate memory space.

Mirror of Graphics Translation Table and Memory Mapped Range Address UDW

GTTMMADR_MSB - Mirror of Graphics Translation Table and Memory Mapped Range Address UDW

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09128h

This register requests allocation for the combined Graphics Translation Table Modification Range and Memory Mapped Range. The range requires 4 MB combined for MMIO and Global GTT aperture, with2MB of that used by MMIO and 2MB used by GTT. GTTADR begins at (GTTMMADR + 2 MB) while the MMIO base address is the same as GTTMMADR.
For the Global GTT, this range is defined as a memory BAR in graphics device config space. It is an alias into which software is required to write Page Table Entry values (PTEs). Software may read PTE values from the global Graphics Translation Table (GTT). PTEs cannot be written directly into the global GTT memory area.
The device snoops writes to this region in order to invalidate any cached translations within the various TLBs implemented on-chip. There are some exceptions to this - see GTT-TLB in the Programming Interface chapter.
The allocation is for 4MB and the base address is defined by bits [38:22].

DWord	Bit	Description
0	31:7	**Spares** Access: RO
	6:0	**Memory Base Address (MSB - 38:32 of 38:22)** Access: RO Set by the OS, these bits correspond to address signals [38:22]. 4MB combined for MMIO and Global GTT table aperture (2MB for MMIO and 2 MB for GTT).

Mirror of GSMBASE LSB

GSMB_LSB - Mirror of GSMBASE LSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090D8h	
This register contains the base address of stolen DRAM memory for the GTT.		
DWord	**Bit**	**Description**
0	31:20	**GSM Base** Access: RO This register contains the base address of stolen DRAM memory for the GTT.
	19:0	**Spares** Access: RO

Mirror of GSMBASE MSB

GSMB - Mirror of GSMBASE MSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	090DCh	
This register contains the base address of stolen DRAM memory for the GTT.		
DWord	**Bit**	**Description**
0	31:0	**GSM Base** Access: RO This register contains the base address of stolen DRAM memory for the GTT.

Mirror of GT DSS Enable Fuses

MIRROR_GT_DSS_ENABLE - Mirror of GT DSS Enable Fuses

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 0913Ch

DWord	Bit	Description
0	31:0	**GT DSS Enable Fuses**

Default Value:	0000003fh Default Value
Access:	RO

Description
DSS Enable Fuses Encoding:- 32'h0000 = All Sub-Slices Disabled Note: Encoding starts with bit 0 mapped to DSS0 of slice0 and goes on up to bit 31 as per the Number of DSS per Slice. See below for elaborated mapping note for example where there are 6 DSS per Slice- bit0 - DSS 0 of Slice 0 bit1 - DSS 1 of Slice 0 Likewise - bit5- DSS 5of Slice 0 bit 6- DSS0 of Slice 1

Programming Notes
Bit values of 1 indicate DSS Enabled. Bit values of 0 indicate DSS Disabled.

Mirror of GT Slice Enable Fuses

MIRROR_GT_SLICE_EN - Mirror of GT Slice Enable Fuses		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09138h	
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7:0	**GT slice Enable Fuses** Access: RO Slice Enable Fuses Bit0 - Slice 0 Enabled Bit1 - Slice;1 Enabled Likewise; Bit7 - Slice;7 Enabled **Programming Notes** Bit values of;1 indicate enabled. Bit values of;0 indicate disabled.

Mirror of GT VEBOX and VDBOX Disable

MIRROR_GT_VEBOX_VDBOX_DISABLE - Mirror of GT VEBOX and VDBOX Disable

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09140h

Mirror of GT VEBOX and VDBOX Disable

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:16	**GT VEBOX DISABLE** VEBOX config fuses encoding:- bit 0 = VEBOX 0 disabled bit 1 = VEBOX 1 disabled bit 2 = VEBOX 2 disabled bit 3 = VEBOX 3 disabled **Programming Notes** Bit values of 0 indicate enabled. Bit values of 1 indicate disabled.
	15:8	**Reserved** Format: MBZ
	7:0	**GT VDBOX DISABLE** Access: RO VDBOX config fuses encoding:- bit 0 = VDBOX 0 disabled bit 1 = VDBOX 1 disabled Likewise, bit 7 = VDBOX 7 disabled **Programming Notes** Bit values of 0 indicate enabled. Bit values of 1 indicate disabled.

Mirror of MBC IDIMSG Reg

GAM_MBC_MIRROR - Mirror of MBC IDIMSG Reg		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
MBC IDI Message Register Mirror in GAM		
_Custom_GTIIsContextSaved		
Y		
DWord	**Bit**	**Description**
0	31:16	**Mask Bits** Access: RO Reserved.
	15:9	**Reserved** Format: MBZ
	8	**Reserved**
	7:0	**Reserved** Format: MBZ

Mirror of PCICMD MAE/BME

PCICMD - Mirror of PCICMD MAE/BME		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	0912Ch	
DWord	**Bit**	**Description**
0	31:11	**Spare** Access: R/W
	10	**Interrupt Disable** Access: R/W This bit disables the device from asserting INTx#. 0: Enable the assertion of this device's INTx# signal. 1: Disable the assertion of this device's INTx# signal. DO_INTx messages are not sent to DMI. GSA Implementation: When 1, blocks the sending of an MSI interrupt and blocks the sending of a Line interrupt.(The interrupt status is not blocked from being reflected in the INTSTS bit.) When 0, permits the sending of an MSI interrupt or Line interrupt.
	9	**Fast Back to Back** Access: R/W Not Implemented. Hardwired to 0.
	8	**SERR Enable** Access: R/W Not Implemented. Hardwired to 0.
	7	**Address/Data Stepping Enable** Access: R/W Not Implemented. Hardwired to 0.
	6	**Parity Error Enable** Access: R/W Not Implemented. Hardwired to 0. Since the IGD belongs to the category of devices that does not corrupt programs or data in system memory or hard drives, the IGD ignores any parity error that it detects and continues with normal operation.
	5	**Video Pallete Snooping** Access: R/W This bit is hardwired to 0 to disable snooping.

PCICMD - Mirror of PCICMD MAE/BME

	4	**Memory Write and Invalidate Enable** Access: R/W Hardwired to 0. The IGD does not support memory write and invalidate commands.
	3	**Special Cycle Enable** Access: R/W This bit is hardwired to 0. The IGD ignores Special cycles.
	2	**Bus Master Enable** Access: R/W 0: Disable IGD bus mastering. 1: Enable the IGD to function as a PCI compliant master. GSA Implementation: When 0, blocks the sending of MSI interrupts. When 1, permits the sending of above. (Note: See descriptions of the INTDIS, MSE, and INTSTS bits.)
	1	**Memory Access Enable** Access: R/W This bit controls the IGD's response to memory space accesses. 0: Disable. 1: Enable.
	0	**I/O Access Enable** Access: R/W This bit controls the IGD's response to I/O space accesses. 0: Disable. 1: Enable.

Mirror of PMR HIGH LIMIT (31-0)

PMRHLIMIT_LSB - Mirror of PMR HIGH LIMIT (31-0)

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	090C0h

Register to set up the limit address of DMA-protected high-memory region. This register must be set up before enabling protected memory through PMEN_REG, and must not be updated when protected memory regions are enabled.
When the LT CMD.LOCK.PMRC command is invoked, this register is locked (treated as RO). When the LT CMD.UNLOCK.PMRC command is invoked, this register is unlocked (treated as RW).
This register is always treated as RO for implementations not supporting protected high memory region (PHMR field reported as 0 in the Capability register).
The alignment of the protected high memory region limit depends on the number of reserved bits (N:0) of this register. Software may determine N by writing all 1's to this register, and finding most significant zero bit position below host address width (HAW) in the value read back from the register. Bits N:0 of the limit register are decoded by hardware as all 1s.
The protected high-memory base & limit registers function as follows.
Programming the protected low-memory base and limit registers with the same value in bits HAW:(N+1) specifies a protected low-memory region of size 2^^(N+1) bytes.
Programming the protected high-memory limit register with a value less than the protected high-memory base register disables the protected high-memory region.

DWord	Bit	Description
0	31:20	**PMR HIGH LIMIT (LSB - 31:20 of 38:20)** Access: RO This register specifies the last host physical address of the DMA-protected high-memory region in system memory. Hardware ignores and does not implement bits 63:HAW, where HAW is the host address width.
	19:0	**Spares** Access: RO

Mirror of PMR HIGH LIMIT 63-32

PMRHLIMIT_MSB - Mirror of PMR HIGH LIMIT 63-32

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	090C4h

Register to set up the limit address of DMA-protected high-memory region. This register must be set up before enabling protected memory through PMEN_REG, and must not be updated when protected memory regions are enabled.
When the LT CMD.LOCK.PMRC command is invoked, this register is locked (treated as RO). When the LT CMD.UNLOCK.PMRC command is invoked, this register is unlocked (treated as RW).
This register is always treated as RO for implementations not supporting protected high memory region (PHMR field reported as 0 in the Capability register).
The alignment of the protected high memory region limit depends on the number of reserved bits (N:0) of this register. Software may determine N by writing all 1s to this register, and finding most significant zero bit position below host address width (HAW) in the value read back from the register. Bits N:0 of the limit register are decoded by hardware as all 1s.
The protected high-memory base & limit registers function as follows.
Programming the protected low-memory base and limit registers with the same value in bits HAW:(N+1) specifies a protected low-memory region of size 2^^(N+1) bytes.
Programming the protected high-memory limit register with a value less than the protected high-memory base register disables the protected high-memory region.

DWord	Bit	Description
0	31:7	**Spares** Access: RO
	6:0	**PMR HIGH LIMIT (MSB - 38:32 of 38:20)** Access: RO This register specifies the last host physical address of the DMA-protected high-memory region in system memory. Hardware ignores and does not implement bits 63:HAW, where HAW is the host address width.

Mirror of Protected Memory Enable Register

PMEN - Mirror of Protected Memory Enable Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	090ACh

Register to enable the DMA-protected memory regions set up through the PLMBASE, PLMLIMT, PHMBASE, and PHMLIMIT registers. This register is always treated as RO (0) for implementations not supporting protected memory regions (PLMR and PHMR fields reported as 0 in the Capability register).
Protected memory regions may be used by software to securely initialize remapping structures in memory.

DWord	Bit	Description
0	31	**Enable Protected Memory Region** Access: RO This field controls DMA accesses to the protected low-memory and protected high-memory regions. 0: DMA accesses to protected memory regions are handled as follows: • If DMA remapping is not enabled, DMA requests (including those to protected regions) are not blocked. • If DMA remapping is enabled, DMA requests are translated per the programming of the DMA remapping structures. Software may program the DMA-remapping structures to allow or block DMA to the protected memory regions. 1: DMA accesses to protected memory regions are handled as follows: • If DMA remapping is not enabled, DMA requests to protected memory regions are blocked. These DMA requests are not recorded or reported as DMA-remapping faults. • If DMA remapping is enabled, hardware may or may not block DMA to the protected memory region(s).Software must not depend on hardware protection of the protected memory regions, and must ensure the DMA-remapping structures are properly programmed to not allow DMA to the protected memory regions. • Hardware reports the status of the protected memory enable/disable operation through the PRS field in this register. Hardware implementations supporting DMA draining must drain any in-flight translated DMA requests queued within the Root-Complex before indicating the protected memory region as enabled through the PRS field.
	30:1	**Spares** Access: RO
	0	**Protected Region Status** Access: RO This field indicates the status of protected memory region(s): 0: Protected memory region(s) disabled. 1: Protected memory region(s) enabled.

Mirror of RC0 Hysterisis free

MIRROR_RC0_HYSTERISIS_FREE - Mirror of RC0 Hysterisis free

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D94h
Name:	Mirror of RC0 Hysterisis free
ShortName:	MIRROR_RC0_HYSTERISIS_FREE

Mirror of RC0 Hysterisis free from OA register DB84h

_Custom_GTIIsContextSaved	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count RC0 Hysterisis free** Default Value: 000000000000000b Access: RO

Mirror RC0 Any Engine Busy Free

MIRROR_RC0_ANY_ENGINE_BUSY_FREE - Mirror RC0 Any Engine Busy Free

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D90h
Name:	Mirror RC0 Any Engine Busy Free
ShortName:	MIRROR_RC0_ANY_ENGINE_BUSY_FREE

This register mirrors the count from OA register DB80h

_Custom_GTIIsContextSaved	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count for RC0 Any Engine Busy Free** Access: R/W Mirror RC0 Any Engine Busy Free by OA

Mirror RC0 wake count free

MIRROR_RC0_WAKE_COUNT_FREE - Mirror RC0 wake count free	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D98h
Name:	Mirror RC0 wake count free
ShortName:	MIRROR_RC0_WAKE_COUNT_FREE
Access:	RO

This mirrors the OA register DB88h

_Custom_GTIIsContextSaved	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count for RC0 wake count free** Default Value: 000000000000000b Access: RO

Mirror Rc6 post hysterisis overhead free

MIRROR_RC6_POST_HYSTERISIS_OVERHEAD_FREE - Mirror Rc6 post hysterisis overhead free

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DA0h
Name:	Mirror Rc6 post hysterisis overhead free
ShortName:	MIRROR_RC6_POST_HYSTERISIS_OVERHEAD_FREE

This is the mirror from OA for register DB90h

_Custom_GTIIsContextSaved	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count for Mirror Rc6 post hysterisis overhead free** Default Value: 0000000000000000b Access: RO

Mirror rc6 pre Engine wake overhead free

MIRROR_RC6_PRE_ENGINE_WAKE_OVERHEAD_FREE - Mirror rc6 pre Engine wake overhead free

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D9Ch
Name:	Mirror rc6 pre Engine wake overhead free
ShortName:	MIRROR_RC6_PRE_ENGINE_WAKE_OVERHEAD_FREE

Mirrors the OA register DB8Ch

_Custom_GTIIsContextSaved	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Y	Unspecified	Y

DWord	Bit	Description
0	31:0	**Count for rc6 pre Engine wake overhead free** Default Value: 00000000000000b Access: RO

Misc Clocking Reset Control Registers

MISCCPCTL - Misc Clocking Reset Control Registers

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 09424h

Miscellaneous Clocking / Reset Control Registers

DWord	Bit	Description
0	31	**clock gate control Lock** Access: R/W Lock 0 = Bits of MISCCPCTL register are R/W 1 = All bits of MISCCPCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR. Value / Name / Description: 0 / Bits of MISCCPCTL register are R/W 1 / All bits of MISCCPCTL register are RO (including this lock bit)
	30:24	**Bonus ECO bits** Access: R/W Bonus ECO bits
	23:20	**DOP clock gating enable for VEbox clks** Access: R/W Controls the Enabling of the DOP-level Vebox (cv0clk) Clock Gating via PM event messages 1 - Clock gating is enabled 0 - Clock gating is disabled
	19:16	**DOP clock gating enable for SFC media clks** Access: R/W Controls the Enabling of the DOP-level SFC (csfcclk) Clock Gating in media1 via PM event messages 1 - Clock gating is enabled 0 - Clock gating is disabled
	15:8	**DOP clock gate enable for Media Clocks**

	Access:	R/W

Controls the Enabling of the DOP-level Render (cmclk) Clock Gating via PM event messages
1 - Clock gating is enabled
0 - Clock gating is disabled

7 **DOP clock gating enable for posh clks**

Access:	R/W

Controls the Enabling of the DOP-level posh (cposclk) Clock Gating via PM event messages
1 - Clock gating is enabled
0 - Clock gating is disabled

6 **DOP clock gating enable for Media ampler clks**

Access:	R/W

Controls the Enabling of the DOP-level Media sampler (scmsclk) Clock Gating via PM event messages
1 - Clock gating is enabled
0 - Clock gating is disabled

5 **WIDI1 DOP clock gating enable**

Access:	R/W

Controls the Enabling of the DOP-level Media sampler (cw1clk) Clock Gating via PM event messages
1 - Clock gating is enabled
0 - Clock gating is disabled

4 **DOP clock gating Enable for Widi 0 clocks**

Access:	R/W

Controls the Enabling of the DOP-level Render (cwclk) Clock Gating via PM event messages
1 - Clock gating is enabled
0 - Clock gating is disabled

3 **Reserved**

2 **DOP clock gating Enable for Fix clocks (cfclk)**

Access:	R/W

Controls the Enabling of the DOP-level Render (cfclk/cf2xclk) Clock Gating via PM event

		messages 1 - Clock gating is enabled 0 - Clock gating is disabled
	1	**DOP Clock Gating Enable for Render Clocks** Access: R/W Controls the Enabling of the DOP-level Render (crclk/cr2xclk) Clock Gating via PM event messages 1 - Clock gating is enabled 0 - Clock gating is disabled
	0	**Reserved** Format: MBZ

MISC CTX control register

MISCCTXCTL - MISC CTX control register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	0942Ch	
DWord	**Bit**	**Description**
0	31:1	**Reserved** Format: MBZ
	0	**Context Restore ACk indication from Csunit** Access: R/W Set Context Restore ACk indication from Csunit 1'b1 : Csunit has completed restoring CPunits address space Once set, CPunit hardware clears this bit after sending the ctx save ack done message to CS 1'b0 : Csunit has NOT completed restoring CPunits address space

Miscellaneous Agents Interrupt Mask

MISC_AGENTS_INTR_MASK - Miscellaneous Agents Interrupt Mask

Register Space: MMIO: 0/2/0

Size (in bits): 32

This register allows masking of interrupts for non-engine agents

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**IOMMU Intr Mask** Access: R/W
	0	**Semaphore Intr Mask** Access: R/W

Misc Reset Control Register

RSTCTL - Misc Reset Control Register

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 09420h

Miscellaneous reset control registers.

DWord	Bit	Description
0	31:4	**Reserved** Format: MBZ
	3:2	**Reset Staggering Period Control** Access: R/W Reset assertion staggering period between reset domains during FLR and soft-resets: 00: 6 csclk staggering reset assertion staggering 01: 12 cs clocks 10: 18 cs clocks 11: 24 cs clocks
	1:0	**Reset Residency Control** Access: R/W Reset assertion residency period for FLR and soft-resets. "00" : 8 cs clocks "01" : 16 cs clocks "10" : 32 cs clocks "11" : 64 cs clocks

Mode Register for GAB

GAB_MODE - Mode Register for GAB

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	220A0h-220A3h

The GAB_MODE register contains information that controls configurations in the GAB.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask
	15:10	**Reserved** Format: MBZ
	9	**Reserved** Format: PBC
	8:7	**Reserved** Format: PBC
	6	**Disable Hashing on BCS** Two command ports (P0 and P1) from BLT to GAM are address hashed. BLB to GAB has two ports and address hashing is done internal to BLB. BCS to GAB is a single command port, and GAB address hashes the BCS requests into P0 and P1. Value / Name / Description: 0b / **[Default]** / BCS traffic is hashed onto P0 and P1 1b / / BCS traffic is sent only on P0 (no hashing) **Programming Notes** When PendQ hashing control is disabled in GAM BLT Module, BCS hashing in GAB must also be disabled by setting this bit to '1. If this is not followed, there can be memory ordering violations on BCS transactions.
	5:3	**BLB Arbitration Priority** Format: U3
	2:0	**BCS Arbitration Priority**

GAB_MODE - Mode Register for GAB			
		Format:	U3

Mode Register for GAC

GAC_MODE - Mode Register for GAC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C00A0h-1C00A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE0
Address:	1C40A0h-1C40A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE1
Address:	1D00A0h-1D00A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE2
Address:	1D40A0h-1D40A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE3
Address:	1E00A0h-1E00A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE4
Address:	1E40A0h-1E40A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE5
Address:	1F00A0h-1F00A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE6
Address:	1F40A0h-1F40A3h
Name:	Mode Register for GAC
ShortName:	GAC_MODE_VCSUNIT_BE7

The GAC_MODE register contains information that controls configurations in the GAC.

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask
	15:1	**Reserved**

GAC_MODE - Mode Register for GAC

		Format: MBZ
	0	**GACunit VCS Fence Performance fix Override** Format: Disable

Value	Name	Description
0	**[Default]**	Performance fix **enabled** to block client credits until VCS fence advances.
1		Performance fix to block credits until VCS fence advances, **disabled.** Fence will not block input traffic from clients and will advance only after ingress FIFOs are empty (Legacy behavior.)

Mode Register for GAFS

GAFS_MODE - Mode Register for GAFS

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0212Ch

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask Bits** Access: WO Format: Mask Masks: These bits serve as write enables for bits 15:0. If this register is written with any of these bits clear the corresponding bit in the field 15:0 will not be modified. Reading these bits always returns 0s.
	15:13	**Reserved** Format: PBC
	12:11	**CLR0 clients ROB low priority threshold Control** This bit field is used to control the threshold at which CLR0 clients will move to the low priority group in the GAFS ROB arbiter.

Value	Name	Description
00b	**[Default]**	Low priiroty threshold value = 'd12
01b		Low priiroty threshold value = 'd24
10b		Low priiroty threshold value = 'd36
11b		Low priiroty threshold value = 'd48

	10	**Reserved** Format: PBC
	9	**Min Alloc Configuration** This field can be used to adjust min alloc settings in the read ROB structure in GAFS. This is used in conjunction with bit [2] of this register. {Bit[9], Bit[2]} = 2'b00 : Original values

GAFS_MODE - Mode Register for GAFS

		{Bit[9], Bit[2]} = 2'b01 : Override original values to gain 12 ROB locations for generic use {Bit[9], Bit[2]} = 2'b10 :Override original values to gain 22 ROB locations for generic use {Bit[9], Bit[2]} = 2'b11 : Original values **Programming Notes** This bit must be programmed to 1 for achieving performance targets.
	8:3	**Reserved** Format: PBC
	2	**Min Alloc Configuration control0** This field can be used to adjust min alloc settings in the read ROB structure in GAFS. This is used in conjunction with bit [9] of this register. {Bit[9], Bit[2]} = 2'b00 : Original values {Bit[9], Bit[2]} = 2'b01 : Override original values to gain 12 ROB locations for generic use {Bit[9], Bit[2]} = 2'b10 :Override original values to gain 22 ROB locations for generic use {Bit[9], Bit[2]} = 2'b11 : Original values **Programming Notes** This bit must be programmed to 0 for achieving performance targets.
	1:0	**Reserved** Format: PBC

Mode Register for Software Interface

MI_MODE - Mode Register for Software Interface	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0209Ch-0209Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_RCSUNIT
Address:	1809Ch-1809Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_POCSUNIT
Address:	2209Ch-2209Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_BCSUNIT
Address:	1C009Ch-1C009Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT0
Address:	1C409Ch-1C409Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT1
Address:	1C809Ch-1C809Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VECSUNIT0
Address:	1D009Ch-1D009Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT2
Address:	1D409Ch-1D409Fh
Name:	Mode Register for Software Interface

MI_MODE - Mode Register for Software Interface

ShortName:	MI_MODE_VCSUNIT3
Address:	1D809Ch-1D809Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VECSUNIT1
Address:	1E009Ch-1E009Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT4
Address:	1E409Ch-1E409Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT5
Address:	1E809Ch-1E809Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VECSUNIT2
Address:	1F009Ch-1F009Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT6
Address:	1F409Ch-1F409Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VCSUNIT7
Address:	1F809Ch-1F809Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_VECSUNIT3
Address:	1A09Ch-1A09Fh
Name:	Mode Register for Software Interface
ShortName:	MI_MODE_CCSUNIT0

The MI_MODE register contains information that controls software interface aspects of the Memory Interface function.

MI_MODE - Mode Register for Software Interface

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask A 1 in a bit in this field allows the modification of the corresponding bit in Bits 15:0
	15	**Suspend Flush** Format: U1 Value 0h: No Delay **[Default]** — HW will not delay flush, this bit will get cleared by MI_SUSPEND_FLUSH as well Value 1h: Delay Flush — Suspend flush is active **Programming Notes** This should only be written to from the ring using MI_SUSPEND_FLUSH. It is considered undefined if written by software through MMIO
	14	**RCS POSH LRCA Disable** Source: RenderCS Exists If: //RCS This bit controls the context save of the MI_LOAD_REGISTER_IMM command corresponding to POSH_LRCA as part of the RCS context image. This primary purpose of this bit is for backward compatibility for the render context image. Value 1: RCS saves the MI_LOAD_REGISTER_IMM command corresponding to POSH_LRCA in context image as NOOPs. Value 0 **[Default]**: RCS saves the MI_LOAD_REGISTER_IMM command corresponding to POSH_LRCA as part of the context image.
	13	**Disable MI_SET_CONTEXT for Execution List** Format: U1 Value 0h: Allow **[Default]** — Allow MI_SET_CONTEXT in Execlist mode Value 1h: Disable — Disable MI_SET_CONTEXT in Execlist Mode
	12	**Nested Batch Buffer Enable**

MI_MODE - Mode Register for Software Interface

This bit is used to enable or disable third level batch buffer and associated functionality.

Value	Name	Description
0	**[Default]**	HW will only support first level, second level, chained first level and chained second level batch buffer. Nested Level Batch Buffer field must be set in MI_BATCH_BUFFER_START command programmed in a second level batch buffer to infer as a chained second level batch buffer.
1		HW will support first level, second level, third level, chained first level, chained second level and chained third level batch buffer. Nested Level Batch Buffer field must not be set in MI_BATCH_BUFFER_START command programmed in a second level batch buffer to infer a chained second level batch buffer and similarly for chained third level batch buffer.

Programming Notes
This bit must be only programmed from a ring buffer and must not be programmed from a batch buffer. This bit must be static for a given context and remain same through out the life time of a given context.

11 **Invalidate UHPTR enable**

Source:	RenderCS, VideoCS, VideoCS2, VideoEnhancementCS
Exists If:	//RCS, VCS, VECS, BCS
Format:	Enable

If bit set H/W clears the valid bit of UHPTR (2134h, bit 0) when current active head pointer is equal to UHPTR.

10 **Atomic Read Return for MI_COPY_MEM_MEM**

Format:	U1

Value	Name	Description
0h	Disable **[Default]**	Hardware does a regular memory fence write to complete the write to the destination address before moving to the next instruction.
1h	Enable	Hardware does Atomic Move with Read Return to complete the write to the destination address before moving to the next instruction.

9 **Rings Idle**

Format:	U1

Read Only Status bit

Value	Name	Description
0h	Not Idle **[Default]**	Parser not Idle or Ring Arbiter not Idle.
1h	Idle	Parser Idle and Ring Arbiter Idle.

Programming Notes

MI_MODE - Mode Register for Software Interface

	Writes to this bit are not allowed.
8	**Stop Rings** Format: U1 **Value / Name / Description** 0h / **[Default]** / Normal Operation. 1h / / Parser is turned off and Ring arbitration is turned off. **Programming Notes** Software must set this bit to force the Rings and Command Parser to Idle. Software must read a 1 in the Ring Idle bit after setting this bit to ensure that the hardware is idle. Software must clear this bit for Rings to resume normal operation.
7:5	**Reserved** Format: PBC
4:2	**Reserved** Source: BlitterCS, VideoCS, VideoCS2, VideoEnhancementCS Format: PBC
4:1	**Predicate Enable** Source: RenderCS, PositionCS This field gets set when "MI_SET_PREDICATE" command is parsed by render command streamer. Predicate Disable is the default mode of operation.

Value	Name	Description
0h	Predicate Disable	Predication is Disabled and RCS will process commands as usual.
1h	Predicate on Result2 clear	Following Commands will be NOOPED by RCS only if the MI_PREDICATE_RESULT_2 is clear.
2h	Predicate on Result2 set	Following Commands will be NOOPED by RCS only if the MI_PREDICATE_RESULT_2 is set.
3h	Predicate on Result clear	Following Commands will be NOOPED by RCS only if the MI_PREDICATE_RESULT is clear.
4h	Predicate on Result set	Following Commands will be NOOPED by RCS only if the MI_PREDICATE_RESULT is set.
5h	Predicate when two or more slices enabled	Following Commands will be NOOPED by RCS only when one slice is enabled, NOOPED when more than one slice is enabled.
6h	Predicate when one or three slices enabled	Following Commands will be Executed by RCS only when two slices are enabled, NOOPED when one or three slices are enabled.

MI_MODE - Mode Register for Software Interface

		7h	Predicate when one or two slices enabled	Following Commands will be Executed by RCS only when all the three slices are enabled, NOOPED when less than three slices are enabled.
		Bh	NOOP in RenderCS	When RenderCS parses MI_SET_PREDICATE command with Predicate Enable set to NOOP in RenderCS, RenderCS NOOPs all the subsequent commands parsed unconditionally until the predication is disabled/modified using MI_SET_PREDICATE command. Other command streamers (non RenderCS) on parsing MI_SET_PREDICATE command with Predicate Enable set to NOOP in RenderCS don't take any action and is equivalent to parsing MI_NOOP command.
		Ch	NOOP in PositionCS	When PositionCS parses MI_SET_PREDICATE command with Predicate Enable set to NOOP in PositionCS, PositionCS NOOPs all the subsequent commands parsed unconditionally until the predication is disabled/modified using MI_SET_PREDICATE command. Other command streamers (non PositionCS) on parsing MI_SET_PREDICATE command with Predicate Enable set to NOOP in PositionCS don't take any action and is equivalent to parsing MI_NOOP command.
		8h, 9h, Ah	Reserved	
		Dh, Eh	Reserved	
		Fh	Predicate Always	Following Commands will be NOOPED by RCS unconditionally.

Programming Notes
SW must use MI_SET_PREDICATE instead of MMIO access.

1	**Reserved**	
	Source:	BlitterCS
	Format:	PBC
1	**Reserved**	
	Source:	VideoCS, VideoCS2, VideoEnhancementCS
	Format:	PBC
0	**Reserved**	
	Source:	CommandStreamer
	Format:	PBC

MSI Mask Bits

MSI_MASK_0_2_0_PCI - MSI Mask Bits

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	000BCh

This register contains the MSI Mask Bits

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Mask Bit for Vector 0** Default Value: 0b Access: R/W For each Mask bit that is set, the function is prohibited from sending the associated message.

MSI Pending Bits

MSI_PEND_0_2_0_PCI - MSI Pending Bits

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	000C0h

This register contains the MSI Pending Bits

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Pending Bit for Vector 0** Default Value: 0b Access: RO Variant For each Pending bit that is set, the function has a pending associated message. If this bit is set when the corresponding vector's Mask bit is cleared, the function will send an MSI and then clear the Pending bit.

Multi Context Control Register

MLTICTXCTL - Multi Context Control Register

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0B170h

Masked register for Multi Context

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask Mask bits for each corresponding bit in [15:0]
	15	**AID for RCS** AID0: The AID value for QID = 0
	14	**AID for CCS** AID1: The AID value for QID = 1
	13:4	**Reserved** Format: MBZ
	3	**Reserved** Format: MBZ
	2	**3D on Render** 3D_ON_RENDER: When set, the L3 will use Render config values, else compute config values.
	1:0	**Multi Context Enable** This Mode enables duel queues to execute on the machine: 1 RCS + 1 CCS If set, then L3 will carve out 4KB of URB per bank for CCS usage. Reserved: 10b, 11b Value: 0 — Name: RCS only enabled **[Default]**

MLTICTXCTL - Multi Context Control Register			
		1	RCS and CCS enabled

Multi Size Aperture Control

MSAC_0_2_0_PCI - Multi Size Aperture Control

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00060h

Description

This register contains MSAC register which determines the size of the graphics memory aperture (GMADR) in function 0 and in the trusted space, and affects certain bits of the GMADR register.
Bits [20:16] 00000b: 128MB, GMADR[26:4] is hardwired to all 0
Bits [20:16] 00001b: 256MB, GMADR[27:4] overridden to all 0
Bits [20:16] 00010b: illegal (hardware will treat this as 00011b)
Bits [20:16] 00011b: 512MB, GMADR[28:27] overridden to all 0
Bits [20:16] 00100-00110b: illegal (hardware will treat this as 00111b)
Bits [20:16] 00111b: 1024MB, GMADR[29:27] overridden to all 0
Bits [20:16] 01000-01110b: illegal (hardware will treat this as 01111b)
Bits [20:16] 01111b: 2048MB, GMADR[30:27] overridden to all 0
Bits [20:16] 10000-11110b: illegal (hardware will treat this as 11111b)
Bits [20:16] 11111b: 4096MB, GMADR[31:27] overridden to all 0

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:21	**Reserved R/W** Default Value: 000h Access: R/W Scratch Bits
	20	**Untrusted Aperture Size Bit 4** Default Value: 0b Access: R/W Key
	19	**Untrusted Aperture Size Bit 3** Default Value: 0b Access: R/W Key
	18	**Untrusted Aperture Size Bit 2** Default Value: 0b Access: R/W Key
	17	**Untrusted Aperture Size Bit 1**

MSAC_0_2_0_PCI - Multi Size Aperture Control

		Default Value: 0b Access: R/W Key
	16	**Untrusted Aperture Size Bit 0** Access: R/W Key Value: 0b — Name: **[Default]**
	15:0	**Reserved** Format: MBZ

NDE_RSTWRN_OPT

NDE_RSTWRN_OPT

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	46408h-4640Bh
Name:	North Display Reset Warn Options
ShortName:	NDE_RSTWRN_OPT
Reset:	global

This register is used to control the display behavior on receiving a Reset Warning or FLR.

DWord	Bit	Description
0	31:7	**Reserved** Format: MBZ
	6	**Reserved** Format: MBZ
	5	**Reserved**
	4	**RST PCH Handshake En** **Description** This field enables the handshake with south display when processing the reset. This applies to all types of DE resets. By default it is disabled and the north display will not wait for south display to acknowledge the reset. There is no PCH, but this field still needs to be programmed to reset the south display logic. **Value** / **Name** 0b: Disable 1b: Enable **Programming Notes** This must be programmed as part of the display initialization sequence.
	3:0	**Reserved** Format: MBZ

NONPIPE_ISOCREQ

NONPIPE_ISOCREQ

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	45230h-45237h
Name:	Non Pipe Isoch Request
ShortName:	NONPIPE_ISOCREQ
Reset:	soft

This register is used to trigger an IsocReq that is not associated with a pipe. When enabled, the write to DWord 1 (higher address DWord) of this register triggers an IsocReq to be sent with the last written values from both DWords.

DWord	Bit	Description
0	31:16	**LTR** Access: R/W This field specifies the latency tolerance (LTR) in microseconds.
	15:0	**Bandwidth** Access: R/W This field specifies the bandwidth requirement in multiples of 100 MB/s.
1	31	**Enable** Access: R/W This field enables IsocReq to be sent when DWord 1 of this register is written. Value: 1b — Name: Enable Value: 0b — Name: Disable
	30:8	**Reserved** Format: MBZ
	7:0	**Delay** Access: R/W This field specifies the downwards transition delay in milliseconds.

NOP Identification Register

NOPID - NOP Identification Register	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	02094h-02097h
Name:	NOP Identification Register
ShortName:	NOPID_RCSUNIT
Address:	18094h-18097h
Name:	NOP Identification Register
ShortName:	NOPID_POCSUNIT
Address:	22094h-22097h
Name:	NOP Identification Register
ShortName:	NOPID_BCSUNIT
Address:	1C0094h-1C0097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT0
Address:	1C4094h-1C4097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT1
Address:	1C8094h-1C8097h
Name:	NOP Identification Register
ShortName:	NOPID_VECSUNIT0
Address:	1D0094h-1D0097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT2
Address:	1D4094h-1D4097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT3

NOPID - NOP Identification Register

Address:	1D8094h-1D8097h
Name:	NOP Identification Register
ShortName:	NOPID_VECSUNIT1

Address:	1E0094h-1E0097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT4

Address:	1E4094h-1E4097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT5

Address:	1E8094h-1E8097h
Name:	NOP Identification Register
ShortName:	NOPID_VECSUNIT2

Address:	1F0094h-1F0097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT6

Address:	1F4094h-1F4097h
Name:	NOP Identification Register
ShortName:	NOPID_VCSUNIT7

Address:	1F8094h-1F8097h
Name:	NOP Identification Register
ShortName:	NOPID_VECSUNIT3

Address:	1A094h-1A097h
Name:	NOP Identification Register
ShortName:	NOPID_CCSUNIT0

The NOPID register contains the Noop Identification value specified by the last MI_NOOP instruction that enabled this register to be updated.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage

NOPID - NOP Identification Register

Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:22	**Reserved** Format: MBZ
	21:0	**Reserved**

Number Of VFs

SRIOV_NUMOFVFS_0_2_0_PCI - Number Of VFs		
Register Space:	PCI: 0/2/0	
Size (in bits):	32	
Address:	00330h	
Number of VFs enabled by the VMM.		

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:16	**Function Dependency Link** Default Value: 00000000b Access: RO Same value as the Physical function number indicating no Dependency
	15:0	**Number of Virtual Functions** Default Value: 0000000000000000b Access: R/W System SW shall set this field to control the number of VFs that are visible. This field must be programmed before setting VF Enable. Changing this field when VF Enable is set will produced undefined behavior as per the SR-IOV specification. HW will ignore the new value programmed.

OAC Aggregate Perf Counter A0

OAC_OAPERF_A0 - OAC Aggregate Perf Counter A0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register reflects the count value of the OA Performance counter A0.
More details about the precise event counted by this register are located **here.**

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

Value	Name
0x00000000	**[Default]**
[0x00000001-0xFFFFFFFF]	

OAC Aggregate Perf Counter A0 Upper DWord

OAC_OAPERF_A0_UPPER - OAC Aggregate Perf Counter A0 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A0 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A4

OAC_OAPERF_A4 - OAC Aggregate Perf Counter A4		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A4. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A4 Upper DWord

OAC_OAPERF_A4_UPPER - OAC Aggregate Perf Counter A4 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A4 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A7

OAC_OAPERF_A7 - OAC Aggregate Perf Counter A7		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A7. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A7 Upper DWord

OAC_OAPERF_A7_UPPER - OAC Aggregate Perf Counter A7 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A7 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A8

OAC_OAPERF_A8 - OAC Aggregate Perf Counter A8		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A8. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A8 Upper DWord

OAC_OAPERF_A8_UPPER - OAC Aggregate Perf Counter A8 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A8 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A9

OAC_OAPERF_A9 - OAC Aggregate Perf Counter A9		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A9 Upper DWord

OAC_OAPERF_A9_UPPER - OAC Aggregate Perf Counter A9 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A9 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A10

OAC_OAPERF_A10 - OAC Aggregate Perf Counter A10		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A10. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A10 Upper DWord

OAC_OAPERF_A10_UPPER - OAC Aggregate Perf Counter A10 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A10 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A11

OAC_OAPERF_A11 - OAC Aggregate Perf Counter A11		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A11. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A11 Upper DWord

OAC_OAPERF_A11_UPPER - OAC Aggregate Perf Counter A11 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A11 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A12

OAC_OAPERF_A12 - OAC Aggregate Perf Counter A12		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A12. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A12 Upper DWord

OAC_OAPERF_A12_UPPER - OAC Aggregate Perf Counter A12 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A12 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A13

OAC_OAPERF_A13 - OAC Aggregate Perf Counter A13		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A13. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A13 Upper DWord

OAC_OAPERF_A13_UPPER - OAC Aggregate Perf Counter A13 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A13 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A14

OAC_OAPERF_A14 - OAC Aggregate Perf Counter A14		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A14. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A14 Upper DWord

OAC_OAPERF_A14_UPPER - OAC Aggregate Perf Counter A14 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A14 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A15

OAC_OAPERF_A15 - OAC Aggregate Perf Counter A15		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A15. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A15 Upper DWord

OAC_OAPERF_A15_UPPER - OAC Aggregate Perf Counter A15 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A15 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A16

OAC_OAPERF_A16 - OAC Aggregate Perf Counter A16		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A16. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A16 Upper DWord

OAC_OAPERF_A16_UPPER - OAC Aggregate Perf Counter A16 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A16 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A17

OAC_OAPERF_A17 - OAC Aggregate Perf Counter A17		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A17. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A17 Upper DWord

OAC_OAPERF_A17_UPPER - OAC Aggregate Perf Counter A17 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A17 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A18

OAC_OAPERF_A18 - OAC Aggregate Perf Counter A18		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A18 Upper DWord

OAC_OAPERF_A18_UPPER - OAC Aggregate Perf Counter A18 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A18 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A19

OAC_OAPERF_A19 - OAC Aggregate Perf Counter A19		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A19. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A19 Upper DWord

OAC_OAPERF_A19_UPPER - OAC Aggregate Perf Counter A19 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A19 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A20

OAC_OAPERF_A20 - OAC Aggregate Perf Counter A20		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A20. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A20 Upper DWord

OAC_OAPERF_A20_UPPER - OAC Aggregate Perf Counter A20 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A20 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A28

OAC_OAPERF_A28 - OAC Aggregate Perf Counter A28		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A28. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A28 Upper DWord

OAC_OAPERF_A28_UPPER - OAC Aggregate Perf Counter A28 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A28 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A29

OAC_OAPERF_A29 - OAC Aggregate Perf Counter A29		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A29. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A29 Upper DWord

OAC_OAPERF_A29_UPPER - OAC Aggregate Perf Counter A29 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A29 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A30

OAC_OAPERF_A30 - OAC Aggregate Perf Counter A30		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A30. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A30 Upper DWord

OAC_OAPERF_A30_UPPER - OAC Aggregate Perf Counter A30 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A30 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A31

OAC_OAPERF_A31 - OAC Aggregate Perf Counter A31		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A31		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A31 Upper DWord

OAC_OAPERF_A31_UPPER - OAC Aggregate Perf Counter A31 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A31 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A32

OAC_OAPERF_A32 - OAC Aggregate Perf Counter A32		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A32 More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OACAggregatePerfCounterA32UpperDWord

OAC_OAPERF_A32_UPPER - OACAggregatePerfCounterA32UpperDWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A32 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A33

OAC_OAPERF_A33 - OAC Aggregate Perf Counter A33		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A33 More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OACAggregatePerfCounterA33UpperDWord

OAC_OAPERF_A33_UPPER - OACAggregatePerfCounterA33UpperDWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A33 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A34

OAC_OAPERF_A34 - OAC Aggregate Perf Counter A34		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A34		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OACAggregatePerfCounterA34UpperDWord

OAC_OAPERF_A34_UPPER - OACAggregatePerfCounterA34UpperDWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A34 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this upper register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Aggregate Perf Counter A35

OAC_OAPERF_A35 - OAC Aggregate Perf Counter A35		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register reflects the count value of the OA Performance counter A35 More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OACAggregatePerfCounterA35UpperDWord

OAC_OAPERF_A35_UPPER - OACAggregatePerfCounterA35UpperDWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter A35 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this upper register.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B0

OAC_OAPERF_B0 - OAC Boolean_Counter_B0		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register enables the current live value of performance counter B0 to be read. Since what conditions cause B0 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B1

OAC_OAPERF_B1 - OAC Boolean_Counter_B1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter B1 to be read. Since what conditions cause B1 to increment are defined by the programming of CEC1-0/CEC1-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B2

OAC_OAPERF_B2 - OAC Boolean_Counter_B2

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter B2 to be read. Since what conditions cause B2 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B3

OAC_OAPERF_B3 - OAC Boolean_Counter_B3		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register enables the current live value of performance counter B3 to be read. Since what conditions cause B3 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B4

OAC_OAPERF_B4 - OAC Boolean_Counter_B4

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter B4 to be read. Since what conditions cause B4 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B5

OAC_OAPERF_B5 - OAC Boolean_Counter_B5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter B5 to be read. Since what conditions cause B5 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B6

OAC_OAPERF_B6 - OAC Boolean_Counter_B6		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
This register enables the current live value of performance counter B6 to be read. Since what conditions cause B6 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Boolean_Counter_B7

OAC_OAPERF_B7 - OAC Boolean_Counter_B7

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register enables the current live value of performance counter B7 to be read. Since what conditions cause B7 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC GPU Ticks Counter

OAC_GPU_TICKS - OAC GPU Ticks Counter		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Reading this register returns the live value of the GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency. More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC GPU Ticks Counter Upper DWord

OAC_GPU_TICKS_UPPER - OAC GPU Ticks Counter Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Reading this register returns the live value of the Upper DWord of GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAC Observation Architecture Control

OAC_OACONTROL - OAC Observation Architecture Control

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

This register controls OAC functionality, report format, and context filtering. If OAC is enabled then it should be enabled in CS as well

DWord	Bit	Description
0	31:4	**Reserved** Default Value: 0 Format: PBC
	3:1	**Counter Select** This field selects which performance counter report format to use, please refer to Performance Counter Report Formats section for more details on the structure of the format.
	0	**Performance Counter Enable** Format: Enable Global performance counter enable. If clear, no counting will occur. MI_REPORT_PERF_COUNT is undefined when clear. **Programming Notes** "OAC Context Enable" mode bit in RenderEngne CTX_SR_CTL register must be set when "Programmer Counter Enable" is set.

OAC Observation Architecture Status Register

OAC_OASTATUS - OAC Observation Architecture Status Register

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

This register provides status of report buffer and overflow conditions as well as status of some flags which hardware needs for internal purpose. Software should not program these status bits. Status bits are active high flags (0=false, 1=true)

DWord	Bit	Description
0	31:22	**Reserved** Default Value: 0 Format: PBC
	21	**Start Trigger Flag 1** Value: 0 — **[Default]**; 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 1 occurrence On RC6 entry. Software should not program this bit.
	20	**Start Trigger Flag 2** Value: 0 — **[Default]**; 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 2 occurrence On RC6 entry. Software should not program this bit.
	19	**Report Trigger Flag 1** Value: 0 — **[Default]**; 1 **Programming Notes**: This bit is for HW internal use to context save /restore Report Trigger 1 occurrence On RC6 entry. Software should not program this bit.
	18	**Report Trigger Flag 2** Value | Name

OAC_OASTATUS - OAC Observation Architecture Status Register

	0	**[Default]**
	1	

Programming Notes
This bit is for HW internal use to context save /restore Report Trigger 2 occurrence On RC6 entry. Software should not program this bit.

17:6 Reserved

Default Value:	0
Format:	PBC

5:2 Reserved

Default Value:	0
Format:	PBC

1 Accumulator Overflow

This field indicates that the one or more event accumulator inside the slice-OA unit has overflowed. Once set, this bit will remain set, until SW resets it by either soft reset or writing a 0 to it.

Value	Name	Description
0	**[Default]**	No overflow has occurred.
1		Overflow has occurred.

0 Counter Overflow

This bit is set if any of the counters overflows. This bit can be reset by SW by either soft reset or writing a 1 to it.

Value	Name	Description
0	**[Default]**	Counter Overflow not occurred
1		Counter Overflow occurred

OAG Aggregate Perf Counter A0

OAG_OAPERF_A0 - OAG Aggregate Perf Counter A0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D980h

This register reflects the count value of the OA Performance counter A0.
More details about the precise event counted by this register are located **here**.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

Value	Name
0x00000000	**[Default]**
[0x00000001-0xFFFFFFFF]	

OAG Aggregate Perf Counter A0 Upper DWord

OAG_OAPERF_A0_UPPER - OAG Aggregate Perf Counter A0 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D984h

This register enables the current live value of performance counter A0 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A1

OAG_OAPERF_A1 - OAG Aggregate Perf Counter A1		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D988h	
This register reflects the count value of the OA Performance counter A1. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A1 Upper DWord

OAG_OAPERF_A1_UPPER - OAG Aggregate Perf Counter A1 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D98Ch

This register enables the current live value of performance counter A1 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A2

OAG_OAPERF_A2 - OAG Aggregate Perf Counter A2		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D990h	
This register reflects the count value of the OA Performance counter A2. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A2 Upper DWord

OAG_OAPERF_A2_UPPER - OAG Aggregate Perf Counter A2 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D994h

This register enables the current live value of performance counter A2 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A3

OAG_OAPERF_A3 - OAG Aggregate Perf Counter A3		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D998h	
This register reflects the count value of the OA Performance counter A3. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A3 Upper DWord

OAG_OAPERF_A3_UPPER - OAG Aggregate Perf Counter A3 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D99Ch

This register enables the current live value of performance counter A3 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A4

OAG_OAPERF_A4 - OAG Aggregate Perf Counter A4		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9A0h	
This register reflects the count value of the OA Performance counter A4. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A4 Lower DWord Free

OAG_OAPERF_A4_LOWER_FREE - OAG Aggregate Perf Counter A4 Lower DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAD4h

This register counts the same event as counter A4 however is not affected by context ID or other conditions that prevent A4 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A4 Upper DWord

OAG_OAPERF_A4_UPPER - OAG Aggregate Perf Counter A4 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9A4h

This register enables the current live value of performance counter A4 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A4 Upper DWord Free

OAG_OAPERF_A4_UPPER_FREE - OAG Aggregate Perf Counter A4 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAD8h

This register counts the same event as counter A4 however is not affected by context ID or other conditions that prevent A4 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A5

OAG_OAPERF_A5 - OAG Aggregate Perf Counter A5		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9A8h	
This register reflects the count value of the OA Performance counter A5. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A5 Upper DWord

OAG_OAPERF_A5_UPPER - OAG Aggregate Perf Counter A5 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9ACh

This register enables the current live value of performance counter A5 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A6

OAG_OAPERF_A6 - OAG Aggregate Perf Counter A6		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9B0h	
This register reflects the count value of the OA Performance counter A6. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A6 Lower DWord Free

OAG_OAPERF_A6_LOWER_FREE - OAG Aggregate Perf Counter A6 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DADCh

This register counts the same event as counter A6 however is not affected by context ID or other conditions that prevent A6 from incrementing. his counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A6 Upper DWord

OAG_OAPERF_A6_UPPER - OAG Aggregate Perf Counter A6 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9B4h

This register enables the current live value of performance counter A6 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A6 Upper DWord Free

OAG_OAPERF_A6_UPPER_FREE - OAG Aggregate Perf Counter A6 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAE0h

This register counts the same event as counter A6 however is not affected by context ID or other conditions that prevent A6 from incrementing. his counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A7

OAG_OAPERF_A7 - OAG Aggregate Perf Counter A7		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9B8h	
This register reflects the count value of the OA Performance counter A7. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A7 Upper DWord

OAG_OAPERF_A7_UPPER - OAG Aggregate Perf Counter A7 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9BCh

This register enables the current live value of performance counter A7 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A8

OAG_OAPERF_A8 - OAG Aggregate Perf Counter A8		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9C0h	
This register reflects the count value of the OA Performance counter A8. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A8 Upper DWord

OAG_OAPERF_A8_UPPER - OAG Aggregate Perf Counter A8 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9C4h

This register enables the current live value of performance counter A8 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A9

OAG_OAPERF_A9 - OAG Aggregate Perf Counter A9		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9C8h	
This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A9 Upper DWord

OAG_OAPERF_A9_UPPER - OAG Aggregate Perf Counter A9 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9CCh

This register enables the current live value of performance counter A9 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A10

OAG_OAPERF_A10 - OAG Aggregate Perf Counter A10		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9D0h	
This register reflects the count value of the OA Performance counter A10. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A10 Upper DWord

OAG_OAPERF_A10_UPPER - OAG Aggregate Perf Counter A10 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9D4h

This register enables the current live value of performance counter A10 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A11

OAG_OAPERF_A11 - OAG Aggregate Perf Counter A11		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9D8h	
This register reflects the count value of the OA Performance counter A11. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A11 Upper DWord

OAG_OAPERF_A11_UPPER - OAG Aggregate Perf Counter A11 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9DCh

This register enables the current live value of performance counter A11 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A12

OAG_OAPERF_A12 - OAG Aggregate Perf Counter A12		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9E0h	
This register reflects the count value of the OA Performance counter A12. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A12 Upper DWord

OAG_OAPERF_A12_UPPER - OAG Aggregate Perf Counter A12 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9E4h

This register enables the current live value of performance counter A12 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A13

OAG_OAPERF_A13 - OAG Aggregate Perf Counter A13		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9E8h	
This register reflects the count value of the OA Performance counter A13. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A13 Upper DWord

OAG_OAPERF_A13_UPPER - OAG Aggregate Perf Counter A13 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9ECh

This register enables the current live value of performance counter A13 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A14

OAG_OAPERF_A14 - OAG Aggregate Perf Counter A14		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9F0h	
This register reflects the count value of the OA Performance counter A14. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A14 Upper DWord

OAG_OAPERF_A14_UPPER - OAG Aggregate Perf Counter A14 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9F4h

This register enables the current live value of performance counter A14 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A15

OAG_OAPERF_A15 - OAG Aggregate Perf Counter A15		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0D9F8h	
This register reflects the count value of the OA Performance counter A15. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A15 Upper DWord

OAG_OAPERF_A15_UPPER - OAG Aggregate Perf Counter A15 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D9FCh

This register enables the current live value of performance counter A15 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A16

OAG_OAPERF_A16 - OAG Aggregate Perf Counter A16		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA00h	
This register reflects the count value of the OA Performance counter A16. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A16 Upper DWord

OAG_OAPERF_A16_UPPER - OAG Aggregate Perf Counter A16 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA04h

This register enables the current live value of performance counter A16 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A17

OAG_OAPERF_A17 - OAG Aggregate Perf Counter A17		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA08h	
This register reflects the count value of the OA Performance counter A17. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A17 Upper DWord

OAG_OAPERF_A17_UPPER - OAG Aggregate Perf Counter A17 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA0Ch

This register enables the current live value of performance counter A17 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A18

OAG_OAPERF_A18 - OAG Aggregate Perf Counter A18		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA10h	
This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A18 Upper DWord

OAG_OAPERF_A18_UPPER - OAG Aggregate Perf Counter A18 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA14h

This register enables the current live value of performance counter A18 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A19

OAG_OAPERF_A19 - OAG Aggregate Perf Counter A19		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA18h	
This register reflects the count value of the OA Performance counter A19. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A19 Lower DWord Free

OAG_OAPERF_A19_LOWER_FREE - OAG Aggregate Perf Counter A19 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAE4h

This register counts the same event as counter A19 however is not affected by context ID or other conditions that prevent A19 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A19 Upper DWord

OAG_OAPERF_A19_UPPER - OAG Aggregate Perf Counter A19 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA1Ch

This register enables the current live value of performance counter A19 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A19 Upper DWord Free

OAG_OAPERF_A19_UPPER_FREE - OAG Aggregate Perf Counter A19 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAE8h

This register counts the same event as counter A19 however is not affected by context ID or other conditions that prevent A19 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A20

OAG_OAPERF_A20 - OAG Aggregate Perf Counter A20		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA20h	
This register reflects the count value of the OA Performance counter A20. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A20 Lower DWord Free

OAG_OAPERF_A20_LOWER_FREE - OAG Aggregate Perf Counter A20 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAECh

This register counts the same event as counter A20 however is not affected by context ID or other conditions that prevent A20 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A20 Upper DWord

OAG_OAPERF_A20_UPPER - OAG Aggregate Perf Counter A20 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA24h

This register enables the current live value of performance counter A20 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A20 Upper DWord Free

OAG_OAPERF_A20_UPPER_FREE - OAG Aggregate Perf Counter A20 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAF0h

This register counts the same event as counter A20 however is not affected by context ID or other conditions that prevent A20 from incrementing. his counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A21

OAG_OAPERF_A21 - OAG Aggregate Perf Counter A21		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA28h	
This register reflects the count value of the OA Performance counter A21. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A21 Upper DWord

OAG_OAPERF_A21_UPPER - OAG Aggregate Perf Counter A21 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA2Ch

This register enables the current live value of performance counter A21 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A22

OAG_OAPERF_A22 - OAG Aggregate Perf Counter A22		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA30h	
This register reflects the count value of the OA Performance counter A22. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A22 Upper DWord

OAG_OAPERF_A22_UPPER - OAG Aggregate Perf Counter A22 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA34h

This register enables the current live value of performance counter A22 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A23

OAG_OAPERF_A23 - OAG Aggregate Perf Counter A23		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA38h	
This register reflects the count value of the OA Performance counter A23. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A23 Upper DWord

OAG_OAPERF_A23_UPPER - OAG Aggregate Perf Counter A23 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA3Ch

This register enables the current live value of performance counter A23 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A24

OAG_OAPERF_A24 - OAG Aggregate Perf Counter A24		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA40h	
This register reflects the count value of the OA Performance counter A24. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A24 Upper DWord

OAG_OAPERF_A24_UPPER - OAG Aggregate Perf Counter A24 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA44h

This register enables the current live value of performance counter A24 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A25

OAG_OAPERF_A25 - OAG Aggregate Perf Counter A25		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA48h	
This register reflects the count value of the OA Performance counter A25. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A25 Upper DWord

OAG_OAPERF_A25_UPPER - OAG Aggregate Perf Counter A25 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA4Ch

This register enables the current live value of performance counter A25 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A26

OAG_OAPERF_A26 - OAG Aggregate Perf Counter A26		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA50h	
This register reflects the count value of the OA Performance counter A26. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A26 Upper DWord

OAG_OAPERF_A26_UPPER - OAG Aggregate Perf Counter A26 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA54h

This register enables the current live value of performance counter A26 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A27

OAG_OAPERF_A27 - OAG Aggregate Perf Counter A27		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA58h	
This register reflects the count value of the OA Performance counter A27. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A27 Upper DWord

OAG_OAPERF_A27_UPPER - OAG Aggregate Perf Counter A27 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA5Ch

This register enables the current live value of performance counter A27 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A28

OAG_OAPERF_A28 - OAG Aggregate Perf Counter A28		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA60h	
This register reflects the count value of the OA Performance counter A28. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A28 Upper DWord

OAG_OAPERF_A28_UPPER - OAG Aggregate Perf Counter A28 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA64h

This register enables the current live value of performance counter A28 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A29

OAG_OAPERF_A29 - OAG Aggregate Perf Counter A29		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA68h	
This register reflects the count value of the OA Performance counter A29. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A29 Upper DWord

OAG_OAPERF_A29_UPPER - OAG Aggregate Perf Counter A29 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA6Ch

This register enables the current live value of performance counter A29 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A30

OAG_OAPERF_A30 - OAG Aggregate Perf Counter A30		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA70h	
This register reflects the count value of the OA Performance counter A30. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A30 Upper DWord

OAG_OAPERF_A30_UPPER - OAG Aggregate Perf Counter A30 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA74h

This register enables the current live value of performance counter A30 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A31

OAG_OAPERF_A31 - OAG Aggregate Perf Counter A31		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA78h	
This register reflects the count value of the OA Performance counter A31		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A31 Upper DWord

OAG_OAPERF_A31_UPPER - OAG Aggregate Perf Counter A31 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA7Ch

This register enables the current live value of performance counter A31 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A32

OAG_OAPERF_A32 - OAG Aggregate Perf Counter A32		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA80h	
This register reflects the count value of the OA Performance counter A32 More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A33

OAG_OAPERF_A33 - OAG Aggregate Perf Counter A33		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA84h	
This register reflects the count value of the OA Performance counter A33 More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A34

OAG_OAPERF_A34 - OAG Aggregate Perf Counter A34		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA88h	
This register reflects the count value of the OA Performance counter A34		

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter A35

OAG_OAPERF_A35 - OAG Aggregate Perf Counter A35		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA8Ch	
This register reflects the count value of the OA Performance counter A35 More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM0 Lower DWord Free

OAG_OAPERF_SPM0_LOWER_FREE - OAG Aggregate Perf Counter SPM0 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB30h

This register counts the same event as counter SPM0 however is not affected by context ID or other conditions that prevent SPM0 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM0 Upper DWord Free

OAG_OAPERF_SPM0_UPPER_FREE - OAG Aggregate Perf Counter SPM0 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB34h

This register counts the same event as counter SPM0 however is not affected by context ID or other conditions that prevent SPM0 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM1 Lower DWord Free

OAG_OAPERF_SPM1_LOWER_FREE - OAG Aggregate Perf Counter SPM1 Lower DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB38h

This register counts the same event as counter SPM1 however is not affected by context ID or other conditions that prevent SPM1 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM1 Upper DWord Free

OAG_OAPERF_SPM1_UPPER_FREE - OAG Aggregate Perf Counter SPM1 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB3Ch

This register counts the same event as counter SPM1 however is not affected by context ID or other conditions that prevent SPM1 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.;Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM2 Lower DWord Free

OAG_OAPERF_SPM2_LOWER_FREE - OAG Aggregate Perf Counter SPM2 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB40h

This register counts the same event as counter SPM2 however is not affected by context ID or other conditions that prevent SPM2 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM2 Upper DWord Free

OAG_OAPERF_SPM2_UPPER_FREE - OAG Aggregate Perf Counter SPM2 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB44h

This register counts the same event as counter SPM2 however is not affected by context ID or other conditions that prevent SPM2 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.;Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM3 Lower DWord Free

OAG_OAPERF_SPM3_LOWER_FREE - OAG Aggregate Perf Counter SPM3 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB48h

This register counts the same event as counter SPM3 however is not affected by context ID or other conditions that prevent SPM3 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM3 Upper DWord Free

OAG_OAPERF_SPM3_UPPER_FREE - OAG Aggregate Perf Counter SPM3 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB4Ch

This register counts the same event as counter SPM3 however is not affected by context ID or other conditions that prevent SPM3 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.;Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM4 Lower DWord Free

OAG_OAPERF_SPM4_LOWER_FREE - OAG Aggregate Perf Counter SPM4 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB50h

This register counts the same event as counter SPM4 however is not affected by context ID or other conditions that prevent SPM4 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM4 Upper DWord Free

OAG_OAPERF_SPM4_UPPER_FREE - OAG Aggregate Perf Counter SPM4 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB54h

This register counts the same event as counter SPM4 however is not affected by context ID or other conditions that prevent SPM4 from incrementing. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.;Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM5 Lower DWord Free

OAG_OAPERF_SPM5_LOWER_FREE - OAG Aggregate Perf Counter SPM5 Lower DWord Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB58h

Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted used this register.This counter is free running, always enabled and countsirrespective of OA enable configuration.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Aggregate Perf Counter SPM5 Upper DWord Free

OAG_OAPERF_SPM5_UPPER_FREE - OAG Aggregate Perf Counter SPM5 Upper DWord Free

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB5Ch

Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is counted using this register.This counter is free running, always enabled and counts irrespective of OA enable configuration.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Any Media Fixed Function 0 Wake Count Free

OAG_ANY_MEDIA_FF0_WAKE_COUNT_FREE - OAG Any Media Fixed Function 0 Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBA8h	
This register counts the number of media fixed function wake events for Media FF0. This counter is free running, always enabled and counts irrespective of OA being enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Any Media Fixed Function 1 Wake Count Free

OAG_ANY_MEDIA_FF1_WAKE_COUNT_FREE - OAG Any Media Fixed Function 1 Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBB8h	
This register counts the number of media fixed function wake events. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Any Media Fixed Function Busy Free

OAG_ANY_MEDIA_FF_BUSY_FREE - OAG Any Media Fixed Function Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBA0h	
This register counts the time that any media fixed function is busy. This counter is free running, always enabled and counts irrespective of OA being enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG BLT Busy Free

OAG_BLT_BUSY_FREE - OAG BLT Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBBCh	
This register counts the time that BLT engine is busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG BLT Wake Count Free

OAG_BLT_WAKE_COUNT_FREE - OAG BLT Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBC0h	
This register counts the number of times that BLT wakes up. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B0

OAG_OAPERF_B0 - OAG Boolean Counter B0		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DA94h	
This register enables the current live value of performance counter B0 to be read. Since what conditions cause B0 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.		

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B1

OAG_OAPERF_B1 - OAG Boolean Counter B1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA98h

This register enables the current live value of performance counter B1 to be read. Since what conditions cause B1 to increment are defined by the programming of CEC1-0/CEC1-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B2

OAG_OAPERF_B2 - OAG Boolean Counter B2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DA9Ch

This register enables the current live value of performance counter B2 to be read. Since what conditions cause B2 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B3

OAG_OAPERF_B3 - OAG Boolean Counter B3

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAA0h

This register enables the current live value of performance counter B3 to be read. Since what conditions cause B3 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B4

OAG_OAPERF_B4 - OAG Boolean Counter B4		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DAA4h	
This register enables the current live value of performance counter B4 to be read. Since what conditions cause B4 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.		

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B5

OAG_OAPERF_B5 - OAG Boolean Counter B5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAA8h

This register enables the current live value of performance counter B5 to be read. Since what conditions cause B5 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B6

OAG_OAPERF_B6 - OAG Boolean Counter B6	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAACh

This register enables the current live value of performance counter B6 to be read. Since what conditions cause B6 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Boolean Counter B7

OAG_OAPERF_B7 - OAG Boolean Counter B7

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAB0h

This register enables the current live value of performance counter B7 to be read. Since what conditions cause B7 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Context Control

OAG_OAGLBCTXCTRL - OAG Context Control

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	02B28h

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:8	**Reserved** Default Value: 000000000000000b Access: RO Format: PBC
	7:2	**Timer Period** Default Value: 00b Access: R/W Specifies the period of the timer strobe as a function of the minimum TIME_STAMP resolution. The period is determined by selecting a specified bit from the TIME_STAMP register as follows: StrobePeriod = MinimumTimeStampPeriod * 2 **(TimerPeriod + 1)** The exponent is defined by this field. **Programming Notes** **Note:** The TIME_STAMP is not reset at start time so the phase of the strobe is not synchronized with the enable of the OA unit. This could result in approximately a full StrobePeriod elapsing prior to the first trigger. Usage for this mechanism should be time based periodic triggering, typically.
	1	**Timer Enable** Access: R/W This field enables the timer logic to output a periodic strobe, as defined by the Timer Period. When disabled the timer output is not asserted. Users should be aware that the timer-based report logic and the Boolean report trigger logic are logically OR'd together with no buffering of report triggers. This implies that only one performance counter report will be generated for clocks where both the timer-based report logic and the Boolean report trigger logic trigger a performance counter report.

Value	Name	Description
0	Disable **[Default]**	Counter does not get written out on regular interval
1	Enable	Counter gets written out on regular intervals, defined by the Timer Period

OAG_OAGLBCTXCTRL - OAG Context Control

Programming Notes
When "Specific Context Enable" bit is set to '1' in OACONTROL register, Timer based report trigger function gets enabled only for the selected context. When "Specific Context Enable" bit is set to '0' in OACONTROL register, Timer based report trigger function gets enabled for all contexts.

0 Counter Stop-Resume Mechanism

Access:	R/W

Counter stop-resume mechanism

Value	Name	Description
1	Resume	Resume counting for all counters

OAG Customizable Event Creation 0-0

OAG_CEC00 - OAG Customizable Event Creation 0-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D940h

Description
This register is used to define custom counter event 0, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC0-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the last CEC block as the input bus to CEC0 block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC00 - OAG Customizable Event Creation 0-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC0 comparator when comparing the compare value to the value active on the CEC0 conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 1-0

OAG_CEC10 - OAG Customizable Event Creation 1-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0D948h

Description
This register is used to define custom counter event 1, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC1-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC10 - OAG Customizable Event Creation 1-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 1-1

OAG_CEC11 - OAG Customizable Event Creation 1-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D94Ch

Description
This register configures the input conditioning portion of CEC (custom event creation) block 1, bit definitions in this register refer to the CEC block diagram.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case. **Value** / **Name** / **Description** 0b / Live / Input bit is not delayed by 1 clock before event calculation 1b / Delayed / Input bit is delayed by 1 clock before event calculation
	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used. **Value** / **Name** / **Description** 0b / Unmasked / Input bit is considered in event calculation 1b / Masked / Input bit is ignored in event calculation

OAG Customizable Event Creation 2-0

OAG_CEC20 - OAG Customizable Event Creation 2-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D950h

Description
This register is used to define custom counter event 2, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. Value / Name / Description / Programming Notes: 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC2-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). Value / Name / Description: 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC20 - OAG Customizable Event Creation 2-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 2-1

OAG_CEC21 - OAG Customizable Event Creation 2-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D954h

Description
This register configures the input conditioning portion of CEC (custom event creation) block 2, bit definitions in this register refer to the CEC block diagram.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Customizable Event Creation 3-0

OAG_CEC30 - OAG Customizable Event Creation 3-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D958h

Description
This register is used to define custom counter event 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC3-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC30 - OAG Customizable Event Creation 3-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 3-1

OAG_CEC31 - OAG Customizable Event Creation 3-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D95Ch

Description
This register configures the input conditioning portion of CEC (custom event creation) block 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case. **Value / Name / Description** 0b / Live / Input bit is not delayed by 1 clock before event calculation 1b / Delayed / Input bit is delayed by 1 clock before event calculation
	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used. **Value / Name / Description** 0b / Unmasked / Input bit is considered in event calculation 1b / Masked / Input bit is ignored in event calculation

OAG Customizable Event Creation 4-0

OAG_CEC40 - OAG Customizable Event Creation 4-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D960h

Description

This register is used to define custom counter event 4, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC4-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the last CEC block as the input bus to CEC0 block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC40 - OAG Customizable Event Creation 4-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 5-0

OAG_CEC50 - OAG Customizable Event Creation 5-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D968h

Description
This register is used to define custom counter event 5, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. Value / Name / Description / Programming Notes: 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC5-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). Value / Name / Description: 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter or fed into other CEC blocks.

OAG_CEC50 - OAG Customizable Event Creation 5-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 5-1

OAG_CEC51 - OAG Customizable Event Creation 5-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D96Ch

Description
This register configures the input conditioning portion of CEC (custom event creation) block 5, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Customizable Event Creation 6-0

OAG_CEC60 - OAG Customizable Event Creation 6-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D970h

Description
This register is used to define custom counter event 6, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC6-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC60 - OAG Customizable Event Creation 6-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 6-1

OAG_CEC61 - OAG Customizable Event Creation 6-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D974h

Description
This register configures the input conditioning portion of CEC (custom event creation) block 6, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Customizable Event Creation 7-0

OAG_CEC70 - OAG Customizable Event Creation 7-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D978h

Description
This register is used to define custom counter event 7, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC7-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_CEC70 - OAG Customizable Event Creation 7-0

	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Customizable Event Creation 7-1

OAG_CEC71 - OAG Customizable Event Creation 7-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D97Ch

Description
This register configures the input conditioning portion of CEC (custom event creation) block 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.
This register can be used to customize counters for events from both unslice and slice units.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG GPU Ticks Counter

OAG_GPU_TICKS - OAG GPU Ticks Counter			
Register Space:	MMIO: 0/2/0		
Access:	R/W		
Size (in bits):	32		
Address:	0DA90h		
Reading this register returns the live value of the GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency. More details about the precise event counted by this register are located **here.**			
DWord	**Bit**	**Description**	
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.	

OAG GPU Ticks Counter Upper DWord

OAG_GPU_TICKS_UPPER - OAG GPU Ticks Counter Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Reading this register returns the live value of the Upper DWord of GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG GTI Busy Free

OAG_GTI_BUSY_FREE - OAG GTI Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBCCh	
This register counts the time that any engine residing in GTI(currently WG or BLT) is busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG GTI Wake Count Free

OAG_GTI_WAKE_COUNT_FREE - OAG GTI Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBD0h	
This register counts the number of times that GTI wakes up due to one of the engines resident in GTI (currently WG and BLT) becoming busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Interrupt Mask Register

OAG_OA_IMR - OAG Interrupt Mask Register

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DB14h

The OAIMR register is used by software to control whether OA generates an interrupt or not.

DWord	Bit	Description
0	31:29	**Reserved** Default Value: 7h Format: PBC
	28	**Mask Bit** 0h – Not Masked – May generate an interrupt 1h – Masked **[Default]** – Will not generate an interrupt
	27:0	**Reserved** Default Value: FFFFFFFh Format: PBC

OAG MCPG0 Hysteresis Time Free

OAG_MCPG0_HYSTERESIS_TIME_FREE - OAG MCPG0 Hysteresis Time Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DBA4h
This register counts the time that MCPG hysteresis time is accumulating for media slice 0.This counter is free running, always enabled and counting irrespective of OA enabled or disabled.	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Media Sampler Really Busy Free

OAG_MEDIA_SAMPLER_REALLY_BUSY_FREE - OAG Media Sampler Really Busy Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DBACh
This register counts the time that media sampler is really busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Media Sampler Wake Count Free

OAG_MEDIA_SAMPLER_WAKE_COUNT_FREE - OAG Media Sampler Wake Count Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DBB0h
This register counts the number of times that media sampler wakes up. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Observation Architecture Buffer

OAG_OABUFFER - OAG Observation Architecture Buffer

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DB08h

This register is used to program the OA unit.

Programming Notes

This MMIO must be set before the OATAILPTR register and set after the OAHEADPTR register. This is to enable proper functionality of the overflow bit.

DWord	Bit	Description
0	31:6	**Report Buffer Offset** This field specifies 64B aligned GFX MEM address where the chap counter values are reported.
	5:3	**Inter Trigger Report Buffer Size** This field indicates the size of report buffer for time/event-based report trigger mechanisms.

Value	Name	Description
0h	128 KB or 1MB **[Default]**	All context considered.
1h	256 KB or 2MB	
2h	512 KB or 4MB	
3h	1 MB or 8MB	
4h	2 MB or 16MB	
5h	4 MB or 32MB	
6h	8 MB or 64MB	
7h	16 MB or 128MB	

2 — OA Report Trigger Select

Value	Name	Description
0		Level Report trigger
1		Edge Report trigger

1 — Disable Overrun Mode

Format:	Enable

This field defines the mode of reporting for internal trigger/timer based reporting. When this bit is set, overrun does not lose reports but stops reporting.Based on the head and tail pointer, when HW detects room for the report, it would resume reporting to the buffer. This mode would not set the over-run bit in the register.When this mode bit is reset, buffer overrun can happen and lose the reports while setting the buffer over-run bit.

Value	Name	Description

OAG_OABUFFER - OAG Observation Architecture Buffer

		0h	Disable **[Default]**	Counter gets written out on regular intervals, defined by the Timer Period
		1h	Enable	Counter does not get written out on regular interval
	0	**Memory Select PPGTT/GGTT Access** **Value** / **Name** 0h / PPGTT 1h / GGTT **[Default]** **Programming Notes** When each context has its own Per Process GTT, this field should be always set to GGTT.		

OAG Observation Architecture Control

OAG_OACONTROL - OAG Observation Architecture Control

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAF4h

This register controls global OA functionality, report format, interrupt steering and context filtering.

DWord	Bit	Description
0	31:18	**Reserved** Default Value: 0 Format: PBC
	17:7	**Reserved** Format: MBZ
	6	**OA Context control select** Description: This field is obsolete Bit field to indicate which context control inputs are to be chosen in the OACS Value 0 — Name: OAG RCS Select **[Default]** — Description: Select the OA context control from RCS (Default) Value 1 — Name: Global — Description: Select the Global OA context control
	5	**Interrupt Steering Bit** When set, OACS unit sends interrupt messages to the SHIM through message channel. When reset, OACS unit sends the interrupt message to Display Engine as config writes on GAM interface.
	4:2	**Counter Select** This field selects which performance counter report format to use, please refer to Performance Counter Report Formats section for more details on the structure of the format.
	1	**Reserved** Format: MBZ
	0	**Performance Counter Enable** Format: Enable Global performance counter enable. If clear, no counting will occur. MI_REPORT_PERF_COUNT is undefined when clear.

OAG_OACONTROL - OAG Observation Architecture Control		
		Programming Notes
		When this bit is set, OABUFFER, OAHEADPTR and OATAILPTR must be programmed correctly to ensure report triggers due to Context Switch and GO transition happen correctly.

OAG Observation Architecture Report Trigger 2

OAG_OAREPORTTRIG2 - OAG Observation Architecture Report Trigger 2

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D924h

This register controls some of the Boolean logic defining Boolean/threshold report trigger 0. The bit definitions in this register refer to the stages in the report trigger block diagram in the Performance Counter Reporting section.

Report triggers generated from OAREPORTTRIG 1-4 and OAREPORTTRIG 5-8 are ORed to form a new report trigger. Report trigger behavior can be derived by programming these two sets of OA REPORT registers with the same value. Users should be aware that while programming Timer based and Threshold Counter based triggers simultaneously for internal reporting, they should be programmed such way that they are not consecutively triggered. If programmed simultaneously, RTL pulse detection logic will have problem when these triggers occur in consecutive clock cycles.

DWord	Bit	Description
0	31	**Report Trigger Enable** Format: Enable Enable Boolean/threshold report trigger 0. Users should be aware that the timer-based report logic and the Boolean report trigger logic are logically OR'd together with no buffering of report triggers. This implies that only one performance counter report will be generated for clocks where both the timer-based report logic and the Boolean report trigger logic trigger a performance counter report. When "Specific Context Enable" bit set to '1' in OACONTROL register, Boolean/Threshold report trigger function gets enabled only for the selected context. When "Specific Context Enable" bit set to '0' in OACONTROL register, Boolean/Threshold report trigger function gets enabled for all contexts.
	30:24	**Reserved** Format: PBC
	23	**Threshold Enable** Format: Enable Enable the threshold compare logic within the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	22	**Invert D Enable 0** Format: Enable

OAG_OAREPORTTRIG2 - OAG Observation Architecture Report Trigger 2

		Invert the specified signal at the D stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	21	**Invert C Enable 1** Format: Enable Invert the specified signal at the C stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	20	**Invert C Enable 0** Format: Enable Invert the specified signal at the C stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	19	**Invert B Enable 3** Format: Enable Invert the specified signal at the B stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	18	**Invert B Enable 2** Format: Enable Invert the specified signal at the B stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	17	**Invert B Enable 1** Format: Enable Invert the specified signal at the B stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	16	**Invert B Enable 0** Format: Enable Invert the specified signal at the B stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	15	**Invert A Enable 15** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	14	**Invert A Enable 14** Format: Enable

OAG_OAREPORTTRIG2 - OAG Observation Architecture Report Trigger 2

		Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	13	**Invert A Enable 13** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	12	**Invert A Enable 12** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	11	**Invert A Enable 11** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	10	**Invert A Enable 10** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	9	**Invert A Enable 9** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	8	**Invert A Enable 8** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	7	**Invert A Enable 7** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	6	**Invert A Enable 6** Format: Enable

OAG_OAREPORTTRIG2 - OAG Observation Architecture Report Trigger 2

		Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	5	**Invert A Enable 5** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	4	**Invert A Enable 4** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	3	**Invert A Enable 3** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	2	**Invert A Enable 2** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	1	**Invert A Enable 1** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).
	0	**Invert A Enable 0** Format: Enable Invert the specified signal at the A stage of the Boolean/threshold report trigger 0 logic (see block diagram in the Performance Counter Reporting section).

OAG Observation Architecture Report Trigger 6

OAG_OAREPORTTRIG6 - OAG Observation Architecture Report Trigger 6

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D934h

This register controls some of the Boolean logic defining Boolean/threshold report trigger 1. Note that Boolean report triggers 0 and 1 are logically OR'd together without buffering, this implies that only one performance counter report will be generated for clocks where both Boolean report triggers evaluate true. The bit definitions in this register refer to the stages in the report trigger block diagram in the Performance Counter Reporting section.

Report triggers generated from OAREPORTTRIG 1-4 and OAREPORTTRIG 5-8 are ORed to form a new report trigger. Report trigger behavior can be derived by programming these two sets of OA REPORT registers with the same value. Users should be aware that while programming Timer based and Threshold Counter based triggers simultaneously for internal reporting, they should be programmed such way that they are not consecutively triggered. If programmed simultaneously, RTL pulse detection logic will have problem when these triggers occur in consecutive clock cycles.

DWord	Bit	Description
0	31	**Report Trigger Enable** Enable Boolean/threshold report trigger 0. Users should be aware that the timer-based report logic and the Boolean report trigger logic are logically OR'd together with no buffering of report triggers. This implies that only one performance counter report will be generated for clocks where both the timer-based report logic and the Boolean report trigger logic trigger a performance counter report. When "Specific Context Enable" bit set to '1' in OACONTROL register, Boolean/Threshold report trigger function gets enabled only for the selected context. When "Specific Context Enable" bit set to '0' in OACONTROL register, Boolean/Threshold report trigger function gets enabled for all contexts.
	30:24	**Reserved** Format: PBC
	23	**Threshold Enable** Enable the threshold compare logic within the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	22	**Invert D Enable 0** Invert the specified signal at the D stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	21	**Invert C Enable 1** Invert the specified signal at the C stage of the Boolean/threshold report trigger 1 logic (see

OAG_OAREPORTTRIG6 - OAG Observation Architecture Report Trigger 6

		block diagram in the Performance Counter Reporting section).
	20	**Invert C Enable 0** Invert the specified signal at the C stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	19	**Invert B Enable 3** Invert the specified signal at the B stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	18	**Invert B Enable 2** Invert the specified signal at the B stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	17	**Invert B Enable 1** Invert the specified signal at the B stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	16	**Invert B Enable 0** Invert the specified signal at the B stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	15	**Invert A Enable 15** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	14	**Invert A Enable 14** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	13	**Invert A Enable 13** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	12	**Invert A Enable 12** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	11	**Invert A Enable 11** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	10	**Invert A Enable 10** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	9	**Invert A Enable 9** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	8	**Invert A Enable 8** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	7	**Invert A Enable 7**

OAG_OAREPORTTRIG6 - OAG Observation Architecture Report Trigger 6		
		Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	6	**Invert A Enable 6** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	5	**Invert A Enable 5** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	4	**Invert A Enable 4** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	3	**Invert A Enable 3** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	2	**Invert A Enable 2** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	1	**Invert A Enable 1** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).
	0	**Invert A Enable 0** Invert the specified signal at the A stage of the Boolean/threshold report trigger 1 logic (see block diagram in the Performance Counter Reporting section).

OAG Observation Architecture Report Trigger Counter

OAG_OARPTTRIG_COUNTER - OAG Observation Architecture Report Trigger Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB10h

This register provides status of report trigger threshold count 1 and 2. This register is for HW internal purpose and power context save/restored. This register must not be programmed by SW.

DWord	Bit	Description
0	31:16	**Report Trig Threshold Count 1 Status** **Programming Notes** This field is for HW internal use to context save/restore rpt trigger threshold count 1. It always indicates current value of HW's internal report trigger count. SW should not program these bits.
	15:0	**Report Trig Threshold count 2 status** **Programming Notes** This field is for HW internal use to context save/restore rpt trigger threshold count 2. It always indicates current value of HW's internal report trigger count. SW should not program these bits.

OAG Observation Architecture Start Trigger 5

OAG_OASTARTTRIG5 - OAG Observation Architecture Start Trigger 5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0D910h

This register provides the threshold value optionally used to define the start trigger for B7-B4 counters. Note that the value in this register must match the value in OASTARTTRIG1 to have B7-B0 start at the same time. The bit definition in this register refers to the stages in the start trigger block diagram in the Performance Counter Reporting section.

DWord	Bit	Description
0	31:16	**Reserved** Format: PBC
	15:0	**Threshold Value** Format: U16 **Programming Notes** Threshold value for the compare logic within the start trigger logic for B7-B4 counters.

OAG Observation Architecture Start Trigger Counter

OAG_OASTARTTRIG_COUNTER - OAG Observation Architecture Start Trigger Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB0Ch

This register provides status of start trigger threshold count 1 and 2. This register is for HW internal purpose.

DWord	Bit	Description
0	31:16	**Start Trig Threshold Count 1 Status** **Programming Notes** This field is for HW internal use to context save/restore start trigger threshold count 1. It always indicates current value of HW's internal start trigger count. SW should not program these bits.
	15:0	**Start Trig Threshold count 2 status** **Programming Notes** : This field is for HW internal use to context save/restore start trigger threshold count 2. It always indicates current value of HW's internal start trigger count. SW should not program these bits.

OAG Observation Architecture Status Register

OAG_OASTATUS - OAG Observation Architecture Status Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DAFCh

This register provides status of report buffer and overflow conditions as well as status of some flags which hardware needs for internal purpose.Software should not program these status bits.Status bits are active high flags (0=false, 1=true)

DWord	Bit	Description
0	31:22	**Reserved** Default Value: 0 Format: PBC
	21	**Start Trigger Flag 1** 0 **[Default]** 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 1 occurrence On RC6 entry. Software should not program this bit.
	20	**Start Trigger Flag 2** 0 **[Default]** 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 2 occurrence On RC6 entry. Software should not program this bit.
	19	**Report Trigger Flag 1** 0 **[Default]** 1 **Programming Notes**

OAG_OASTATUS - OAG Observation Architecture Status Register

This bit is for HW internal use to context save /restore Report Trigger 1 occurrence On RC6 entry. Software should not program this bit.

18 **Report Trigger Flag 2**

Value	Name
0	**[Default]**
1	

Programming Notes
This bit is for HW internal use to context save /restore Report Trigger 2 occurrence On RC6 entry. Software should not program this bit.

17 **Tail Pointer Wrap Flag**

Format:	U1

Value	Name
0	
1	**[Default]**

Programming Notes
This bit is for HW internal use to context save /restore Tail Pointer Wrap Flag. SW should not program this bit. This bit gets programmed only when Tail Pointer Wrap Mask bit is set.

16 **Head Pointer Wrap Flag**

Format:	U1

Value	Name
0	
1	**[Default]**

Programming Notes
This bit is for HW internal use to context save /restore Head Pointer Wrap Flag. SW should not program this bit. This bit gets programmed only when Head Pointer Wrap Mask bit is set.

15:7 **Reserved**

Default Value:	0
Format:	PBC

6 **Reserved**

Format:	MBZ

5 **Reserved**

Default Value:	0
Format:	PBC

OAG_OASTATUS - OAG Observation Architecture Status Register

4 **Accumulator Overflow**

This field indicates that the one or more event accumulator inside the slice-OAunit has overflowed. Once set, this bit will remain set, until SW resets it by either soft reset or writing a 0 to it.

Value	Name	Description
0	**[Default]**	No overflow has occurred.
1		Overflow has occurred.

3 **Overrun Status**

This bit is read only and writing to this bit will have no effect. This bit will reflect the status of overrun irrespective of Overrun Mode enabled or disabled.

Value	Name	Description
0	**[Default]**	No overrun has occurred
1		Overrun has occurred

2 **Counter Overflow**

This bit is set if any of the counters overflows. This bit can be reset by SW by either soft reset or writing a 1 to it.

Value	Name	Description
0	**[Default]**	Counter Overflow Not Occurred
1		Counter Overflow Occurred

1 **Buffer Overflow**

This bit is set when the Tail-pointer - Head pointer > max internal trigger buffer size

Value	Name	Description
0h	**[Default]**	Buffer Overflow Not Occurred
1		Buffer Overflow Occurred

0 **Report Lost Error**

Format:	Enable

This bit is set if the Report Trigger due to "Internal Report Trigger-1", "Internal Report Trigger-2" or "Timer Triggered" or "MMIO Trigger" to write out the counter values is dropped, while there is an ongoing report in progress. The report request is ignored and the counter continue to count. This bit will be set along with this MMIO Trigger Queue Full, in case of dropped request for MMIO trigger.

Value	Name	Description
0	**[Default]**	Report Lost Error Not Occurred
1		Report Lost Error Occurred

Programming Notes
This bit can be reset by SW by either soft reset or writing a 1 to it.

OAG Observation Architecture Tail Pointer

OAG_OATAILPTR - OAG Observation Architecture Tail Pointer		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DB04h	
This register allows software to program tail pointer and also indicates current tail pointer value.		
DWord	**Bit**	**Description**
0	31:6	**Tail Pointer** Virtual address of the internal trigger based buffer that is updated for every 64B cacheline write to memory when reporting via internal report trigger. This pointer will not be updated for MI_REPORT_PERF_COUNT command based writes. **Programming Notes** Before enabling internally triggered performance counter reporting, SW must ensure that this address matches the Report Buffer Offset programmed in OABUFFER register (i.e. tail pointer must start at the beginning of the report buffer). SW must ensure that Tail pointer and the Head Pointer match before enabling internally triggered performance counter reporting.
	5:0	**Reserved** Format: PBC

OAG RC0 Any Engine Busy Free

OAG_RC0_ANY_ENGINE_BUSY_FREE - OAG RC0 Any Engine Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DB80h	
This register counts the time that any engine is truly busy (not simply powered up). This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads. Unit in GPMusec. Refer to **Timestamp Bases** for details.

OAG RC0 Clocks Free

OAG_RC0_CLOCKS_FREE - OAG RC0 Clocks Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DB90h	
This register counts the clocks that GFX has been in RC0 in increments of 64 GFX clocks. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG RC0 Hysteresis Free

OAG_RC0_HYSTERISIS_FREE - OAG RC0 Hysteresis Free		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	0DB84h	
This register counts the time that any engine is truly busy (not simply powered up). This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG RC0 Wake Count Free

OAG_RC0_WAKE_COUNT_FREE - OAG RC0 Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	0DB88h	
This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG RC6 Entry Count Free

OAG_RC6_ENTRY_COUNT_FREE - OAG RC6 Entry Count Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB9Ch
This register counts number rc6 entries. This counter is free running, always enabled and counting irrespective of OA enabled or disabled. This is an RPM mirrored register.	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG RC6 Pre Engine Wake Overhead Free

OAG_RC6_PRE_ENGINE_WAKE_OVERHEAD_FREE - OAG RC6 Pre Engine Wake Overhead Free		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	0DB8Ch	
This register counts the time between boot complete and Go=1. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG RCPG Hysteresis Time Free

OAG_RCPG_HYSTERESIS_TIME_FREE - OAG RCPG Hysteresis Time Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBE0h	
This register counts the timeRCPG hysteresiscount is accumulating. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Render Busy Free

OAG_RENDER_BUSY_FREE - OAG Render Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBDCh	
This register counts the time that any render engine is busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Render Wake Count Free

OAG_RENDER_WAKE_COUNT_FREE - OAG Render Wake Count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBE4h	
This register counts the number of render wakes that have occurred. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Slice Customizable Event Creation 0-0

OAG_SCEC0_0 - OAG Slice Customizable Event Creation 0-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC00h

This register is used to define the slice custom counter event 0, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. Value / Name / Description: 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). Value / Name / Description: 01b / Prev Event / Selects the conditioned/flopped input from the last CEC block as the input bus to CEC0 block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC0 comparator when comparing the compare value to the value active on the CEC0 conditioned input bus (see block diagram in the Custom Event

OAG_SCEC0_0 - OAG Slice Customizable Event Creation 0-0

Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 1-0

OAG_SCEC1_0 - OAG Slice Customizable Event Creation 1-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC08h

This register is used to define slice custom counter event 1, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter or fed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC1_0 - OAG Slice Customizable Event Creation 1-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 1-1

OAG_SCEC1_1 - OAG Slice Customizable Event Creation 1-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC0Ch

This register configures the input conditioning portion of slice CEC (custom event creation) block 1, bit definitions in this register refer to the CEC block diagram.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Slice Customizable Event Creation 2-0

OAG_SCEC2_0 - OAG Slice Customizable Event Creation 2-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC10h

This register is used to define custom counter event 2, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC2_0 - OAG Slice Customizable Event Creation 2-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 2-1

OAG_SCEC2_1 - OAG Slice Customizable Event Creation 2-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC14h

This register configures the input conditioning portion of slice CEC (custom event creation) block 2, bit definitions in this register refer to the CEC block diagram.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Slice Customizable Event Creation 3-0

OAG_SCEC3_0 - OAG Slice Customizable Event Creation 3-0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC18h

This register is used to define slice custom counter event 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** / **Programming Notes** 0b / Pass-through / Input bit is passed through to comparator as is / 1b / Negated / Input bit is negated before passing to comparator / [] If the input bit is negated using any bit in this field, then the corresponding Considerations bit in the CEC3-1 register must also be set.
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.

OAG_SCEC3_0 - OAG Slice Customizable Event Creation 3-0

2:0 **Compare Function**

Format:	U3

This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 3-1

OAG_SCEC3_1 - OAG Slice Customizable Event Creation 3-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC1Ch

This register configures the input conditioning portion of Slice CEC (custom event creation) block 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Slice Customizable Event Creation 4-0

OAG_SCEC4_0 - OAG Slice Customizable Event Creation 4-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC20h

This register is used to define slice custom counter event 4, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. Value / Name / Description: 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). Value / Name / Description: 01b / Prev Event / Selects the conditioned/flopped input from the last CEC block as the input bus to CEC0 block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter or fed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC4_0 - OAG Slice Customizable Event Creation 4-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 5-0

OAG_SCEC5_0 - OAG Slice Customizable Event Creation 5-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC28h

This register is used to define slice custom counter event 5, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter orfed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC5_0 - OAG Slice Customizable Event Creation 5-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 5-1

OAG_SCEC5_1 - OAG Slice Customizable Event Creation 5-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC2Ch

This register configures the input conditioning portion of CEC (custom event creation) block 5, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Slice Customizable Event Creation 6-0

OAG_SCEC6_0 - OAG Slice Customizable Event Creation 6-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC30h

This register is used to define slice custom counter event 6, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter or fed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC6_0 - OAG Slice Customizable Event Creation 6-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 6-1

OAG_SCEC6_1 - OAG Slice Customizable Event Creation 6-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC34h

This register configures the input conditioning portion of slice CEC (custom event creation) block 6, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG Slice Customizable Event Creation 7-0

OAG_SCEC7_0 - OAG Slice Customizable Event Creation 7-0

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 0DC38h

This register is used to define slice custom counter event 7, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:21	**Negate** Format: U11 The 11-bit array defined in this field allows input bus bits [10:0] to be individually negated in order to facilitate more complicated custom event creation (e.g. A & (!B | !C)). Note that LSB of this field affects bit 0 of the selected input bus. **Value** / **Name** / **Description** 0b / Pass-through / Input bit is passed through to comparator as is 1b / Negated / Input bit is negated before passing to comparator
	20:19	**Source Select** Format: U2 Selects the input signals to the Boolean event definition logic (see block diagram in the Custom Event Counters section). **Value** / **Name** / **Description** 01b / Prev Event / Selects the conditioned/flopped input from the previous CEC block as the input bus to this CEC block 11b / Reserved /
	18:3	**Compare Value** Format: U16 The value in this field is compared the 16-bit conditioned input bus that are fed into the comparator(see block diagram in the Custom Event Counters section). The type of comparison that is done is controlled by the Compare Function. When the compare function is true, then the signal for the custom event is asserted. This signal in turn can be counted by the B0 performance counter or fed into other CEC blocks.
	2:0	**Compare Function** Format: U3 This field selects the function used by the CEC comparator when comparing the compare value to the value active on the CEC conditioned input bus (see block diagram in the Custom Event Counters section).

OAG_SCEC7_0 - OAG Slice Customizable Event Creation 7-0

Value	Name	Description
000b	Any Are Equal	Compare and assert output if any are equal (Can be used as OR function)
001b	Greater Than	Compare and assert output if greater than
010b	Equal	Compare and assert output if equal to (Can also be used as AND function)
011b	Greater Than or Equal	Compare and assert output if greater than or equal
100b	Less Than	Compare and assert output if less than
101b	Not Equal	Compare and assert output if not equal
110b	Less Than or Equal	Compare and assert output if less than or equal
111b	Reserved	

OAG Slice Customizable Event Creation 7-1

OAG_SCEC7_1 - OAG Slice Customizable Event Creation 7-1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DC3Ch

This register configures the input conditioning portion of slice CEC (custom event creation) block 3, bit definitions in this register refer to the CEC block diagram in the Custom Event Counters section.

DWord	Bit	Description
0	31:16	**Considerations** This 16-bit field allows individual bits of the bus selected as the input to CEC block to be delayed by 1 clock relative to the non-delayed bits in the bus (see block diagram in the Custom Event Counters section). See CEC0-1 register definition for an example use case.

Value	Name	Description
0b	Live	Input bit is not delayed by 1 clock before event calculation
1b	Delayed	Input bit is delayed by 1 clock before event calculation

DWord	Bit	Description
0	15:0	**Mask** This 16-bit field allows individual input bits to be ignored in custom event calculation. See block diagram in the Custom Event Counters section for more details on where this field is used.

Value	Name	Description
0b	Unmasked	Input bit is considered in event calculation
1b	Masked	Input bit is ignored in event calculation

OAG SQ Full Occupancy count Free

OAG_SQ_FULL_OCCUPANCY_COUNT_FREE - OAG SQ Full Occupancy count Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DB98h	
This register counts the number of GFX clocks that SQ was full. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG SQ Memory Bound Stall count Free

OAG_SQ_MBSTALL_COUNT_FREE - OAG SQ Memory Bound Stall count Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DB94h
This register counts the number of GFX clocks that SQ read has been stalled. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Unslice Busy Free

OAG_UNSLICE_BUSY_FREE - OAG Unslice Busy Free		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DBD4h	
This register counts the number of times that unslice wakes up due to any unslice engine (currently WG, BLT, and media fixed functions) becoming busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAG Unslice Wake Count Free

OAG_UNSLICE_WAKE_COUNT_FREE - OAG Unslice Wake Count Free	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0DBD8h

This register counts the number of times that unslice wakes up due to any unslice engine (currently WG, BLT, and media fixed functions)becoming busy. This counter is free running, always enabled and counting irrespective of OA enabled or disabled.

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAM GPU Ticks Counter

OAM_GPU_TICKS - OAM GPU Ticks Counter		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Reading this register returns the live value of the GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency. More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAM GPU Ticks Counter Upper DWord

OAM_GPU_TICKS_UPPER - OAM GPU Ticks Counter Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Reading this register returns the live value of the Upper DWord of GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OA Programmable Event Source Select Register

OAG_OA_PESS - OA Programmable Event Source Select Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02B2Ch

The OA_PESS register is used by software to control programmable event P15 to P0 source selection generated from 'unslice' or 'aggregated P events generated from slice'. Bit[0] indicates selection for P0, bit[1] for P1 and so on.

DWord	Bit	Description
0	31:16	**Reserved** Default Value: 0000h Format: PBC
	15:0	**P event source select** Value 0h: P event generated from unslice **[Default]** — Bit wise select for P[15:0] events generated from boolean logic present in unslice Value 1h: P event generated from slice — Bit wise select for P[15:0] events generated from boolean logic present in slice in an aggregated manner

OAR Aggregate Perf Counter A0

OAR_OAPERF_A0 - OAR Aggregate Perf Counter A0		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02800h	
This register reflects the count value of the OA Performance counter A0. More details about the precise event counted by this register are located **here.**		

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

Value	Name
0x00000000	**[Default]**
[0x00000001-0xFFFFFFFF]	

OAR Aggregate Perf Counter A0 Upper DWord

OAR_OAPERF_A0_UPPER - OAR Aggregate Perf Counter A0 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02804h

This register enables the current live value of performance counter A0 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A1

OAR_OAPERF_A1 - OAR Aggregate Perf Counter A1		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02808h	
This register reflects the count value of the OA Performance counter A1. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A1 Upper DWord

OAR_OAPERF_A1_UPPER - OAR Aggregate Perf Counter A1 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0280Ch

This register enables the current live value of performance counter A1 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A2

OAR_OAPERF_A2 - OAR Aggregate Perf Counter A2		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02810h	
This register reflects the count value of the OA Performance counter A2. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A2 Upper DWord

OAR_OAPERF_A2_UPPER - OAR Aggregate Perf Counter A2 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02814h

This register enables the current live value of performance counter A2 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A3

OAR_OAPERF_A3 - OAR Aggregate Perf Counter A3		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02818h	
This register reflects the count value of the OA Performance counter A3. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A3 Upper DWord

OAR_OAPERF_A3_UPPER - OAR Aggregate Perf Counter A3 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0281Ch

This register enables the current live value of performance counter A3 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A4

OAR_OAPERF_A4 - OAR Aggregate Perf Counter A4		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02820h	
This register reflects the count value of the OA Performance counter A4. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A4 Upper DWord

OAR_OAPERF_A4_UPPER - OAR Aggregate Perf Counter A4 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02824h

This register enables the current live value of performance counter A4 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A5

OAR_OAPERF_A5 - OAR Aggregate Perf Counter A5	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02828h
This register reflects the count value of the OA Performance counter A5. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**	

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A5 Upper DWord

OAR_OAPERF_A5_UPPER - OAR Aggregate Perf Counter A5 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0282Ch

This register enables the current live value of performance counter A5 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A6

OAR_OAPERF_A6 - OAR Aggregate Perf Counter A6		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02830h	
This register reflects the count value of the OA Performance counter A6. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A6 Upper DWord

OAR_OAPERF_A6_UPPER - OAR Aggregate Perf Counter A6 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02834h

This register enables the current live value of performance counter A6 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A7

OAR_OAPERF_A7 - OAR Aggregate Perf Counter A7		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02838h	
This register reflects the count value of the OA Performance counter A7. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A7 Upper DWord

OAR_OAPERF_A7_UPPER - OAR Aggregate Perf Counter A7 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0283Ch

This register enables the current live value of performance counter A7 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A8

OAR_OAPERF_A8 - OAR Aggregate Perf Counter A8		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02840h	
This register reflects the count value of the OA Performance counter A8. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A8 Upper DWord

OAR_OAPERF_A8_UPPER - OAR Aggregate Perf Counter A8 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02844h

This register enables the current live value of performance counter A8 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A9

OAR_OAPERF_A9 - OAR Aggregate Perf Counter A9		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02848h	
This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A9 Upper DWord

OAR_OAPERF_A9_UPPER - OAR Aggregate Perf Counter A9 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0284Ch

This register enables the current live value of performance counter A9 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A10

OAR_OAPERF_A10 - OAR Aggregate Perf Counter A10		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02850h	
This register reflects the count value of the OA Performance counter A10. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A10 Upper DWord

OAR_OAPERF_A10_UPPER - OAR Aggregate Perf Counter A10 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02854h

This register enables the current live value of performance counter A10 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A11

OAR_OAPERF_A11 - OAR Aggregate Perf Counter A11		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02858h	
This register reflects the count value of the OA Performance counter A11. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A11 Upper DWord

OAR_OAPERF_A11_UPPER - OAR Aggregate Perf Counter A11 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0285Ch

This register enables the current live value of performance counter A11 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A12

OAR_OAPERF_A12 - OAR Aggregate Perf Counter A12		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02860h	
This register reflects the count value of the OA Performance counter A12. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A12 Upper DWord

OAR_OAPERF_A12_UPPER - OAR Aggregate Perf Counter A12 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02864h

This register enables the current live value of performance counter A12 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A13

OAR_OAPERF_A13 - OAR Aggregate Perf Counter A13		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02868h	
This register reflects the count value of the OA Performance counter A13. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A13 Upper DWord

OAR_OAPERF_A13_UPPER - OAR Aggregate Perf Counter A13 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0286Ch

This register enables the current live value of performance counter A13 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A14

OAR_OAPERF_A14 - OAR Aggregate Perf Counter A14		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02870h	
This register reflects the count value of the OA Performance counter A14. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A14 Upper DWord

OAR_OAPERF_A14_UPPER - OAR Aggregate Perf Counter A14 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02874h

This register enables the current live value of performance counter A14 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A15

OAR_OAPERF_A15 - OAR Aggregate Perf Counter A15		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02878h	
This register reflects the count value of the OA Performance counter A15. DefaultValue="00000000h"		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A15 Upper DWord

OAR_OAPERF_A15_UPPER - OAR Aggregate Perf Counter A15 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0287Ch

This register enables the current live value of performance counter A15 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A16

OAR_OAPERF_A16 - OAR Aggregate Perf Counter A16		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02880h	
This register reflects the count value of the OA Performance counter A16. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A16 Upper DWord

OAR_OAPERF_A16_UPPER - OAR Aggregate Perf Counter A16 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02884h

This register enables the current live value of performance counter A16 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A17

OAR_OAPERF_A17 - OAR Aggregate Perf Counter A17		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02888h	
This register reflects the count value of the OA Performance counter A17. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A17 Upper DWord

OAR_OAPERF_A17_UPPER - OAR Aggregate Perf Counter A17 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0288Ch

This register enables the current live value of performance counter A17 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A18

OAR_OAPERF_A18 - OAR Aggregate Perf Counter A18	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02890h

This register reflects the count value of the OA Performance counter A9. DefaultValue="00000000h"
More details about the precise event counted by this register are located **here.**

DWord	Bit	Description
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A18 Upper DWord

OAR_OAPERF_A18_UPPER - OAR Aggregate Perf Counter A18 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02894h

This register enables the current live value of performance counter A18 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A19

OAR_OAPERF_A19 - OAR Aggregate Perf Counter A19		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02898h	
This register reflects the count value of the OA Performance counter A19. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A19 Upper DWord

OAR_OAPERF_A19_UPPER - OAR Aggregate Perf Counter A19 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0289Ch

This register enables the current live value of performance counter A19 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A20

OAR_OAPERF_A20 - OAR Aggregate Perf Counter A20		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028A0h	
This register reflects the count value of the OA Performance counter A20. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A20 Upper DWord

OAR_OAPERF_A20_UPPER - OAR Aggregate Perf Counter A20 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028A4h

This register enables the current live value of performance counter A20 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A21

OAR_OAPERF_A21 - OAR Aggregate Perf Counter A21		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028A8h	
This register reflects the count value of the OA Performance counter A21. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A21 Upper DWord

OAR_OAPERF_A21_UPPER - OAR Aggregate Perf Counter A21 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028ACh

This register enables the current live value of performance counter A21 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A22

OAR_OAPERF_A22 - OAR Aggregate Perf Counter A22		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028B0h	
This register reflects the count value of the OA Performance counter A22. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A22 Upper DWord

OAR_OAPERF_A22_UPPER - OAR Aggregate Perf Counter A22 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028B4h

This register enables the current live value of performance counter A22 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A23

OAR_OAPERF_A23 - OAR Aggregate Perf Counter A23		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028B8h	
This register reflects the count value of the OA Performance counter A23. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A23 Upper DWord

OAR_OAPERF_A23_UPPER - OAR Aggregate Perf Counter A23 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028BCh

This register enables the current live value of performance counter A23 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A24

OAR_OAPERF_A24 - OAR Aggregate Perf Counter A24		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028C0h	
This register reflects the count value of the OA Performance counter A24. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A24 Upper DWord

OAR_OAPERF_A24_UPPER - OAR Aggregate Perf Counter A24 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028C4h

This register enables the current live value of performance counter A24 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A25

OAR_OAPERF_A25 - OAR Aggregate Perf Counter A25		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028C8h	
This register reflects the count value of the OA Performance counter A25. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A25 Upper DWord

OAR_OAPERF_A25_UPPER - OAR Aggregate Perf Counter A25 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028CCh

This register enables the current live value of performance counter A25 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A26

OAR_OAPERF_A26 - OAR Aggregate Perf Counter A26		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028D0h	
This register reflects the count value of the OA Performance counter A26. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A26 Upper DWord

OAR_OAPERF_A26_UPPER - OAR Aggregate Perf Counter A26 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028D4h

This register enables the current live value of performance counter A26 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A27

OAR_OAPERF_A27 - OAR Aggregate Perf Counter A27		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028D8h	
This register reflects the count value of the OA Performance counter A27. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A27 Upper DWord

OAR_OAPERF_A27_UPPER - OAR Aggregate Perf Counter A27 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028DCh

This register enables the current live value of performance counter A27 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A28

OAR_OAPERF_A28 - OAR Aggregate Perf Counter A28		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028E0h	
This register reflects the count value of the OA Performance counter A28. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A28 Upper DWord

OAR_OAPERF_A28_UPPER - OAR Aggregate Perf Counter A28 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028E4h

This register enables the current live value of performance counter A28 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A29

OAR_OAPERF_A29 - OAR Aggregate Perf Counter A29		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028E8h	
This register reflects the count value of the OA Performance counter A29. DefaultValue="00000000h" More details about the precise event counted by this register are located **here.**		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A29 Upper DWord

OAR_OAPERF_A29_UPPER - OAR Aggregate Perf Counter A29 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028ECh

This register enables the current live value of performance counter A29 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A30

OAR_OAPERF_A30 - OAR Aggregate Perf Counter A30		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028F0h	
This register reflects the count value of the OA Performance counter A30. DefaultValue="00000000h" More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A30 Upper DWord

OAR_OAPERF_A30_UPPER - OAR Aggregate Perf Counter A30 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028F4h

This register enables the current live value of performance counter A30 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A31

OAR_OAPERF_A31 - OAR Aggregate Perf Counter A31		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	028F8h	
This register reflects the count value of the OA Performance counter A31		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A31 Upper DWord

OAR_OAPERF_A31_UPPER - OAR Aggregate Perf Counter A31 Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	028FCh

This register enables the current live value of performance counter A31 to be read. Please refer to the detailed description of the aggregating performance counters in the Aggregating Counters section for more details on what event is reported via this register.

DWord	Bit	Description
0	31:8	**Reserved** Format: PBC
	7:0	**Upper Value** Format: U8 This 8-bit field returns bits 39:32 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A32

OAR_OAPERF_A32 - OAR Aggregate Perf Counter A32		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02900h	
This register reflects the count value of the OA Performance counter A32 More details about the precise event counted by this register are located **here**.		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A33

OAR_OAPERF_A33 - OAR Aggregate Perf Counter A33		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02904h	
This register reflects the count value of the OA Performance counter A33		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A34

OAR_OAPERF_A34 - OAR Aggregate Perf Counter A34		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02908h	
This register reflects the count value of the OA Performance Aggregating counter A34		
DWord	**Bit**	**Description**
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Aggregate Perf Counter A35

OAR_OAPERF_A35 - OAR Aggregate Perf Counter A35		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0290Ch	
This register reflects the count value of the OA Performance counter A35		

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B0

OAR_OAPERF_B0 - OAR Boolean_Counter_B0	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02920h

This register enables the current live value of performance counter B0 to be read. Since what conditions cause B0 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B1

OAR_OAPERF_B1 - OAR Boolean_Counter_B1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02924h

This register enables the current live value of performance counter B1 to be read. Since what conditions cause B1 to increment are defined by the programming of CEC1-0/CEC1-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B2

OAR_OAPERF_B2 - OAR Boolean_Counter_B2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02928h

This register enables the current live value of performance counter B2 to be read. Since what conditions cause B2 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B3

OAR_OAPERF_B3 - OAR Boolean_Counter_B3	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0292Ch

This register enables the current live value of performance counter B3 to be read. Since what conditions cause B3 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B4

OAR_OAPERF_B4 - OAR Boolean_Counter_B4	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02930h

This register enables the current live value of performance counter B4 to be read. Since what conditions cause B4 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B5

OAR_OAPERF_B5 - OAR Boolean_Counter_B5	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02934h

This register enables the current live value of performance counter B5 to be read. Since what conditions cause B5 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Boolean_Counter_B6

OAR_OAPERF_B6 - OAR Boolean_Counter_B6			
Register Space:	MMIO: 0/2/0		
Access:	R/W		
Size (in bits):	32		
Address:	02938h		
This register enables the current live value of performance counter B6 to be read. Since what conditions cause B6 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.			
DWord	**Bit**	**Description**	
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.	

OAR Boolean_Counter_B7

OAR_OAPERF_B7 - OAR Boolean_Counter_B7	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0293Ch

This register enables the current live value of performance counter B7 to be read. Since what conditions cause B7 to increment are defined by the programming of CEC0-0/CEC0-1, please refer to the description of these registers and the values they hold to determine what event is reported via this register.

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the live performance counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR GPU Ticks Counter

OAR_GPU_TICKS - OAR GPU Ticks Counter	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02910h

Reading this register returns the live value of the GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency.
More details about the precise event counted by this register are located **here.**

DWord	Bit	Description
0	31:0	**Considerations** Format: U32 This 32-bit field returns bits 31:0 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR GPU Ticks Counter Upper DWord

OAR_GPU_TICKS_UPPER - OAR GPU Ticks Counter Upper DWord

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Reading this register returns the live value of the Upper DWord of GPU ticks counter that is sampled and included in the performance counter report header. It increments every GFX clock and hence the number of increments per second changes with GFX frequency.

DWord	Bit	Description
0	31:0	**Upper Value** Format: U32 This 32-bit field returns bits 63:32 of the GPU tick counter value when read. Note that there is no "latch and hold" mechanism for performance counters when they are accessed through MMIO, so the value returned from this register may be different on back-to-back reads.

OAR Observation Architecture Control

OAR_OACONTROL - OAR Observation Architecture Control

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02960h
Name:	OAR Observation Architecture Control
ShortName:	OAR_OACONTROL

This register controls OAR functionality, report format, and context filtering. If OAR is enabled then it should be enabled in CS as well

DWord	Bit	Description
0	31:4	**Reserved** Default Value: 0 Format: PBC
	3:1	**Counter Select** This field selects which performance counter report format to use, please refer to Performance Counter Report Formats section for more details on the structure of the format.
	0	**Performance Counter Enable** Format: Enable Global performance counter enable. If clear, no counting will occur. MI_REPORT_PERF_COUNT is undefined when clear. **Programming Notes** "OAR Context Enable" mode bit in RenderEngne CTX_SR_CTL register must be set when "Programmer Counter Enable" is set.

OAR Observation Architecture Status Register

OAR_OASTATUS - OAR Observation Architecture Status Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02968h
Name:	OAR Observation Architecture Status Register
ShortName:	OAR_OASTATUS

This register provides status of report buffer and overflow conditions as well as status of some flags which hardware needs for internal purpose. Software should not program these status bits. Status bits are active high flags (0=false, 1=true)

DWord	Bit	Description
0	31:22	**Reserved** Default Value: 0 Format: PBC
	21	**Start Trigger Flag 1** 0 **[Default]** 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 1 occurrence On RC6 entry. Software should not program this bit.
	20	**Start Trigger Flag 2** 0 **[Default]** 1 **Programming Notes**: This bit is for HW internal use to context save /restore Start Trigger 2 occurrence On RC6 entry. Software should not program this bit.
	19	**Report Trigger Flag 1** 0 **[Default]** 1

OAR_OASTATUS - OAR Observation Architecture Status Register

		Programming Notes This bit is for HW internal use to context save /restore Report Trigger 1 occurrence On RC6 entry. Software should not program this bit.
	18	**Report Trigger Flag 2** **Value** / **Name** 0 / **[Default]** 1 / **Programming Notes** This bit is for HW internal use to context save /restore Report Trigger 2 occurrence On RC6 entry. Software should not program this bit.
	17:6	**Reserved** Default Value: 0 Format: PBC
	5:2	**Reserved** Default Value: 0 Format: PBC
	1	**Accumulator Overflow** This field indicates that the one or more event accumulator inside the slice-OAunit has overflowed. Once set, this bit will remain set, until SW resets it by either soft reset or writing a 0 to it. **Value** / **Name** / **Description** 0 / **[Default]** / No overflow has occurred. 1 / / Overflow has occurred.
	0	**Counter Overflow** This bit is set if any of the counters overflows. This bit can be reset by SW by either soft reset or writing a 1 to it. **Value** / **Name** / **Description** 0 / **[Default]** / Counter Overflow not occurred 1 / / Counter Overflow occurred

Observation Architecture Control Context ID

OACTXID - Observation Architecture Control Context ID		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	02364h	
Name:	Observation Architecture Control Context ID	
ShortName:	OACTXID	
This register has the context details when Specific context Enable is set. This register is implemented in render command streamer and render context save/restored. This register should be initialized by SW appropriately on the very first submission of a context when OA is enabled.		
DWord	**Bit**	**Description**
0	31:0	**Select Context ID** Specifies the context ID of the one context that affects the performance counters when "Specific Context Enable" bit is set. All other contexts are ignored. **Ring Buffer Mode of Scheduling:** Bits[31:12] represent the CCID and bits [11:0] must be zero. **Execlist mode of scheduling:** Bits[31:0] represent the context id.

Observation Architecture Control per Context

OACTXCONTROL - Observation Architecture Control per Context

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02360h
Name:	Observation Architecture Control per Context
ShortName:	OACTXCONTROL

This register is implemented in render command streamer and render context save/restored. This register should be initialized by SW appropriately on the very first submission of a context when OA is enabled.

_Custom_GTIAccessProtection
Unspecified

DWord	Bit	Description
0	31	**Reserved** Format: PBC
	30:8	**Reserved** Format: PBC
	7:2	**Timer Period** Specifies the period of the timer strobe as a function of the minimum TIME_STAMP resolution. The period is determined by selecting a specified bit from the TIME_STAMP register as follows:StrobePeriod = MinimumTimeStampPeriod * 2 **(TimerPeriod + 1)**The exponent is defined by this field. **Note:** The TIME_STAMP is not reset at start time so the phase of the strobe is not synchronized with the enable of the OA unit. This could result in approximately a full StrobePeriod elapsing prior to the first trigger. Usage for this mechanism should be time based periodic triggering, typically.
	1	**Timer Enable** This field enables the timer logic to output a periodic strobe, as defined by the Timer Period. When disabled the timer output is not asserted. Users should be aware that the timer-based report logic and the Boolean report trigger logic are logically OR'd together with no buffering of report triggers. This implies that only one performance counter report will be generated for clocks where both the timer-based report logic and the Boolean report trigger logic trigger a performance counter report. When "Specific Context Enable" bit is set to '1' in OACONTROL register, Timer based report trigger function gets enabled only for the selected context. When "Specific Context Enable" bit is set to '0' in OACONTROL register, Timer based report trigger function gets enabled for all contexts.

OACTXCONTROL - Observation Architecture Control per Context

Value	Name	Description
0h	Disable **[Default]**	Counter does not get written out on regular interval
1h	Enable	Counter gets written out on regular intervals, defined by the Timer Period

0 **Counter Stop-Resume Mechanism**

Value	Name	Description
1h		resume counting for all counters

Observation Architecture Head Pointer

OAG_OAHEADPTR - Observation Architecture Head Pointer		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	0DB00h	
This register allows SW to program head pointer.		
DWord	**Bit**	**Description**
0	31:6	**Head Pointer** Virtual address of the internal trigger based buffer that is updated by software after consuming reports from the report buffer. This pointer must be updated by SW only when using time or event-based report triggering. **Programming Notes** SW must ensure that Head Pointer and the Tail Pointer match before enabling internally triggered performance counter reporting.
	5:0	**Reserved** Format: PBC

OUTPUT_CSC_COEFF

OUTPUT_CSC_COEFF

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	192
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to CSC_MODE

Address:	49050h-49067h
Name:	Pipe Output CSC Coefficients
ShortName:	OUTPUT_CSC_COEFF_A
Reset:	soft

Address:	49150h-49167h
Name:	Pipe Output CSC Coefficients
ShortName:	OUTPUT_CSC_COEFF_B
Reset:	soft

Address:	49250h-49267h
Name:	Pipe Output CSC Coefficients
ShortName:	OUTPUT_CSC_COEFF_C
Reset:	soft

Address:	49350h-49367h
Name:	Pipe Output CSC Coefficients
ShortName:	OUTPUT_CSC_COEFF_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**RY** Format: CSC COEFFICIENT FORMAT
	15:0	**GY** Format: CSC COEFFICIENT FORMAT
1	31:16	**BY** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ

OUTPUT_CSC_COEFF		
2	31:16	**RU** Format: CSC COEFFICIENT FORMAT
	15:0	**GU** Format: CSC COEFFICIENT FORMAT
3	31:16	**BU** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ
4	31:16	**RV** Format: CSC COEFFICIENT FORMAT
	15:0	**GV** Format: CSC COEFFICIENT FORMAT
5	31:16	**BV** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ

OUTPUT_CSC_POSTOFF

OUTPUT_CSC_POSTOFF

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to CSC_MODE

Address:	49074h-4907Fh
Name:	Pipe Output CSC Post-Offsets
ShortName:	OUTPUT_CSC_POSTOFF_A
Reset:	soft

Address:	49174h-4917Fh
Name:	Pipe Output CSC Post-Offsets
ShortName:	OUTPUT_CSC_POSTOFF_B
Reset:	soft

Address:	49274h-4927Fh
Name:	Pipe Output CSC Post-Offsets
ShortName:	OUTPUT_CSC_POSTOFF_C
Reset:	soft

Address:	49374h-4937Fh
Name:	Pipe Output CSC Post-Offsets
ShortName:	OUTPUT_CSC_POSTOFF_D
Reset:	soft

The post-offset is intended to add an offset from 0 on the Y or RGB channels and to convert UV channels from 2's complement to excess 0.5 as they exit pipe output color space conversion (CSC).

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC High Offset** This value is used to give an offset to the high color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ

OUTPUT_CSC_POSTOFF		
	12:0	**PostCSC Medium Offset** This value is used to give an offset to the medium color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC Low Offset** This value is used to give an offset to the low color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).

OUTPUT_CSC_PREOFF

OUTPUT_CSC_PREOFF

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to CSC_MODE

Address:	49068h-49073h
Name:	Pipe Output CSC Pre-Offsets
ShortName:	OUTPUT_CSC_PREOFF_A
Reset:	soft

Address:	49168h-49173h
Name:	Pipe Output CSC Pre-Offsets
ShortName:	OUTPUT_CSC_PREOFF_B
Reset:	soft

Address:	49268h-49273h
Name:	Pipe Output CSC Pre-Offsets
ShortName:	OUTPUT_CSC_PREOFF_C
Reset:	soft

Address:	49368h-49373h
Name:	Pipe Output CSC Pre-Offsets
ShortName:	OUTPUT_CSC_PREOFF_D
Reset:	soft

The pre-offset is intended to remove an offset from 0 on the Y or RGB channels and to convert UV channels from excess 0.5 to 2's complement as they enter pipe output color space conversion (CSC).

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC High Offset** This value is used to give an offset to the high color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ

OUTPUT_CSC_PREOFF		
	12:0	**PreCSC Medium Offset** This value is used to give an offset to the medium color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC Low Offset** This value is used to give an offset to the low color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).

Outstanding Page Request Allocation

OPRA_0_2_0_PCI - Outstanding Page Request Allocation

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	0030Ch

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:0	**Outstanding Page Req Alloc** Default Value: 00000000000000000000000000000000b Access: R/W This register contains the number of outstanding page request messages the associated Page Request Interface is allowed to issue.

Outstanding Page Request Capacity

OPRC_0_2_0_PCI - Outstanding Page Request Capacity

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00308h

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**Outstanding Page Req Cap** Default Value: 00000000000000001000000000000000b Access: RO This register contains the number of outstanding page request messages the associated Page Request Interface physically supports. This is the upper limit on the number of pages that can be usefully allocated to the Page Request Interface. Hardwired to 32,768 requests.

PAGE_FAULT_MODE

PAGE_FAULT_MODE - PAGE_FAULT_MODE

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0E454h
Name:	PAGE_FAULT_MODE
ShortName:	PAGE_FAULT_MODE

This register is written as part of Context Submission to TDL. The data written is the lower 32 bits of the Context Descriptor Format structure.

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7:6	**FAULT_MODE** Access: WO **Fault Model:** Applicable only in advanced context

Value	Name	Description
00b	Fault and Hang **[Default]**	In Legacy Context mode, this is the only valid encoding.
01b	Fault and Halt	Restriction : Only valid in Advanced Context mode.
010b	Fault and Stream	Restriction : Only valid in Advanced Context mode.
Others	Reserved	

	5:0	**Reserved** Format: MBZ

Page Directory Pointer Descriptor - PDP0/PML4/PASID

PDP0 - Page Directory Pointer Descriptor - PDP0/PML4/PASID	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02270h-02277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_RCSUNIT
Address:	18270h-18277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_POCSUNIT
Address:	22270h-22277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_BCSUNIT
Address:	1C0270h-1C0277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT0
Address:	1C4270h-1C4277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT1
Address:	1C8270h-1C8277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VECSUNIT0
Address:	1D0270h-1D0277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT2
Address:	1D4270h-1D4277h

PDP0 - Page Directory Pointer Descriptor - PDP0/PML4/PASID

Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT3

Address:	1D8270h-1D8277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VECSUNIT1

Address:	1E0270h-1E0277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT4

Address:	1E4270h-1E4277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT5

Address:	1E8270h-1E8277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VECSUNIT2

Address:	1F0270h-1F0277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT6

Address:	1F4270h-1F4277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VCSUNIT7

Address:	1F8270h-1F8277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_VECSUNIT3

Address:	1A270h-1A277h
Name:	Page Directory Pointer Descriptor - PDP0/PML4/PASID
ShortName:	PDP0_CCSUNIT0

PDP0/PML4/PASID: This register can contain three values which depend on the element descriptor

PDP0 - Page Directory Pointer Descriptor - PDP0/PML4/PASID

definition.**PASID[19:0]:** Populated in the first 20bits of the register and selected when Advanced Context flag is set in the element descriptor in execlist mode of submission. This is not valid in ring buffer mode of scheduling.**PML4[38:12]:** Pointer to base address of PML4 and selected when Legacy Context flag is set and 64b address support is selected.**PDP0[38:12]:** Pointer to one of the four page directory pointer (lowest) and defines the first 0-1GB of memory mapping. This is valid when Legacy Context Flag is set and 64bit virtual addressing is not supported. *Note: This is a guest physical address.*

Programming Notes
Execlist Based Scheduling: SW should update PDP0/12/3 registers in context image with proper values before submitting the context to HW in execlist mode of scheduling. HW restores these registers as part of context restore to set the PPGTT access accordingly. PPGTT is always enabled in advanced context mode of execlist based scheduling and can be disabled only in legacy context mode. Privilege Access Bit in Element Descriptor controls the PPGTT enabling in legacy context mode.
Ring Buffer Based Scheduling: A write via MMIO to PDP0_DESCRIPROR (lower Dword) triggers the Page Directory Restore in HW when PPGTT is enabled. SW should ensure PDP1/2/3 registers are programmed appropriately prior to programming PDP0. PDP0_DESCRIPTOR lower dword should be programmed at the end. Per-Process GTT Enable Bit in GFX_MODE register controls the PPGTT enabling and disabling. Programming Per-Process GTT Enable Bit in GFX_MODE register doesn't enable/disable the PPGTT translation of memory access immediately; the change comes in to affect only when the Page Directory registers are programmed. Programming Per-Process GTT Enable Bit in GFX_MODE register bit must be followed by programming Page Directory Registers in order to enable or disable the PPGTT translation of memory access. PDP* DESCRIPTOR registers must always be programmed through MI_LOAD_REGISTER_IMMEDIATE command in ring buffer with PDP0_DESCRIPRTOR lower dword written at the end. PDP0/12/3 registers are context save restored. PDP descriptors are context save restored per render context in RCS and must be programmed following MI_SET_CONTEXT command, in case of PDP descriptors programmed without context set (MI_SET_CONTEXT) will get lost on C6 entry/exit. PDP descriptors are context save restored in VCS, BCS and VECS engines and must be programmed following setup of CCID register, in case of PDP descriptors programmed without CCID set will get lost on C6 entry/exit. PDP descriptor registers should be programmed after ensuring the pipe is completely flushed and TLB's invalidated.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63	**PD Load Busy** Access: RO This read-only field gets set when PDP0 is written to indicating Page Directory Restore activity is in progress and will get reset once the activity is completed.
	62:0	**PDP0 Descriptor**

Page Directory Pointer Descriptor - PDP1

PDP1 - Page Directory Pointer Descriptor - PDP1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02278h-0227Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_RCSUNIT
Address:	18278h-1827Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_POCSUNIT
Address:	22278h-2227Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_BCSUNIT
Address:	1C0278h-1C027Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT0
Address:	1C4278h-1C427Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT1
Address:	1C8278h-1C827Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VECSUNIT0
Address:	1D0278h-1D027Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT2
Address:	1D4278h-1D427Fh

PDP1 - Page Directory Pointer Descriptor - PDP1	
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT3
Address:	1D8278h-1D827Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VECSUNIT1
Address:	1E0278h-1E027Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT4
Address:	1E4278h-1E427Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT5
Address:	1E8278h-1E827Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VECSUNIT2
Address:	1F0278h-1F027Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT6
Address:	1F4278h-1F427Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VCSUNIT7
Address:	1F8278h-1F827Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_VECSUNIT3
Address:	1A278h-1A27Fh
Name:	Page Directory Pointer Descriptor - PDP1
ShortName:	PDP1_CCSUNIT0
PDP1[38:12]: Pointer to one of the four page directory pointer (lowest+1) and defines the first 1-2GB of	

PDP1 - Page Directory Pointer Descriptor - PDP1

memory mapping. This is valid when Legacy Context Flag is set and 64bit virtual addressing is not supported.
Note: This is a guest physical address.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:0	**PDP1 Descriptor**

Page Directory Pointer Descriptor - PDP2

PDP2 - Page Directory Pointer Descriptor - PDP2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02280h-02287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_RCSUNIT
Address:	18280h-18287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_POCSUNIT
Address:	22280h-22287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_BCSUNIT
Address:	1C0280h-1C0287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT0
Address:	1C4280h-1C4287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT1
Address:	1C8280h-1C8287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VECSUNIT0
Address:	1D0280h-1D0287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT2
Address:	1D4280h-1D4287h

PDP2 - Page Directory Pointer Descriptor - PDP2

Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT3

Address:	1D8280h-1D8287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VECSUNIT1

Address:	1E0280h-1E0287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT4

Address:	1E4280h-1E4287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT5

Address:	1E8280h-1E8287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VECSUNIT2

Address:	1F0280h-1F0287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT6

Address:	1F4280h-1F4287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VCSUNIT7

Address:	1F8280h-1F8287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_VECSUNIT3

Address:	1A280h-1A287h
Name:	Page Directory Pointer Descriptor - PDP2
ShortName:	PDP2_CCSUNIT0

PDP2[38:12]: Pointer to one of the four page directory pointer (lowest+2) and defines the first 2-3GB of

PDP2 - Page Directory Pointer Descriptor - PDP2

memory mapping. This is valid when Legacy Context Flag is set and 64bit virtual addressing is not supported.
Note: This is a guest physical address.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:0	**PDP2 Descriptor**

Page Directory Pointer Descriptor - PDP3

PDP3 - Page Directory Pointer Descriptor - PDP3	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02288h-0228Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_RCSUNIT
Address:	18288h-1828Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_POCSUNIT
Address:	22288h-2228Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_BCSUNIT
Address:	1C0288h-1C028Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT0
Address:	1C4288h-1C428Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT1
Address:	1C8288h-1C828Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VECSUNIT0
Address:	1D0288h-1D028Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT2
Address:	1D4288h-1D428Fh

PDP3 - Page Directory Pointer Descriptor - PDP3	
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT3
Address:	1D8288h-1D828Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VECSUNIT1
Address:	1E0288h-1E028Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT4
Address:	1E4288h-1E428Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT5
Address:	1E8288h-1E828Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VECSUNIT2
Address:	1F0288h-1F028Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT6
Address:	1F4288h-1F428Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VCSUNIT7
Address:	1F8288h-1F828Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_VECSUNIT3
Address:	1A288h-1A28Fh
Name:	Page Directory Pointer Descriptor - PDP3
ShortName:	PDP3_CCSUNIT0
PDP3[38:12]: Pointer to one of the four page directory pointer (lowest+3) and defines the first 3-4GB of	

PDP3 - Page Directory Pointer Descriptor - PDP3

memory mapping. This is valid when Legacy Context Flag is set and 64bit virtual addressing is not supported.
Note: This is a guest physical address.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:0	**PDP3 Descriptor**

Page Req Queue Tail Shadow Register DW0

PRQTP_DW0 - Page Req Queue Tail Shadow Register DW0	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00EC4h-00EC7h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:0	**TailPtr** Access: R/W Shadow register for Page Req Queue Tail register DW0. Usage: GAM will provide the data which is readable via address F0C8.

Page Req Queue Tail Shadow Register DW1

PRQTP_DW1 - Page Req Queue Tail Shadow Register DW1

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00EC8h-00ECBh

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped
Unspecified	Unspecified	Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:0	**TailPtr** Access: R/W Shadow register for Page Req Queue Tail register DW1. Usage: GAM will provide the data which is readable via address F0CC.

Page Request Control

PR_CTRL_0_2_0_PCI - Page Request Control

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00304h

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:2	**Reserved** Format: MBZ
	1	**Reset** Default Value: 0b Access: RO When the Enable field is clear, or is being cleared in the same register update that sets this field, writing a 1b to this field, clears the associated implementation dependent page request credit Counter and pending request state for the associated Page Request Interface. No action is initiated if this field is written to 0b or if this field is written with any value when the PRE field is set. Processor graphics does not use this field, and hardwires it as read-only (0).
	0	**Page-Request Enable** Default Value: 0b Access: R/W When Set, indicates that the page request interface on the endpoint is allowed to make page requests. If both this field and the Stopped field in Page Request Status register are Clear, then the Page request interface will not issue new page requests, but has outstanding page requests for which page responses is not yet received. When this field transitions from 0 to 1, all the status fields in the Page-Request Status register are cleared. Enabling a page request interface that has not successfully stopped has indeterminate results.

Page Request Extended Capability Header

PR_EXTCAP_0_2_0_PCI - Page Request Extended Capability Header

Register Space: PCI: 0/2/0

Size (in bits): 32

Address: 00300h

Page Request Extended Capability reports support for page-faults on Device-2, compliant to PCI-Express ATS 1.1 Specification

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:20	**Next Capability Offset** Default Value: 000000000000b Access: RO Variant This is a hardwired pointer to the next item in the capabilities list. Value 000h (Default) indicates that this is the end of the PCI-Express Extended capability Linked List. When Graphics Virtualization is enabled, this field is hardwired to point to the next PCI Capability structure, the SRIOV Extended Capability Header at 320h. When Graphics Virtualization is disabled, this field will be hardwired to 000h to indicate the end of PCI-Express Extended capability Linked List.
	19:16	**Version** Default Value: 0001b Access: RO Hardwired to capability version 1.
	15:0	**Capability ID** Default Value: 0000000000010011b Access: RO Hardwired to the Page Request Extended Capability ID

Page Request Queue Address Register 0

PAGEREQ_QADDR_0 - Page Request Queue Address Register 0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0F0D0h

Register to configure the base address and size of the page request queue.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Y	Y

DWord	Bit	Description
0	31:12	**Page Request Queue Base Register** Default Value: 00000h Access: R/W This field points to the base of 4KB aligned invalidation request queue. Hardware may ignore and not implement bits 63:HAW, where HAW is the host address width. Reads of this field return the value that was last programmed to it.
	11:3	**Reserved** Format: MBZ
	2:0	**Queue Size** Default Value: 000b Access: R/W This field specifies the size of the page request queue. A value of X in this field indicates a page request queue of (2X) 4KB pages. The number of entries in the invalidation queue is 2(X+8).

Page Request Queue Address Register 1

PAGEREQ_QADDR_1 - Page Request Queue Address Register 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0F0D4h

Register to configure the base address and size of the page request queue.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIIsContextSaved
Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:0	**Page Request Queue Base Register** Default Value: 00000000h Access: R/W This field points to the base of 4KB aligned invalidation request queue. Hardware may ignore and not implement bits 63:HAW, where HAW is the host address width. Reads of this field return the value that was last programmed to it.

Page Request Queue Head Register 0

PAGEREQ_QHEAD_0 - Page Request Queue Head Register 0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0F0C0h

Register indicating the page request queue head.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Y	Y

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:4	**Queue Head** Default Value: 0000000000000000b Access: R/W Specifies the offset (128-bit aligned) to the page request queue for the command that is processed next by software. GFX implementation: GFX has to read the content of the Head pointer as tail pointer gets close to it to prevent overflows in page request queue.
	3:0	**Reserved** Format: MBZ

Page Request Queue Head Register 1

PAGEREQ_QHEAD_1 - Page Request Queue Head Register 1

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0F0C4h

Register indicating the page request queue head.

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Page Request Queue Head Register 1 Reserved** Default Value: 00000000h Access: RO Bit[63:32]: Reserved.

Page Request Queue Tail Register 0

PAGEREQ_QTAIL_0 - Page Request Queue Tail Register 0

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 0F0C8h

Register indicating the page request queue tail.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIIsContextSaved
Unspecified	Unspecified	Y

DWord	Bit	Description
0	31:1	**Queue Tail** Default Value: 00000000000000000000000000000000b Access: R/W Bit[31:19]: Reserved. Bit[18:4]: Specifies the offset (128-bit aligned) to the page request queue for the request that is written next by hardware. GFX Implementation: GT manages the tail pointer value as part of page requests. The value can be acquired as part of the RC6 exit. Bit[3:1]: Reserved.
	0	**Valid Bit** Default Value: 0b Access: R/W This bit can only be cleared by SW, which also clears the other fields.

Page Request Queue Tail Register 1

PAGEREQ_QTAIL_1 - Page Request Queue Tail Register 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0F0CCh

Register indicating the page request queue tail.

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Page Request Queue Tail Register 1 Reserved** Default Value: 00000000h Access: RO Bit[63:32]: Reserved.

Page Request Status

PR_STATUS_0_2_0_PCI - Page Request Status

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 00306h

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15	**PRG Response PASID Required** Default Value: 1b Access: RO If set, the Function expects a PASID TLP Prefix on PRG Response Messages when the corresponding page requests had a PASID TLP Prefix. If Clear, the function does not expect PASID TLP Prefixes on any PRG Response Message. Function behavior is undefined if this bit is Clear and the Function receives a PRG Response Message with a PASID TLP Prefix. Function behavior is undefined if this bit is Set and the Function receives a PRG Response Message with no PASID TLP Prefix when the corresponding Page Requests had a PASID TLP Prefix. This bit is Rsvd if the Function does not support the PASID TLP Prefix.
	14:9	**Reserved** Format: MBZ
	8	**Stopped** Default Value: 1b Access: RO When this field is Set, the associated page request interface has stopped issuing additional Page requests and that all previously issued Page requests have completed. When this field is clear the associate Page request interface either has not stopped or has stopped issuing new Page requests but has outstanding Page requests.
	7:2	**Reserved** Format: MBZ
	1	**Unexpected Page Request Group Index** Default Value: 0b Access: R/W One Clear When Set, indicates the function received a PRG response message containing a PRG index that has no matching request, a response failure. This field is Set by the Function and cleared when a 1b is written to the field.

PR_STATUS_0_2_0_PCI - Page Request Status

	0	**Response Failure** Default Value: 0b Access: R/W One Clear When Set, indicates the function received a PRG response message indicating a response failure. The function expects no further response from the host (any received are ignored). This field is Set by the Function and cleared when a 1b is written to this field.

PAK_NUM_OF_SLICES

PAK_NUM_OF_SLICES - PAK_NUM_OF_SLICES		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	12954h	
ShortName:	PAK_NUM_OF_SLICES1	
Address:	1C954h	
ShortName:	PAK_NUM_OF_SLICES2	
DWord	**Bit**	**Description**
0	31:16	**Reserved** Format: MBZ
	15:0	**Number of slices in a frame.** This field indicates number of slices in the current frame. This register is updated at the end of each slice.

PAK_Stream-Out Report (Errors)

PAK_ERR - PAK_Stream-Out Report (Errors)		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128E8h	
DWord	**Bit**	**Description**
0	31:22	**Reserved** Format: MBZ
	21	**Incorrect IntraMBFlag in I-slice(AVCf)**
	20	**Out of Range Symbol Code(AVC/mpeg2)**
	19	**Incorrect MBType(AVC/mpeg2**
	18	**Motion Vectors are not inside the frame boundary(mpeg2)**
	17	**Scale code is zero(mpeg2)**
	16	**Incorrect DCTtype for given motionType(mpeg2)**
	15:8	**MB Y-position** This field indicates Macro Block(MB) Y- position where an error occurred while encoding.
	7:0	**MB X-position** This field indicates Macro Block(MB) X- position where an error occurred while encoding.

PAK_Stream-Out Report (Warnings)

PAK_WARN - PAK_Stream-Out Report (Warnings)		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128E4h	
DWord	**Bit**	**Description**
0	31:22	**Reserved** Format: MBZ
	21	**Skip Run > 8192 (AVC)**
	20	**Incorrect SkipMB (AVC and mpeg2)**
	19	**Incorrect MV difference for dual-prime MB (mpeg2)**
	18	**End of Slice signal missing on last MB of a Row(mpeg2)**
	17	**Incorrect DCT type for field picture**
	16	**MVs are not within defined range by fcode**
	15:8	**MB Y-position**
	7:0	**MB X-position**

PAK Report Running Status

PAK_REPORT_STAT - PAK Report Running Status		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128ECh	

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**PAK Status** 0 – PAK engine is IDLE 1 – PAK engine is currently generating bit stream.

PAL_EXT_GC_MAX

PAL_EXT_GC_MAX		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	96	
Address:	4A420h-4A42Bh	
Name:	Pipe Extended Gamma Correction Max	
ShortName:	PAL_EXT_GC_MAX_A	
Reset:	soft	
Address:	4AC20h-4AC2Bh	
Name:	Pipe Extended Gamma Correction Max	
ShortName:	PAL_EXT_GC_MAX_B	
Reset:	soft	
Address:	4B420h-4B42Bh	
Name:	Pipe Extended Gamma Correction Max	
ShortName:	PAL_EXT_GC_MAX_C	
Reset:	soft	
Address:	4BC20h-4BC2Bh	
Name:	Pipe Extended Gamma Correction Max	
ShortName:	PAL_EXT_GC_MAX_D	
Reset:	soft	

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:0	**Red Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for red color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.
1	31:19	**Reserved** Format: MBZ
	18:0	**Green Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for green color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.

PAL_EXT_GC_MAX		
2	31:19	**Reserved** Format: MBZ
	18:0	**Blue Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for blue color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.

PAL_EXT2_GC_MAX

PAL_EXT2_GC_MAX		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	96	
Address:	4A430h-4A43Bh	
Name:	Pipe Extended Second Gamma Correction Max	
ShortName:	PAL_EXT2_GC_MAX_A	
Reset:	soft	
Address:	4AC30h-4AC3Bh	
Name:	Pipe Extended Second Gamma Correction Max	
ShortName:	PAL_EXT2_GC_MAX_B	
Reset:	soft	
Address:	4B430h-4B43Bh	
Name:	Pipe Extended Second Gamma Correction Max	
ShortName:	PAL_EXT2_GC_MAX_C	
Reset:	soft	
Address:	4BC30h-4BC3Bh	
Name:	Pipe Extended Second Gamma Correction Max	
ShortName:	PAL_EXT2_GC_MAX_D	
Reset:	soft	

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:0	**Red Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for red color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.
1	31:19	**Reserved** Format: MBZ
	18:0	**Green Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for green color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.

PAL_EXT2_GC_MAX		
2	31:19	**Reserved** Format: MBZ
	18:0	**Blue Ext Max GC Point** Default Value: 11111111111111111b Format: U3.16 The extended point for blue color channel gamma correction. This value is represented in a 3.16 format with 3 integer and 16 fractional bits.

PAL_GC_MAX

PAL_GC_MAX		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	96	
Address:	4A410h-4A41Bh	
Name:	Pipe Gamma Correction Max	
ShortName:	PAL_GC_MAX_A	
Reset:	soft	
Address:	4AC10h-4AC1Bh	
Name:	Pipe Gamma Correction Max	
ShortName:	PAL_GC_MAX_B	
Reset:	soft	
Address:	4B410h-4B41Bh	
Name:	Pipe Gamma Correction Max	
ShortName:	PAL_GC_MAX_C	
Reset:	soft	
Address:	4BC10h-4BC1Bh	
Name:	Pipe Gamma Correction Max	
ShortName:	PAL_GC_MAX_D	
Reset:	soft	

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16:0	**Red Max GC Point** Default Value: 10000000000000000b Format: U1.16 The 513th entry for the red color channel of the 12 bit interpolated gamma correction. This value is represented in a 1.16 format with 1 integer and 16 fractional bits. **Restriction** The value should always be programmed to be less than or equal to 1.0.
1	31:17	**Reserved** Format: MBZ
	16:0	**Green Max GC Point** Default Value: 10000000000000000b Format: U1.16

PAL_GC_MAX

		Description The 513th entry for the green color channel of the 12 bit interpolated gamma correction. This value is represented in a 1.16 format with 1 integer and 16 fractional bits. **Restriction** The value should always be programmed to be less than or equal to 1.0.
2	31:17	**Reserved** Format: MBZ
	16:0	**Blue Max GC Point** Default Value: 10000000000000000b Format: U1.16 **Description** The 513th entry for the blue color channel of the 12 bit interpolated gamma correction. This value is represented in a 1.16 format with 1 integer and 16 fractional bits. **Restriction** The value should always be programmed to be less than or equal to 1.0.

PAL_LGC

PAL_LGC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4A000h-4A003h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_0_A
Reset:	soft
Address:	4A004h-4A007h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_1_A
Reset:	soft
Address:	4A008h-4A00Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_2_A
Reset:	soft
Address:	4A00Ch-4A00Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_3_A
Reset:	soft
Address:	4A010h-4A013h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_4_A
Reset:	soft
Address:	4A014h-4A017h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_5_A
Reset:	soft
Address:	4A018h-4A01Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_6_A
Reset:	soft
Address:	4A01Ch-4A01Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_7_A
Reset:	soft
Address:	4A020h-4A023h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_8_A
Reset:	soft
Address:	4A024h-4A027h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_9_A
Reset:	soft
Address:	4A028h-4A02Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_10_A
Reset:	soft
Address:	4A02Ch-4A02Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_11_A
Reset:	soft
Address:	4A030h-4A033h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_12_A
Reset:	soft
Address:	4A034h-4A037h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_13_A
Reset:	soft
Address:	4A038h-4A03Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_14_A
Reset:	soft
Address:	4A03Ch-4A03Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_15_A
Reset:	soft
Address:	4A040h-4A043h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_16_A
Reset:	soft
Address:	4A044h-4A047h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_17_A
Reset:	soft
Address:	4A048h-4A04Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_18_A
Reset:	soft
Address:	4A04Ch-4A04Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_19_A
Reset:	soft
Address:	4A050h-4A053h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_20_A
Reset:	soft
Address:	4A054h-4A057h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_21_A
Reset:	soft
Address:	4A058h-4A05Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_22_A
Reset:	soft
Address:	4A05Ch-4A05Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_23_A
Reset:	soft
Address:	4A060h-4A063h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_24_A
Reset:	soft
Address:	4A064h-4A067h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_25_A
Reset:	soft
Address:	4A068h-4A06Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_26_A
Reset:	soft
Address:	4A06Ch-4A06Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_27_A
Reset:	soft
Address:	4A070h-4A073h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_28_A
Reset:	soft
Address:	4A074h-4A077h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_29_A
Reset:	soft
Address:	4A078h-4A07Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_30_A
Reset:	soft
Address:	4A07Ch-4A07Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_31_A
Reset:	soft
Address:	4A080h-4A083h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_32_A
Reset:	soft
Address:	4A084h-4A087h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_33_A
Reset:	soft
Address:	4A088h-4A08Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_34_A
Reset:	soft
Address:	4A08Ch-4A08Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_35_A
Reset:	soft
Address:	4A090h-4A093h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_36_A
Reset:	soft
Address:	4A094h-4A097h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_37_A
Reset:	soft
Address:	4A098h-4A09Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_38_A
Reset:	soft
Address:	4A09Ch-4A09Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_39_A
Reset:	soft
Address:	4A0A0h-4A0A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_40_A
Reset:	soft
Address:	4A0A4h-4A0A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_41_A
Reset:	soft
Address:	4A0A8h-4A0ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_42_A
Reset:	soft
Address:	4A0ACh-4A0AFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_43_A
Reset:	soft
Address:	4A0B0h-4A0B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_44_A
Reset:	soft
Address:	4A0B4h-4A0B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_45_A
Reset:	soft
Address:	4A0B8h-4A0BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_46_A
Reset:	soft
Address:	4A0BCh-4A0BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_47_A
Reset:	soft
Address:	4A0C0h-4A0C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_48_A
Reset:	soft
Address:	4A0C4h-4A0C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_49_A
Reset:	soft
Address:	4A0C8h-4A0CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_50_A
Reset:	soft
Address:	4A0CCh-4A0CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_51_A
Reset:	soft
Address:	4A0D0h-4A0D3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_52_A
Reset:	soft
Address:	4A0D4h-4A0D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_53_A
Reset:	soft
Address:	4A0D8h-4A0DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_54_A
Reset:	soft
Address:	4A0DCh-4A0DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_55_A
Reset:	soft
Address:	4A0E0h-4A0E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_56_A
Reset:	soft
Address:	4A0E4h-4A0E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_57_A
Reset:	soft
Address:	4A0E8h-4A0EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_58_A
Reset:	soft
Address:	4A0ECh-4A0EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_59_A
Reset:	soft
Address:	4A0F0h-4A0F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_60_A
Reset:	soft
Address:	4A0F4h-4A0F7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_61_A
Reset:	soft
Address:	4A0F8h-4A0FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_62_A
Reset:	soft
Address:	4A0FCh-4A0FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_63_A
Reset:	soft
Address:	4A100h-4A103h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_64_A
Reset:	soft
Address:	4A104h-4A107h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_65_A
Reset:	soft
Address:	4A108h-4A10Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_66_A
Reset:	soft
Address:	4A10Ch-4A10Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_67_A
Reset:	soft
Address:	4A110h-4A113h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_68_A
Reset:	soft
Address:	4A114h-4A117h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_69_A
Reset:	soft
Address:	4A118h-4A11Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_70_A
Reset:	soft
Address:	4A11Ch-4A11Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_71_A
Reset:	soft
Address:	4A120h-4A123h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_72_A
Reset:	soft
Address:	4A124h-4A127h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_73_A
Reset:	soft
Address:	4A128h-4A12Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_74_A
Reset:	soft
Address:	4A12Ch-4A12Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_75_A
Reset:	soft
Address:	4A130h-4A133h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_76_A
Reset:	soft
Address:	4A134h-4A137h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_77_A
Reset:	soft
Address:	4A138h-4A13Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_78_A
Reset:	soft
Address:	4A13Ch-4A13Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_79_A
Reset:	soft
Address:	4A140h-4A143h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_80_A
Reset:	soft
Address:	4A144h-4A147h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_81_A
Reset:	soft
Address:	4A148h-4A14Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_82_A
Reset:	soft
Address:	4A14Ch-4A14Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_83_A
Reset:	soft
Address:	4A150h-4A153h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_84_A
Reset:	soft
Address:	4A154h-4A157h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_85_A
Reset:	soft
Address:	4A158h-4A15Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_86_A
Reset:	soft
Address:	4A15Ch-4A15Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_87_A
Reset:	soft
Address:	4A160h-4A163h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_88_A
Reset:	soft
Address:	4A164h-4A167h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_89_A
Reset:	soft
Address:	4A168h-4A16Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_90_A
Reset:	soft
Address:	4A16Ch-4A16Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_91_A
Reset:	soft
Address:	4A170h-4A173h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_92_A
Reset:	soft
Address:	4A174h-4A177h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_93_A
Reset:	soft
Address:	4A178h-4A17Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_94_A
Reset:	soft
Address:	4A17Ch-4A17Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_95_A
Reset:	soft
Address:	4A180h-4A183h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_96_A
Reset:	soft
Address:	4A184h-4A187h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_97_A
Reset:	soft
Address:	4A188h-4A18Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_98_A
Reset:	soft
Address:	4A18Ch-4A18Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_99_A
Reset:	soft
Address:	4A190h-4A193h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_100_A
Reset:	soft
Address:	4A194h-4A197h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_101_A
Reset:	soft
Address:	4A198h-4A19Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_102_A
Reset:	soft
Address:	4A19Ch-4A19Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_103_A
Reset:	soft
Address:	4A1A0h-4A1A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_104_A
Reset:	soft
Address:	4A1A4h-4A1A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_105_A
Reset:	soft
Address:	4A1A8h-4A1ABh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_106_A
Reset:	soft
Address:	4A1ACh-4A1AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_107_A
Reset:	soft
Address:	4A1B0h-4A1B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_108_A
Reset:	soft
Address:	4A1B4h-4A1B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_109_A
Reset:	soft
Address:	4A1B8h-4A1BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_110_A
Reset:	soft
Address:	4A1BCh-4A1BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_111_A
Reset:	soft
Address:	4A1C0h-4A1C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_112_A
Reset:	soft
Address:	4A1C4h-4A1C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_113_A
Reset:	soft
Address:	4A1C8h-4A1CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_114_A
Reset:	soft
Address:	4A1CCh-4A1CFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_115_A
Reset:	soft
Address:	4A1D0h-4A1D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_116_A
Reset:	soft
Address:	4A1D4h-4A1D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_117_A
Reset:	soft
Address:	4A1D8h-4A1DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_118_A
Reset:	soft
Address:	4A1DCh-4A1DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_119_A
Reset:	soft
Address:	4A1E0h-4A1E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_120_A
Reset:	soft
Address:	4A1E4h-4A1E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_121_A
Reset:	soft
Address:	4A1E8h-4A1EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_122_A
Reset:	soft
Address:	4A1ECh-4A1EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_123_A
Reset:	soft
Address:	4A1F0h-4A1F3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_124_A
Reset:	soft
Address:	4A1F4h-4A1F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_125_A
Reset:	soft
Address:	4A1F8h-4A1FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_126_A
Reset:	soft
Address:	4A1FCh-4A1FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_127_A
Reset:	soft
Address:	4A200h-4A203h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_128_A
Reset:	soft
Address:	4A204h-4A207h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_129_A
Reset:	soft
Address:	4A208h-4A20Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_130_A
Reset:	soft
Address:	4A20Ch-4A20Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_131_A
Reset:	soft
Address:	4A210h-4A213h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_132_A
Reset:	soft
Address:	4A214h-4A217h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_133_A
Reset:	soft
Address:	4A218h-4A21Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_134_A
Reset:	soft
Address:	4A21Ch-4A21Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_135_A
Reset:	soft
Address:	4A220h-4A223h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_136_A
Reset:	soft
Address:	4A224h-4A227h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_137_A
Reset:	soft
Address:	4A228h-4A22Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_138_A
Reset:	soft
Address:	4A22Ch-4A22Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_139_A
Reset:	soft
Address:	4A230h-4A233h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_140_A
Reset:	soft
Address:	4A234h-4A237h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_141_A
Reset:	soft
Address:	4A238h-4A23Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_142_A
Reset:	soft
Address:	4A23Ch-4A23Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_143_A
Reset:	soft
Address:	4A240h-4A243h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_144_A
Reset:	soft
Address:	4A244h-4A247h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_145_A
Reset:	soft
Address:	4A248h-4A24Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_146_A
Reset:	soft
Address:	4A24Ch-4A24Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_147_A
Reset:	soft
Address:	4A250h-4A253h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_148_A
Reset:	soft
Address:	4A254h-4A257h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_149_A
Reset:	soft
Address:	4A258h-4A25Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_150_A
Reset:	soft
Address:	4A25Ch-4A25Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_151_A
Reset:	soft
Address:	4A260h-4A263h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_152_A
Reset:	soft
Address:	4A264h-4A267h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_153_A
Reset:	soft
Address:	4A268h-4A26Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_154_A
Reset:	soft
Address:	4A26Ch-4A26Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_155_A
Reset:	soft
Address:	4A270h-4A273h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_156_A
Reset:	soft
Address:	4A274h-4A277h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_157_A
Reset:	soft
Address:	4A278h-4A27Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_158_A
Reset:	soft
Address:	4A27Ch-4A27Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_159_A
Reset:	soft
Address:	4A280h-4A283h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_160_A
Reset:	soft
Address:	4A284h-4A287h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_161_A
Reset:	soft
Address:	4A288h-4A28Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_162_A
Reset:	soft
Address:	4A28Ch-4A28Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_163_A
Reset:	soft
Address:	4A290h-4A293h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_164_A
Reset:	soft
Address:	4A294h-4A297h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_165_A
Reset:	soft
Address:	4A298h-4A29Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_166_A
Reset:	soft
Address:	4A29Ch-4A29Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_167_A
Reset:	soft
Address:	4A2A0h-4A2A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_168_A
Reset:	soft
Address:	4A2A4h-4A2A7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_169_A
Reset:	soft
Address:	4A2A8h-4A2ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_170_A
Reset:	soft
Address:	4A2ACh-4A2AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_171_A
Reset:	soft
Address:	4A2B0h-4A2B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_172_A
Reset:	soft
Address:	4A2B4h-4A2B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_173_A
Reset:	soft
Address:	4A2B8h-4A2BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_174_A
Reset:	soft
Address:	4A2BCh-4A2BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_175_A
Reset:	soft
Address:	4A2C0h-4A2C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_176_A
Reset:	soft
Address:	4A2C4h-4A2C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_177_A
Reset:	soft
Address:	4A2C8h-4A2CBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_178_A
Reset:	soft
Address:	4A2CCh-4A2CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_179_A
Reset:	soft
Address:	4A2D0h-4A2D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_180_A
Reset:	soft
Address:	4A2D4h-4A2D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_181_A
Reset:	soft
Address:	4A2D8h-4A2DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_182_A
Reset:	soft
Address:	4A2DCh-4A2DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_183_A
Reset:	soft
Address:	4A2E0h-4A2E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_184_A
Reset:	soft
Address:	4A2E4h-4A2E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_185_A
Reset:	soft
Address:	4A2E8h-4A2EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_186_A
Reset:	soft
Address:	4A2ECh-4A2EFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_187_A
Reset:	soft
Address:	4A2F0h-4A2F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_188_A
Reset:	soft
Address:	4A2F4h-4A2F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_189_A
Reset:	soft
Address:	4A2F8h-4A2FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_190_A
Reset:	soft
Address:	4A2FCh-4A2FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_191_A
Reset:	soft
Address:	4A300h-4A303h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_192_A
Reset:	soft
Address:	4A304h-4A307h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_193_A
Reset:	soft
Address:	4A308h-4A30Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_194_A
Reset:	soft
Address:	4A30Ch-4A30Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_195_A
Reset:	soft
Address:	4A310h-4A313h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_196_A
Reset:	soft
Address:	4A314h-4A317h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_197_A
Reset:	soft
Address:	4A318h-4A31Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_198_A
Reset:	soft
Address:	4A31Ch-4A31Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_199_A
Reset:	soft
Address:	4A320h-4A323h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_200_A
Reset:	soft
Address:	4A324h-4A327h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_201_A
Reset:	soft
Address:	4A328h-4A32Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_202_A
Reset:	soft
Address:	4A32Ch-4A32Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_203_A
Reset:	soft
Address:	4A330h-4A333h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_204_A
Reset:	soft
Address:	4A334h-4A337h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_205_A
Reset:	soft
Address:	4A338h-4A33Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_206_A
Reset:	soft
Address:	4A33Ch-4A33Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_207_A
Reset:	soft
Address:	4A340h-4A343h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_208_A
Reset:	soft
Address:	4A344h-4A347h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_209_A
Reset:	soft
Address:	4A348h-4A34Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_210_A
Reset:	soft
Address:	4A34Ch-4A34Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_211_A
Reset:	soft
Address:	4A350h-4A353h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_212_A
Reset:	soft
Address:	4A354h-4A357h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_213_A
Reset:	soft
Address:	4A358h-4A35Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_214_A
Reset:	soft
Address:	4A35Ch-4A35Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_215_A
Reset:	soft
Address:	4A360h-4A363h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_216_A
Reset:	soft
Address:	4A364h-4A367h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_217_A
Reset:	soft
Address:	4A368h-4A36Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_218_A
Reset:	soft
Address:	4A36Ch-4A36Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_219_A
Reset:	soft
Address:	4A370h-4A373h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_220_A
Reset:	soft
Address:	4A374h-4A377h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_221_A
Reset:	soft
Address:	4A378h-4A37Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_222_A
Reset:	soft
Address:	4A37Ch-4A37Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_223_A
Reset:	soft
Address:	4A380h-4A383h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_224_A
Reset:	soft
Address:	4A384h-4A387h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_225_A
Reset:	soft
Address:	4A388h-4A38Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_226_A
Reset:	soft
Address:	4A38Ch-4A38Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_227_A
Reset:	soft
Address:	4A390h-4A393h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_228_A
Reset:	soft
Address:	4A394h-4A397h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_229_A
Reset:	soft
Address:	4A398h-4A39Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_230_A
Reset:	soft
Address:	4A39Ch-4A39Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_231_A
Reset:	soft
Address:	4A3A0h-4A3A3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_232_A
Reset:	soft
Address:	4A3A4h-4A3A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_233_A
Reset:	soft
Address:	4A3A8h-4A3ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_234_A
Reset:	soft
Address:	4A3ACh-4A3AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_235_A
Reset:	soft
Address:	4A3B0h-4A3B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_236_A
Reset:	soft
Address:	4A3B4h-4A3B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_237_A
Reset:	soft
Address:	4A3B8h-4A3BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_238_A
Reset:	soft
Address:	4A3BCh-4A3BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_239_A
Reset:	soft
Address:	4A3C0h-4A3C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_240_A
Reset:	soft
Address:	4A3C4h-4A3C7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_241_A
Reset:	soft
Address:	4A3C8h-4A3CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_242_A
Reset:	soft
Address:	4A3CCh-4A3CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_243_A
Reset:	soft
Address:	4A3D0h-4A3D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_244_A
Reset:	soft
Address:	4A3D4h-4A3D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_245_A
Reset:	soft
Address:	4A3D8h-4A3DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_246_A
Reset:	soft
Address:	4A3DCh-4A3DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_247_A
Reset:	soft
Address:	4A3E0h-4A3E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_248_A
Reset:	soft
Address:	4A3E4h-4A3E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_249_A
Reset:	soft
Address:	4A3E8h-4A3EBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_250_A
Reset:	soft
Address:	4A3ECh-4A3EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_251_A
Reset:	soft
Address:	4A3F0h-4A3F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_252_A
Reset:	soft
Address:	4A3F4h-4A3F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_253_A
Reset:	soft
Address:	4A3F8h-4A3FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_254_A
Reset:	soft
Address:	4A3FCh-4A3FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_255_A
Reset:	soft
Address:	4A800h-4A803h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_0_B
Reset:	soft
Address:	4A804h-4A807h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_1_B
Reset:	soft
Address:	4A808h-4A80Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_2_B
Reset:	soft
Address:	4A80Ch-4A80Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_3_B
Reset:	soft
Address:	4A810h-4A813h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_4_B
Reset:	soft
Address:	4A814h-4A817h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_5_B
Reset:	soft
Address:	4A818h-4A81Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_6_B
Reset:	soft
Address:	4A81Ch-4A81Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_7_B
Reset:	soft
Address:	4A820h-4A823h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_8_B
Reset:	soft
Address:	4A824h-4A827h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_9_B
Reset:	soft
Address:	4A828h-4A82Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_10_B
Reset:	soft
Address:	4A82Ch-4A82Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_11_B
Reset:	soft
Address:	4A830h-4A833h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_12_B
Reset:	soft
Address:	4A834h-4A837h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_13_B
Reset:	soft
Address:	4A838h-4A83Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_14_B
Reset:	soft
Address:	4A83Ch-4A83Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_15_B
Reset:	soft
Address:	4A840h-4A843h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_16_B
Reset:	soft
Address:	4A844h-4A847h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_17_B
Reset:	soft
Address:	4A848h-4A84Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_18_B
Reset:	soft
Address:	4A84Ch-4A84Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_19_B
Reset:	soft
Address:	4A850h-4A853h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_20_B
Reset:	soft
Address:	4A854h-4A857h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_21_B
Reset:	soft
Address:	4A858h-4A85Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_22_B
Reset:	soft
Address:	4A85Ch-4A85Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_23_B
Reset:	soft
Address:	4A860h-4A863h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_24_B
Reset:	soft
Address:	4A864h-4A867h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_25_B
Reset:	soft
Address:	4A868h-4A86Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_26_B
Reset:	soft
Address:	4A86Ch-4A86Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_27_B
Reset:	soft
Address:	4A870h-4A873h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_28_B
Reset:	soft
Address:	4A874h-4A877h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_29_B
Reset:	soft
Address:	4A878h-4A87Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_30_B
Reset:	soft
Address:	4A87Ch-4A87Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_31_B
Reset:	soft
Address:	4A880h-4A883h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_32_B
Reset:	soft
Address:	4A884h-4A887h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_33_B
Reset:	soft
Address:	4A888h-4A88Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_34_B
Reset:	soft
Address:	4A88Ch-4A88Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_35_B
Reset:	soft
Address:	4A890h-4A893h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_36_B
Reset:	soft
Address:	4A894h-4A897h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_37_B
Reset:	soft
Address:	4A898h-4A89Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_38_B
Reset:	soft
Address:	4A89Ch-4A89Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_39_B
Reset:	soft
Address:	4A8A0h-4A8A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_40_B
Reset:	soft
Address:	4A8A4h-4A8A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_41_B
Reset:	soft
Address:	4A8A8h-4A8ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_42_B
Reset:	soft
Address:	4A8ACh-4A8AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_43_B
Reset:	soft
Address:	4A8B0h-4A8B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_44_B
Reset:	soft
Address:	4A8B4h-4A8B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_45_B
Reset:	soft
Address:	4A8B8h-4A8BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_46_B
Reset:	soft
Address:	4A8BCh-4A8BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_47_B
Reset:	soft
Address:	4A8C0h-4A8C3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_48_B
Reset:	soft
Address:	4A8C4h-4A8C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_49_B
Reset:	soft
Address:	4A8C8h-4A8CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_50_B
Reset:	soft
Address:	4A8CCh-4A8CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_51_B
Reset:	soft
Address:	4A8D0h-4A8D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_52_B
Reset:	soft
Address:	4A8D4h-4A8D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_53_B
Reset:	soft
Address:	4A8D8h-4A8DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_54_B
Reset:	soft
Address:	4A8DCh-4A8DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_55_B
Reset:	soft
Address:	4A8E0h-4A8E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_56_B
Reset:	soft
Address:	4A8E4h-4A8E7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_57_B
Reset:	soft
Address:	4A8E8h-4A8EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_58_B
Reset:	soft
Address:	4A8ECh-4A8EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_59_B
Reset:	soft
Address:	4A8F0h-4A8F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_60_B
Reset:	soft
Address:	4A8F4h-4A8F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_61_B
Reset:	soft
Address:	4A8F8h-4A8FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_62_B
Reset:	soft
Address:	4A8FCh-4A8FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_63_B
Reset:	soft
Address:	4A900h-4A903h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_64_B
Reset:	soft
Address:	4A904h-4A907h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_65_B
Reset:	soft
Address:	4A908h-4A90Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_66_B
Reset:	soft
Address:	4A90Ch-4A90Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_67_B
Reset:	soft
Address:	4A910h-4A913h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_68_B
Reset:	soft
Address:	4A914h-4A917h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_69_B
Reset:	soft
Address:	4A918h-4A91Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_70_B
Reset:	soft
Address:	4A91Ch-4A91Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_71_B
Reset:	soft
Address:	4A920h-4A923h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_72_B
Reset:	soft
Address:	4A924h-4A927h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_73_B
Reset:	soft
Address:	4A928h-4A92Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_74_B
Reset:	soft
Address:	4A92Ch-4A92Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_75_B
Reset:	soft
Address:	4A930h-4A933h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_76_B
Reset:	soft
Address:	4A934h-4A937h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_77_B
Reset:	soft
Address:	4A938h-4A93Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_78_B
Reset:	soft
Address:	4A93Ch-4A93Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_79_B
Reset:	soft
Address:	4A940h-4A943h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_80_B
Reset:	soft
Address:	4A944h-4A947h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_81_B
Reset:	soft
Address:	4A948h-4A94Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_82_B
Reset:	soft
Address:	4A94Ch-4A94Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_83_B
Reset:	soft
Address:	4A950h-4A953h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_84_B
Reset:	soft
Address:	4A954h-4A957h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_85_B
Reset:	soft
Address:	4A958h-4A95Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_86_B
Reset:	soft
Address:	4A95Ch-4A95Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_87_B
Reset:	soft
Address:	4A960h-4A963h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_88_B
Reset:	soft
Address:	4A964h-4A967h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_89_B
Reset:	soft
Address:	4A968h-4A96Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_90_B
Reset:	soft
Address:	4A96Ch-4A96Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_91_B
Reset:	soft
Address:	4A970h-4A973h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_92_B
Reset:	soft
Address:	4A974h-4A977h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_93_B
Reset:	soft
Address:	4A978h-4A97Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_94_B
Reset:	soft
Address:	4A97Ch-4A97Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_95_B
Reset:	soft
Address:	4A980h-4A983h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_96_B
Reset:	soft
Address:	4A984h-4A987h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_97_B
Reset:	soft
Address:	4A988h-4A98Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_98_B
Reset:	soft
Address:	4A98Ch-4A98Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_99_B
Reset:	soft
Address:	4A990h-4A993h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_100_B
Reset:	soft
Address:	4A994h-4A997h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_101_B
Reset:	soft
Address:	4A998h-4A99Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_102_B
Reset:	soft
Address:	4A99Ch-4A99Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_103_B
Reset:	soft
Address:	4A9A0h-4A9A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_104_B
Reset:	soft
Address:	4A9A4h-4A9A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_105_B
Reset:	soft
Address:	4A9A8h-4A9ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_106_B
Reset:	soft
Address:	4A9ACh-4A9AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_107_B
Reset:	soft
Address:	4A9B0h-4A9B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_108_B
Reset:	soft
Address:	4A9B4h-4A9B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_109_B
Reset:	soft
Address:	4A9B8h-4A9BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_110_B
Reset:	soft
Address:	4A9BCh-4A9BFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_111_B
Reset:	soft
Address:	4A9C0h-4A9C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_112_B
Reset:	soft
Address:	4A9C4h-4A9C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_113_B
Reset:	soft
Address:	4A9C8h-4A9CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_114_B
Reset:	soft
Address:	4A9CCh-4A9CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_115_B
Reset:	soft
Address:	4A9D0h-4A9D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_116_B
Reset:	soft
Address:	4A9D4h-4A9D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_117_B
Reset:	soft
Address:	4A9D8h-4A9DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_118_B
Reset:	soft
Address:	4A9DCh-4A9DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_119_B
Reset:	soft
Address:	4A9E0h-4A9E3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_120_B
Reset:	soft
Address:	4A9E4h-4A9E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_121_B
Reset:	soft
Address:	4A9E8h-4A9EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_122_B
Reset:	soft
Address:	4A9ECh-4A9EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_123_B
Reset:	soft
Address:	4A9F0h-4A9F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_124_B
Reset:	soft
Address:	4A9F4h-4A9F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_125_B
Reset:	soft
Address:	4A9F8h-4A9FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_126_B
Reset:	soft
Address:	4A9FCh-4A9FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_127_B
Reset:	soft
Address:	4AA00h-4AA03h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_128_B
Reset:	soft
Address:	4AA04h-4AA07h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_129_B
Reset:	soft
Address:	4AA08h-4AA0Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_130_B
Reset:	soft
Address:	4AA0Ch-4AA0Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_131_B
Reset:	soft
Address:	4AA10h-4AA13h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_132_B
Reset:	soft
Address:	4AA14h-4AA17h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_133_B
Reset:	soft
Address:	4AA18h-4AA1Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_134_B
Reset:	soft
Address:	4AA1Ch-4AA1Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_135_B
Reset:	soft
Address:	4AA20h-4AA23h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_136_B
Reset:	soft
Address:	4AA24h-4AA27h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_137_B
Reset:	soft
Address:	4AA28h-4AA2Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_138_B
Reset:	soft
Address:	4AA2Ch-4AA2Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_139_B
Reset:	soft
Address:	4AA30h-4AA33h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_140_B
Reset:	soft
Address:	4AA34h-4AA37h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_141_B
Reset:	soft
Address:	4AA38h-4AA3Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_142_B
Reset:	soft
Address:	4AA3Ch-4AA3Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_143_B
Reset:	soft
Address:	4AA40h-4AA43h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_144_B
Reset:	soft
Address:	4AA44h-4AA47h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_145_B
Reset:	soft
Address:	4AA48h-4AA4Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_146_B
Reset:	soft
Address:	4AA4Ch-4AA4Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_147_B
Reset:	soft
Address:	4AA50h-4AA53h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_148_B
Reset:	soft
Address:	4AA54h-4AA57h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_149_B
Reset:	soft
Address:	4AA58h-4AA5Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_150_B
Reset:	soft
Address:	4AA5Ch-4AA5Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_151_B
Reset:	soft
Address:	4AA60h-4AA63h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_152_B
Reset:	soft
Address:	4AA64h-4AA67h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_153_B
Reset:	soft
Address:	4AA68h-4AA6Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_154_B
Reset:	soft
Address:	4AA6Ch-4AA6Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_155_B
Reset:	soft
Address:	4AA70h-4AA73h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_156_B
Reset:	soft
Address:	4AA74h-4AA77h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_157_B
Reset:	soft
Address:	4AA78h-4AA7Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_158_B
Reset:	soft
Address:	4AA7Ch-4AA7Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_159_B
Reset:	soft
Address:	4AA80h-4AA83h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_160_B
Reset:	soft
Address:	4AA84h-4AA87h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_161_B
Reset:	soft
Address:	4AA88h-4AA8Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_162_B
Reset:	soft
Address:	4AA8Ch-4AA8Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_163_B
Reset:	soft
Address:	4AA90h-4AA93h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_164_B
Reset:	soft
Address:	4AA94h-4AA97h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_165_B
Reset:	soft
Address:	4AA98h-4AA9Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_166_B
Reset:	soft
Address:	4AA9Ch-4AA9Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_167_B
Reset:	soft
Address:	4AAA0h-4AAA3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_168_B
Reset:	soft
Address:	4AAA4h-4AAA7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_169_B
Reset:	soft
Address:	4AAA8h-4AAABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_170_B
Reset:	soft
Address:	4AAACh-4AAAFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_171_B
Reset:	soft
Address:	4AAB0h-4AAB3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_172_B
Reset:	soft
Address:	4AAB4h-4AAB7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_173_B
Reset:	soft
Address:	4AAB8h-4AABBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_174_B
Reset:	soft
Address:	4AABCh-4AABFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_175_B
Reset:	soft
Address:	4AAC0h-4AAC3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_176_B
Reset:	soft
Address:	4AAC4h-4AAC7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_177_B
Reset:	soft
Address:	4AAC8h-4AACBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_178_B
Reset:	soft
Address:	4AACCh-4AACFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_179_B
Reset:	soft
Address:	4AAD0h-4AAD3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_180_B
Reset:	soft
Address:	4AAD4h-4AAD7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_181_B
Reset:	soft
Address:	4AAD8h-4AADBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_182_B
Reset:	soft
Address:	4AADCh-4AADFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_183_B
Reset:	soft
Address:	4AAE0h-4AAE3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_184_B
Reset:	soft
Address:	4AAE4h-4AAE7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_185_B
Reset:	soft
Address:	4AAE8h-4AAEBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_186_B
Reset:	soft
Address:	4AAECh-4AAEFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_187_B
Reset:	soft
Address:	4AAF0h-4AAF3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_188_B
Reset:	soft
Address:	4AAF4h-4AAF7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_189_B
Reset:	soft
Address:	4AAF8h-4AAFBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_190_B
Reset:	soft
Address:	4AAFCh-4AAFFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_191_B
Reset:	soft
Address:	4AB00h-4AB03h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_192_B
Reset:	soft
Address:	4AB04h-4AB07h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_193_B
Reset:	soft
Address:	4AB08h-4AB0Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_194_B
Reset:	soft
Address:	4AB0Ch-4AB0Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_195_B
Reset:	soft
Address:	4AB10h-4AB13h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_196_B
Reset:	soft
Address:	4AB14h-4AB17h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_197_B
Reset:	soft
Address:	4AB18h-4AB1Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_198_B
Reset:	soft
Address:	4AB1Ch-4AB1Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_199_B
Reset:	soft
Address:	4AB20h-4AB23h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_200_B
Reset:	soft
Address:	4AB24h-4AB27h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_201_B
Reset:	soft
Address:	4AB28h-4AB2Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_202_B
Reset:	soft
Address:	4AB2Ch-4AB2Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_203_B
Reset:	soft
Address:	4AB30h-4AB33h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_204_B
Reset:	soft
Address:	4AB34h-4AB37h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_205_B
Reset:	soft
Address:	4AB38h-4AB3Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_206_B
Reset:	soft
Address:	4AB3Ch-4AB3Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_207_B
Reset:	soft
Address:	4AB40h-4AB43h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_208_B
Reset:	soft
Address:	4AB44h-4AB47h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_209_B
Reset:	soft
Address:	4AB48h-4AB4Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_210_B
Reset:	soft
Address:	4AB4Ch-4AB4Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_211_B
Reset:	soft
Address:	4AB50h-4AB53h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_212_B
Reset:	soft
Address:	4AB54h-4AB57h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_213_B
Reset:	soft
Address:	4AB58h-4AB5Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_214_B
Reset:	soft
Address:	4AB5Ch-4AB5Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_215_B
Reset:	soft
Address:	4AB60h-4AB63h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_216_B
Reset:	soft
Address:	4AB64h-4AB67h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_217_B
Reset:	soft
Address:	4AB68h-4AB6Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_218_B
Reset:	soft
Address:	4AB6Ch-4AB6Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_219_B
Reset:	soft
Address:	4AB70h-4AB73h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_220_B
Reset:	soft
Address:	4AB74h-4AB77h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_221_B
Reset:	soft
Address:	4AB78h-4AB7Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_222_B
Reset:	soft
Address:	4AB7Ch-4AB7Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_223_B
Reset:	soft
Address:	4AB80h-4AB83h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_224_B
Reset:	soft
Address:	4AB84h-4AB87h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_225_B
Reset:	soft
Address:	4AB88h-4AB8Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_226_B
Reset:	soft
Address:	4AB8Ch-4AB8Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_227_B
Reset:	soft
Address:	4AB90h-4AB93h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_228_B
Reset:	soft
Address:	4AB94h-4AB97h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_229_B
Reset:	soft
Address:	4AB98h-4AB9Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_230_B
Reset:	soft
Address:	4AB9Ch-4AB9Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_231_B
Reset:	soft
Address:	4ABA0h-4ABA3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_232_B
Reset:	soft
Address:	4ABA4h-4ABA7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_233_B
Reset:	soft
Address:	4ABA8h-4ABABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_234_B
Reset:	soft
Address:	4ABACh-4ABAFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_235_B
Reset:	soft
Address:	4ABB0h-4ABB3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_236_B
Reset:	soft
Address:	4ABB4h-4ABB7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_237_B
Reset:	soft
Address:	4ABB8h-4ABBBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_238_B
Reset:	soft
Address:	4ABBCh-4ABBFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_239_B
Reset:	soft
Address:	4ABC0h-4ABC3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_240_B
Reset:	soft
Address:	4ABC4h-4ABC7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_241_B
Reset:	soft
Address:	4ABC8h-4ABCBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_242_B
Reset:	soft
Address:	4ABCCh-4ABCFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_243_B
Reset:	soft
Address:	4ABD0h-4ABD3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_244_B
Reset:	soft
Address:	4ABD4h-4ABD7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_245_B
Reset:	soft
Address:	4ABD8h-4ABDBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_246_B
Reset:	soft
Address:	4ABDCh-4ABDFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_247_B
Reset:	soft
Address:	4ABE0h-4ABE3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_248_B
Reset:	soft
Address:	4ABE4h-4ABE7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_249_B
Reset:	soft
Address:	4ABE8h-4ABEBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_250_B
Reset:	soft
Address:	4ABECh-4ABEFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_251_B
Reset:	soft
Address:	4ABF0h-4ABF3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_252_B
Reset:	soft
Address:	4ABF4h-4ABF7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_253_B
Reset:	soft
Address:	4ABF8h-4ABFBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_254_B
Reset:	soft
Address:	4ABFCh-4ABFFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_255_B
Reset:	soft
Address:	4B000h-4B003h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_0_C
Reset:	soft
Address:	4B004h-4B007h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_1_C
Reset:	soft
Address:	4B008h-4B00Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_2_C
Reset:	soft
Address:	4B00Ch-4B00Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_3_C
Reset:	soft
Address:	4B010h-4B013h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_4_C
Reset:	soft
Address:	4B014h-4B017h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_5_C
Reset:	soft
Address:	4B018h-4B01Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_6_C
Reset:	soft
Address:	4B01Ch-4B01Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_7_C
Reset:	soft
Address:	4B020h-4B023h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_8_C
Reset:	soft
Address:	4B024h-4B027h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_9_C
Reset:	soft
Address:	4B028h-4B02Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_10_C
Reset:	soft
Address:	4B02Ch-4B02Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_11_C
Reset:	soft
Address:	4B030h-4B033h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_12_C
Reset:	soft
Address:	4B034h-4B037h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_13_C
Reset:	soft
Address:	4B038h-4B03Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_14_C
Reset:	soft
Address:	4B03Ch-4B03Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_15_C
Reset:	soft
Address:	4B040h-4B043h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_16_C
Reset:	soft
Address:	4B044h-4B047h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_17_C
Reset:	soft
Address:	4B048h-4B04Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_18_C
Reset:	soft
Address:	4B04Ch-4B04Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_19_C
Reset:	soft
Address:	4B050h-4B053h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_20_C
Reset:	soft
Address:	4B054h-4B057h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_21_C
Reset:	soft
Address:	4B058h-4B05Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_22_C
Reset:	soft
Address:	4B05Ch-4B05Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_23_C
Reset:	soft
Address:	4B060h-4B063h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_24_C
Reset:	soft
Address:	4B064h-4B067h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_25_C
Reset:	soft
Address:	4B068h-4B06Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_26_C
Reset:	soft
Address:	4B06Ch-4B06Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_27_C
Reset:	soft
Address:	4B070h-4B073h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_28_C
Reset:	soft
Address:	4B074h-4B077h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_29_C
Reset:	soft
Address:	4B078h-4B07Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_30_C
Reset:	soft
Address:	4B07Ch-4B07Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_31_C
Reset:	soft
Address:	4B080h-4B083h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_32_C
Reset:	soft
Address:	4B084h-4B087h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_33_C
Reset:	soft
Address:	4B088h-4B08Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_34_C
Reset:	soft
Address:	4B08Ch-4B08Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_35_C
Reset:	soft
Address:	4B090h-4B093h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_36_C
Reset:	soft
Address:	4B094h-4B097h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_37_C
Reset:	soft
Address:	4B098h-4B09Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_38_C
Reset:	soft
Address:	4B09Ch-4B09Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_39_C
Reset:	soft
Address:	4B0A0h-4B0A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_40_C
Reset:	soft
Address:	4B0A4h-4B0A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_41_C
Reset:	soft
Address:	4B0A8h-4B0ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_42_C
Reset:	soft
Address:	4B0ACh-4B0AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_43_C
Reset:	soft
Address:	4B0B0h-4B0B3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_44_C
Reset:	soft
Address:	4B0B4h-4B0B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_45_C
Reset:	soft
Address:	4B0B8h-4B0BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_46_C
Reset:	soft
Address:	4B0BCh-4B0BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_47_C
Reset:	soft
Address:	4B0C0h-4B0C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_48_C
Reset:	soft
Address:	4B0C4h-4B0C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_49_C
Reset:	soft
Address:	4B0C8h-4B0CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_50_C
Reset:	soft
Address:	4B0CCh-4B0CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_51_C
Reset:	soft
Address:	4B0D0h-4B0D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_52_C
Reset:	soft
Address:	4B0D4h-4B0D7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_53_C
Reset:	soft
Address:	4B0D8h-4B0DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_54_C
Reset:	soft
Address:	4B0DCh-4B0DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_55_C
Reset:	soft
Address:	4B0E0h-4B0E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_56_C
Reset:	soft
Address:	4B0E4h-4B0E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_57_C
Reset:	soft
Address:	4B0E8h-4B0EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_58_C
Reset:	soft
Address:	4B0ECh-4B0EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_59_C
Reset:	soft
Address:	4B0F0h-4B0F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_60_C
Reset:	soft
Address:	4B0F4h-4B0F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_61_C
Reset:	soft
Address:	4B0F8h-4B0FBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_62_C
Reset:	soft
Address:	4B0FCh-4B0FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_63_C
Reset:	soft
Address:	4B100h-4B103h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_64_C
Reset:	soft
Address:	4B104h-4B107h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_65_C
Reset:	soft
Address:	4B108h-4B10Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_66_C
Reset:	soft
Address:	4B10Ch-4B10Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_67_C
Reset:	soft
Address:	4B110h-4B113h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_68_C
Reset:	soft
Address:	4B114h-4B117h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_69_C
Reset:	soft
Address:	4B118h-4B11Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_70_C
Reset:	soft
Address:	4B11Ch-4B11Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_71_C
Reset:	soft
Address:	4B120h-4B123h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_72_C
Reset:	soft
Address:	4B124h-4B127h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_73_C
Reset:	soft
Address:	4B128h-4B12Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_74_C
Reset:	soft
Address:	4B12Ch-4B12Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_75_C
Reset:	soft
Address:	4B130h-4B133h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_76_C
Reset:	soft
Address:	4B134h-4B137h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_77_C
Reset:	soft
Address:	4B138h-4B13Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_78_C
Reset:	soft
Address:	4B13Ch-4B13Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_79_C
Reset:	soft
Address:	4B140h-4B143h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_80_C
Reset:	soft
Address:	4B144h-4B147h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_81_C
Reset:	soft
Address:	4B148h-4B14Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_82_C
Reset:	soft
Address:	4B14Ch-4B14Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_83_C
Reset:	soft
Address:	4B150h-4B153h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_84_C
Reset:	soft
Address:	4B154h-4B157h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_85_C
Reset:	soft
Address:	4B158h-4B15Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_86_C
Reset:	soft
Address:	4B15Ch-4B15Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_87_C
Reset:	soft
Address:	4B160h-4B163h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_88_C
Reset:	soft
Address:	4B164h-4B167h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_89_C
Reset:	soft
Address:	4B168h-4B16Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_90_C
Reset:	soft
Address:	4B16Ch-4B16Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_91_C
Reset:	soft
Address:	4B170h-4B173h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_92_C
Reset:	soft
Address:	4B174h-4B177h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_93_C
Reset:	soft
Address:	4B178h-4B17Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_94_C
Reset:	soft
Address:	4B17Ch-4B17Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_95_C
Reset:	soft
Address:	4B180h-4B183h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_96_C
Reset:	soft
Address:	4B184h-4B187h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_97_C
Reset:	soft
Address:	4B188h-4B18Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_98_C
Reset:	soft
Address:	4B18Ch-4B18Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_99_C
Reset:	soft
Address:	4B190h-4B193h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_100_C
Reset:	soft
Address:	4B194h-4B197h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_101_C
Reset:	soft
Address:	4B198h-4B19Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_102_C
Reset:	soft
Address:	4B19Ch-4B19Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_103_C
Reset:	soft
Address:	4B1A0h-4B1A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_104_C
Reset:	soft
Address:	4B1A4h-4B1A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_105_C
Reset:	soft
Address:	4B1A8h-4B1ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_106_C
Reset:	soft
Address:	4B1ACh-4B1AFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_107_C
Reset:	soft
Address:	4B1B0h-4B1B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_108_C
Reset:	soft
Address:	4B1B4h-4B1B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_109_C
Reset:	soft
Address:	4B1B8h-4B1BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_110_C
Reset:	soft
Address:	4B1BCh-4B1BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_111_C
Reset:	soft
Address:	4B1C0h-4B1C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_112_C
Reset:	soft
Address:	4B1C4h-4B1C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_113_C
Reset:	soft
Address:	4B1C8h-4B1CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_114_C
Reset:	soft
Address:	4B1CCh-4B1CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_115_C
Reset:	soft
Address:	4B1D0h-4B1D3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_116_C
Reset:	soft
Address:	4B1D4h-4B1D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_117_C
Reset:	soft
Address:	4B1D8h-4B1DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_118_C
Reset:	soft
Address:	4B1DCh-4B1DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_119_C
Reset:	soft
Address:	4B1E0h-4B1E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_120_C
Reset:	soft
Address:	4B1E4h-4B1E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_121_C
Reset:	soft
Address:	4B1E8h-4B1EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_122_C
Reset:	soft
Address:	4B1ECh-4B1EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_123_C
Reset:	soft
Address:	4B1F0h-4B1F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_124_C
Reset:	soft
Address:	4B1F4h-4B1F7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_125_C
Reset:	soft
Address:	4B1F8h-4B1FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_126_C
Reset:	soft
Address:	4B1FCh-4B1FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_127_C
Reset:	soft
Address:	4B200h-4B203h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_128_C
Reset:	soft
Address:	4B204h-4B207h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_129_C
Reset:	soft
Address:	4B208h-4B20Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_130_C
Reset:	soft
Address:	4B20Ch-4B20Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_131_C
Reset:	soft
Address:	4B210h-4B213h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_132_C
Reset:	soft
Address:	4B214h-4B217h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_133_C
Reset:	soft
Address:	4B218h-4B21Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_134_C
Reset:	soft
Address:	4B21Ch-4B21Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_135_C
Reset:	soft
Address:	4B220h-4B223h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_136_C
Reset:	soft
Address:	4B224h-4B227h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_137_C
Reset:	soft
Address:	4B228h-4B22Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_138_C
Reset:	soft
Address:	4B22Ch-4B22Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_139_C
Reset:	soft
Address:	4B230h-4B233h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_140_C
Reset:	soft
Address:	4B234h-4B237h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_141_C
Reset:	soft
Address:	4B238h-4B23Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_142_C
Reset:	soft
Address:	4B23Ch-4B23Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_143_C
Reset:	soft
Address:	4B240h-4B243h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_144_C
Reset:	soft
Address:	4B244h-4B247h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_145_C
Reset:	soft
Address:	4B248h-4B24Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_146_C
Reset:	soft
Address:	4B24Ch-4B24Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_147_C
Reset:	soft
Address:	4B250h-4B253h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_148_C
Reset:	soft
Address:	4B254h-4B257h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_149_C
Reset:	soft
Address:	4B258h-4B25Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_150_C
Reset:	soft
Address:	4B25Ch-4B25Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_151_C
Reset:	soft
Address:	4B260h-4B263h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_152_C
Reset:	soft
Address:	4B264h-4B267h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_153_C
Reset:	soft
Address:	4B268h-4B26Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_154_C
Reset:	soft
Address:	4B26Ch-4B26Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_155_C
Reset:	soft
Address:	4B270h-4B273h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_156_C
Reset:	soft
Address:	4B274h-4B277h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_157_C
Reset:	soft
Address:	4B278h-4B27Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_158_C
Reset:	soft
Address:	4B27Ch-4B27Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_159_C
Reset:	soft
Address:	4B280h-4B283h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_160_C
Reset:	soft
Address:	4B284h-4B287h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_161_C
Reset:	soft
Address:	4B288h-4B28Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_162_C
Reset:	soft
Address:	4B28Ch-4B28Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_163_C
Reset:	soft
Address:	4B290h-4B293h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_164_C
Reset:	soft
Address:	4B294h-4B297h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_165_C
Reset:	soft
Address:	4B298h-4B29Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_166_C
Reset:	soft
Address:	4B29Ch-4B29Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_167_C
Reset:	soft
Address:	4B2A0h-4B2A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_168_C
Reset:	soft
Address:	4B2A4h-4B2A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_169_C
Reset:	soft
Address:	4B2A8h-4B2ABh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_170_C
Reset:	soft
Address:	4B2ACh-4B2AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_171_C
Reset:	soft
Address:	4B2B0h-4B2B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_172_C
Reset:	soft
Address:	4B2B4h-4B2B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_173_C
Reset:	soft
Address:	4B2B8h-4B2BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_174_C
Reset:	soft
Address:	4B2BCh-4B2BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_175_C
Reset:	soft
Address:	4B2C0h-4B2C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_176_C
Reset:	soft
Address:	4B2C4h-4B2C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_177_C
Reset:	soft
Address:	4B2C8h-4B2CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_178_C
Reset:	soft
Address:	4B2CCh-4B2CFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_179_C
Reset:	soft
Address:	4B2D0h-4B2D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_180_C
Reset:	soft
Address:	4B2D4h-4B2D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_181_C
Reset:	soft
Address:	4B2D8h-4B2DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_182_C
Reset:	soft
Address:	4B2DCh-4B2DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_183_C
Reset:	soft
Address:	4B2E0h-4B2E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_184_C
Reset:	soft
Address:	4B2E4h-4B2E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_185_C
Reset:	soft
Address:	4B2E8h-4B2EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_186_C
Reset:	soft
Address:	4B2ECh-4B2EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_187_C
Reset:	soft
Address:	4B2F0h-4B2F3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_188_C
Reset:	soft
Address:	4B2F4h-4B2F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_189_C
Reset:	soft
Address:	4B2F8h-4B2FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_190_C
Reset:	soft
Address:	4B2FCh-4B2FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_191_C
Reset:	soft
Address:	4B300h-4B303h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_192_C
Reset:	soft
Address:	4B304h-4B307h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_193_C
Reset:	soft
Address:	4B308h-4B30Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_194_C
Reset:	soft
Address:	4B30Ch-4B30Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_195_C
Reset:	soft
Address:	4B310h-4B313h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_196_C
Reset:	soft
Address:	4B314h-4B317h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_197_C
Reset:	soft
Address:	4B318h-4B31Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_198_C
Reset:	soft
Address:	4B31Ch-4B31Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_199_C
Reset:	soft
Address:	4B320h-4B323h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_200_C
Reset:	soft
Address:	4B324h-4B327h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_201_C
Reset:	soft
Address:	4B328h-4B32Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_202_C
Reset:	soft
Address:	4B32Ch-4B32Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_203_C
Reset:	soft
Address:	4B330h-4B333h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_204_C
Reset:	soft
Address:	4B334h-4B337h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_205_C
Reset:	soft
Address:	4B338h-4B33Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_206_C
Reset:	soft
Address:	4B33Ch-4B33Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_207_C
Reset:	soft
Address:	4B340h-4B343h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_208_C
Reset:	soft
Address:	4B344h-4B347h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_209_C
Reset:	soft
Address:	4B348h-4B34Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_210_C
Reset:	soft
Address:	4B34Ch-4B34Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_211_C
Reset:	soft
Address:	4B350h-4B353h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_212_C
Reset:	soft
Address:	4B354h-4B357h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_213_C
Reset:	soft
Address:	4B358h-4B35Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_214_C
Reset:	soft
Address:	4B35Ch-4B35Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_215_C
Reset:	soft
Address:	4B360h-4B363h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_216_C
Reset:	soft
Address:	4B364h-4B367h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_217_C
Reset:	soft
Address:	4B368h-4B36Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_218_C
Reset:	soft
Address:	4B36Ch-4B36Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_219_C
Reset:	soft
Address:	4B370h-4B373h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_220_C
Reset:	soft
Address:	4B374h-4B377h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_221_C
Reset:	soft
Address:	4B378h-4B37Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_222_C
Reset:	soft
Address:	4B37Ch-4B37Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_223_C
Reset:	soft
Address:	4B380h-4B383h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_224_C
Reset:	soft
Address:	4B384h-4B387h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_225_C
Reset:	soft
Address:	4B388h-4B38Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_226_C
Reset:	soft
Address:	4B38Ch-4B38Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_227_C
Reset:	soft
Address:	4B390h-4B393h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_228_C
Reset:	soft
Address:	4B394h-4B397h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_229_C
Reset:	soft
Address:	4B398h-4B39Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_230_C
Reset:	soft
Address:	4B39Ch-4B39Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_231_C
Reset:	soft
Address:	4B3A0h-4B3A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_232_C
Reset:	soft
Address:	4B3A4h-4B3A7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_233_C
Reset:	soft
Address:	4B3A8h-4B3ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_234_C
Reset:	soft
Address:	4B3ACh-4B3AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_235_C
Reset:	soft
Address:	4B3B0h-4B3B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_236_C
Reset:	soft
Address:	4B3B4h-4B3B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_237_C
Reset:	soft
Address:	4B3B8h-4B3BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_238_C
Reset:	soft
Address:	4B3BCh-4B3BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_239_C
Reset:	soft
Address:	4B3C0h-4B3C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_240_C
Reset:	soft
Address:	4B3C4h-4B3C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_241_C
Reset:	soft
Address:	4B3C8h-4B3CBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_242_C
Reset:	soft
Address:	4B3CCh-4B3CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_243_C
Reset:	soft
Address:	4B3D0h-4B3D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_244_C
Reset:	soft
Address:	4B3D4h-4B3D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_245_C
Reset:	soft
Address:	4B3D8h-4B3DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_246_C
Reset:	soft
Address:	4B3DCh-4B3DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_247_C
Reset:	soft
Address:	4B3E0h-4B3E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_248_C
Reset:	soft
Address:	4B3E4h-4B3E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_249_C
Reset:	soft
Address:	4B3E8h-4B3EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_250_C
Reset:	soft
Address:	4B3ECh-4B3EFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_251_C
Reset:	soft
Address:	4B3F0h-4B3F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_252_C
Reset:	soft
Address:	4B3F4h-4B3F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_253_C
Reset:	soft
Address:	4B3F8h-4B3FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_254_C
Reset:	soft
Address:	4B3FCh-4B3FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_255_C
Reset:	soft
Address:	4B800h-4B803h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_0_D
Reset:	soft
Address:	4B804h-4B807h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_1_D
Reset:	soft
Address:	4B808h-4B80Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_2_D
Reset:	soft
Address:	4B80Ch-4B80Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_3_D
Reset:	soft
Address:	4B810h-4B813h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_4_D
Reset:	soft
Address:	4B814h-4B817h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_5_D
Reset:	soft
Address:	4B818h-4B81Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_6_D
Reset:	soft
Address:	4B81Ch-4B81Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_7_D
Reset:	soft
Address:	4B820h-4B823h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_8_D
Reset:	soft
Address:	4B824h-4B827h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_9_D
Reset:	soft
Address:	4B828h-4B82Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_10_D
Reset:	soft
Address:	4B82Ch-4B82Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_11_D
Reset:	soft
Address:	4B830h-4B833h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_12_D
Reset:	soft
Address:	4B834h-4B837h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_13_D
Reset:	soft
Address:	4B838h-4B83Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_14_D
Reset:	soft
Address:	4B83Ch-4B83Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_15_D
Reset:	soft
Address:	4B840h-4B843h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_16_D
Reset:	soft
Address:	4B844h-4B847h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_17_D
Reset:	soft
Address:	4B848h-4B84Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_18_D
Reset:	soft
Address:	4B84Ch-4B84Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_19_D
Reset:	soft
Address:	4B850h-4B853h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_20_D
Reset:	soft
Address:	4B854h-4B857h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_21_D
Reset:	soft
Address:	4B858h-4B85Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_22_D
Reset:	soft
Address:	4B85Ch-4B85Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_23_D
Reset:	soft
Address:	4B860h-4B863h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_24_D
Reset:	soft
Address:	4B864h-4B867h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_25_D
Reset:	soft
Address:	4B868h-4B86Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_26_D
Reset:	soft
Address:	4B86Ch-4B86Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_27_D
Reset:	soft
Address:	4B870h-4B873h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_28_D
Reset:	soft
Address:	4B874h-4B877h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_29_D
Reset:	soft
Address:	4B878h-4B87Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_30_D
Reset:	soft
Address:	4B87Ch-4B87Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_31_D
Reset:	soft
Address:	4B880h-4B883h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_32_D
Reset:	soft
Address:	4B884h-4B887h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_33_D
Reset:	soft
Address:	4B888h-4B88Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_34_D
Reset:	soft
Address:	4B88Ch-4B88Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_35_D
Reset:	soft
Address:	4B890h-4B893h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_36_D
Reset:	soft
Address:	4B894h-4B897h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_37_D
Reset:	soft
Address:	4B898h-4B89Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_38_D
Reset:	soft
Address:	4B89Ch-4B89Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_39_D
Reset:	soft
Address:	4B8A0h-4B8A3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_40_D
Reset:	soft
Address:	4B8A4h-4B8A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_41_D
Reset:	soft
Address:	4B8A8h-4B8ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_42_D
Reset:	soft
Address:	4B8ACh-4B8AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_43_D
Reset:	soft
Address:	4B8B0h-4B8B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_44_D
Reset:	soft
Address:	4B8B4h-4B8B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_45_D
Reset:	soft
Address:	4B8B8h-4B8BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_46_D
Reset:	soft
Address:	4B8BCh-4B8BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_47_D
Reset:	soft
Address:	4B8C0h-4B8C3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_48_D
Reset:	soft
Address:	4B8C4h-4B8C7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_49_D
Reset:	soft
Address:	4B8C8h-4B8CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_50_D
Reset:	soft
Address:	4B8CCh-4B8CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_51_D
Reset:	soft
Address:	4B8D0h-4B8D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_52_D
Reset:	soft
Address:	4B8D4h-4B8D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_53_D
Reset:	soft
Address:	4B8D8h-4B8DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_54_D
Reset:	soft
Address:	4B8DCh-4B8DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_55_D
Reset:	soft
Address:	4B8E0h-4B8E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_56_D
Reset:	soft
Address:	4B8E4h-4B8E7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_57_D
Reset:	soft
Address:	4B8E8h-4B8EBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_58_D
Reset:	soft
Address:	4B8ECh-4B8EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_59_D
Reset:	soft
Address:	4B8F0h-4B8F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_60_D
Reset:	soft
Address:	4B8F4h-4B8F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_61_D
Reset:	soft
Address:	4B8F8h-4B8FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_62_D
Reset:	soft
Address:	4B8FCh-4B8FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_63_D
Reset:	soft
Address:	4B900h-4B903h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_64_D
Reset:	soft
Address:	4B904h-4B907h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_65_D
Reset:	soft
Address:	4B908h-4B90Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_66_D
Reset:	soft
Address:	4B90Ch-4B90Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_67_D
Reset:	soft
Address:	4B910h-4B913h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_68_D
Reset:	soft
Address:	4B914h-4B917h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_69_D
Reset:	soft
Address:	4B918h-4B91Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_70_D
Reset:	soft
Address:	4B91Ch-4B91Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_71_D
Reset:	soft
Address:	4B920h-4B923h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_72_D
Reset:	soft
Address:	4B924h-4B927h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_73_D
Reset:	soft
Address:	4B928h-4B92Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_74_D
Reset:	soft
Address:	4B92Ch-4B92Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_75_D
Reset:	soft
Address:	4B930h-4B933h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_76_D
Reset:	soft
Address:	4B934h-4B937h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_77_D
Reset:	soft
Address:	4B938h-4B93Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_78_D
Reset:	soft
Address:	4B93Ch-4B93Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_79_D
Reset:	soft
Address:	4B940h-4B943h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_80_D
Reset:	soft
Address:	4B944h-4B947h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_81_D
Reset:	soft
Address:	4B948h-4B94Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_82_D
Reset:	soft
Address:	4B94Ch-4B94Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_83_D
Reset:	soft
Address:	4B950h-4B953h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_84_D
Reset:	soft
Address:	4B954h-4B957h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_85_D
Reset:	soft
Address:	4B958h-4B95Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_86_D
Reset:	soft
Address:	4B95Ch-4B95Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_87_D
Reset:	soft
Address:	4B960h-4B963h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_88_D
Reset:	soft
Address:	4B964h-4B967h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_89_D
Reset:	soft
Address:	4B968h-4B96Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_90_D
Reset:	soft
Address:	4B96Ch-4B96Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_91_D
Reset:	soft
Address:	4B970h-4B973h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_92_D
Reset:	soft
Address:	4B974h-4B977h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_93_D
Reset:	soft
Address:	4B978h-4B97Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_94_D
Reset:	soft
Address:	4B97Ch-4B97Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_95_D
Reset:	soft
Address:	4B980h-4B983h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_96_D
Reset:	soft
Address:	4B984h-4B987h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_97_D
Reset:	soft
Address:	4B988h-4B98Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_98_D
Reset:	soft
Address:	4B98Ch-4B98Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_99_D
Reset:	soft
Address:	4B990h-4B993h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_100_D
Reset:	soft
Address:	4B994h-4B997h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_101_D
Reset:	soft
Address:	4B998h-4B99Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_102_D
Reset:	soft
Address:	4B99Ch-4B99Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_103_D
Reset:	soft
Address:	4B9A0h-4B9A3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_104_D
Reset:	soft
Address:	4B9A4h-4B9A7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_105_D
Reset:	soft
Address:	4B9A8h-4B9ABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_106_D
Reset:	soft
Address:	4B9ACh-4B9AFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_107_D
Reset:	soft
Address:	4B9B0h-4B9B3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_108_D
Reset:	soft
Address:	4B9B4h-4B9B7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_109_D
Reset:	soft
Address:	4B9B8h-4B9BBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_110_D
Reset:	soft
Address:	4B9BCh-4B9BFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_111_D
Reset:	soft
Address:	4B9C0h-4B9C3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_112_D
Reset:	soft
Address:	4B9C4h-4B9C7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_113_D
Reset:	soft
Address:	4B9C8h-4B9CBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_114_D
Reset:	soft
Address:	4B9CCh-4B9CFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_115_D
Reset:	soft
Address:	4B9D0h-4B9D3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_116_D
Reset:	soft
Address:	4B9D4h-4B9D7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_117_D
Reset:	soft
Address:	4B9D8h-4B9DBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_118_D
Reset:	soft
Address:	4B9DCh-4B9DFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_119_D
Reset:	soft
Address:	4B9E0h-4B9E3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_120_D
Reset:	soft
Address:	4B9E4h-4B9E7h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_121_D
Reset:	soft
Address:	4B9E8h-4B9EBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_122_D
Reset:	soft
Address:	4B9ECh-4B9EFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_123_D
Reset:	soft
Address:	4B9F0h-4B9F3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_124_D
Reset:	soft
Address:	4B9F4h-4B9F7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_125_D
Reset:	soft
Address:	4B9F8h-4B9FBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_126_D
Reset:	soft
Address:	4B9FCh-4B9FFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_127_D
Reset:	soft
Address:	4BA00h-4BA03h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_128_D
Reset:	soft
Address:	4BA04h-4BA07h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_129_D
Reset:	soft
Address:	4BA08h-4BA0Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_130_D
Reset:	soft
Address:	4BA0Ch-4BA0Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_131_D
Reset:	soft
Address:	4BA10h-4BA13h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_132_D
Reset:	soft
Address:	4BA14h-4BA17h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_133_D
Reset:	soft
Address:	4BA18h-4BA1Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_134_D
Reset:	soft
Address:	4BA1Ch-4BA1Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_135_D
Reset:	soft
Address:	4BA20h-4BA23h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_136_D
Reset:	soft
Address:	4BA24h-4BA27h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_137_D
Reset:	soft
Address:	4BA28h-4BA2Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_138_D
Reset:	soft
Address:	4BA2Ch-4BA2Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_139_D
Reset:	soft
Address:	4BA30h-4BA33h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_140_D
Reset:	soft
Address:	4BA34h-4BA37h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_141_D
Reset:	soft
Address:	4BA38h-4BA3Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_142_D
Reset:	soft
Address:	4BA3Ch-4BA3Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_143_D
Reset:	soft
Address:	4BA40h-4BA43h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_144_D
Reset:	soft
Address:	4BA44h-4BA47h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_145_D
Reset:	soft
Address:	4BA48h-4BA4Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_146_D
Reset:	soft
Address:	4BA4Ch-4BA4Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_147_D
Reset:	soft
Address:	4BA50h-4BA53h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_148_D
Reset:	soft
Address:	4BA54h-4BA57h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_149_D
Reset:	soft
Address:	4BA58h-4BA5Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_150_D
Reset:	soft
Address:	4BA5Ch-4BA5Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_151_D
Reset:	soft
Address:	4BA60h-4BA63h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_152_D
Reset:	soft
Address:	4BA64h-4BA67h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_153_D
Reset:	soft
Address:	4BA68h-4BA6Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_154_D
Reset:	soft
Address:	4BA6Ch-4BA6Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_155_D
Reset:	soft
Address:	4BA70h-4BA73h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_156_D
Reset:	soft
Address:	4BA74h-4BA77h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_157_D
Reset:	soft
Address:	4BA78h-4BA7Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_158_D
Reset:	soft
Address:	4BA7Ch-4BA7Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_159_D
Reset:	soft
Address:	4BA80h-4BA83h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_160_D
Reset:	soft
Address:	4BA84h-4BA87h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_161_D
Reset:	soft
Address:	4BA88h-4BA8Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_162_D
Reset:	soft
Address:	4BA8Ch-4BA8Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_163_D
Reset:	soft
Address:	4BA90h-4BA93h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_164_D
Reset:	soft
Address:	4BA94h-4BA97h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_165_D
Reset:	soft
Address:	4BA98h-4BA9Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_166_D
Reset:	soft
Address:	4BA9Ch-4BA9Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_167_D
Reset:	soft
Address:	4BAA0h-4BAA3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_168_D
Reset:	soft
Address:	4BAA4h-4BAA7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_169_D
Reset:	soft
Address:	4BAA8h-4BAABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_170_D
Reset:	soft
Address:	4BAACh-4BAAFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_171_D
Reset:	soft
Address:	4BAB0h-4BAB3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_172_D
Reset:	soft
Address:	4BAB4h-4BAB7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_173_D
Reset:	soft
Address:	4BAB8h-4BABBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_174_D
Reset:	soft
Address:	4BABCh-4BABFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_175_D
Reset:	soft
Address:	4BAC0h-4BAC3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_176_D
Reset:	soft
Address:	4BAC4h-4BAC7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_177_D
Reset:	soft
Address:	4BAC8h-4BACBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_178_D
Reset:	soft
Address:	4BACCh-4BACFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_179_D
Reset:	soft
Address:	4BAD0h-4BAD3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_180_D
Reset:	soft
Address:	4BAD4h-4BAD7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_181_D
Reset:	soft
Address:	4BAD8h-4BADBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_182_D
Reset:	soft
Address:	4BADCh-4BADFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_183_D
Reset:	soft
Address:	4BAE0h-4BAE3h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_184_D
Reset:	soft
Address:	4BAE4h-4BAE7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_185_D
Reset:	soft
Address:	4BAE8h-4BAEBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_186_D
Reset:	soft
Address:	4BAECh-4BAEFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_187_D
Reset:	soft
Address:	4BAF0h-4BAF3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_188_D
Reset:	soft
Address:	4BAF4h-4BAF7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_189_D
Reset:	soft
Address:	4BAF8h-4BAFBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_190_D
Reset:	soft
Address:	4BAFCh-4BAFFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_191_D
Reset:	soft
Address:	4BB00h-4BB03h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_192_D
Reset:	soft
Address:	4BB04h-4BB07h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_193_D
Reset:	soft
Address:	4BB08h-4BB0Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_194_D
Reset:	soft
Address:	4BB0Ch-4BB0Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_195_D
Reset:	soft
Address:	4BB10h-4BB13h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_196_D
Reset:	soft
Address:	4BB14h-4BB17h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_197_D
Reset:	soft
Address:	4BB18h-4BB1Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_198_D
Reset:	soft
Address:	4BB1Ch-4BB1Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_199_D
Reset:	soft
Address:	4BB20h-4BB23h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_200_D
Reset:	soft
Address:	4BB24h-4BB27h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_201_D
Reset:	soft
Address:	4BB28h-4BB2Bh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_202_D
Reset:	soft
Address:	4BB2Ch-4BB2Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_203_D
Reset:	soft
Address:	4BB30h-4BB33h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_204_D
Reset:	soft
Address:	4BB34h-4BB37h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_205_D
Reset:	soft
Address:	4BB38h-4BB3Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_206_D
Reset:	soft
Address:	4BB3Ch-4BB3Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_207_D
Reset:	soft
Address:	4BB40h-4BB43h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_208_D
Reset:	soft
Address:	4BB44h-4BB47h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_209_D
Reset:	soft
Address:	4BB48h-4BB4Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_210_D
Reset:	soft
Address:	4BB4Ch-4BB4Fh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_211_D
Reset:	soft
Address:	4BB50h-4BB53h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_212_D
Reset:	soft
Address:	4BB54h-4BB57h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_213_D
Reset:	soft
Address:	4BB58h-4BB5Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_214_D
Reset:	soft
Address:	4BB5Ch-4BB5Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_215_D
Reset:	soft
Address:	4BB60h-4BB63h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_216_D
Reset:	soft
Address:	4BB64h-4BB67h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_217_D
Reset:	soft
Address:	4BB68h-4BB6Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_218_D
Reset:	soft
Address:	4BB6Ch-4BB6Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_219_D
Reset:	soft
Address:	4BB70h-4BB73h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_220_D
Reset:	soft
Address:	4BB74h-4BB77h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_221_D
Reset:	soft
Address:	4BB78h-4BB7Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_222_D
Reset:	soft
Address:	4BB7Ch-4BB7Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_223_D
Reset:	soft
Address:	4BB80h-4BB83h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_224_D
Reset:	soft
Address:	4BB84h-4BB87h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_225_D
Reset:	soft
Address:	4BB88h-4BB8Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_226_D
Reset:	soft
Address:	4BB8Ch-4BB8Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_227_D
Reset:	soft
Address:	4BB90h-4BB93h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_228_D
Reset:	soft
Address:	4BB94h-4BB97h
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_229_D
Reset:	soft
Address:	4BB98h-4BB9Bh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_230_D
Reset:	soft
Address:	4BB9Ch-4BB9Fh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_231_D
Reset:	soft
Address:	4BBA0h-4BBA3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_232_D
Reset:	soft
Address:	4BBA4h-4BBA7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_233_D
Reset:	soft
Address:	4BBA8h-4BBABh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_234_D
Reset:	soft
Address:	4BBACh-4BBAFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_235_D
Reset:	soft
Address:	4BBB0h-4BBB3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_236_D
Reset:	soft
Address:	4BBB4h-4BBB7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_237_D
Reset:	soft
Address:	4BBB8h-4BBBBh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_238_D
Reset:	soft
Address:	4BBBCh-4BBBFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_239_D
Reset:	soft
Address:	4BBC0h-4BBC3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_240_D
Reset:	soft
Address:	4BBC4h-4BBC7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_241_D
Reset:	soft
Address:	4BBC8h-4BBCBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_242_D
Reset:	soft
Address:	4BBCCh-4BBCFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_243_D
Reset:	soft
Address:	4BBD0h-4BBD3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_244_D
Reset:	soft
Address:	4BBD4h-4BBD7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_245_D
Reset:	soft
Address:	4BBD8h-4BBDBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_246_D
Reset:	soft
Address:	4BBDCh-4BBDFh
Name:	Pipe Legacy Palette

PAL_LGC	
ShortName:	PAL_LGC_247_D
Reset:	soft
Address:	4BBE0h-4BBE3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_248_D
Reset:	soft
Address:	4BBE4h-4BBE7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_249_D
Reset:	soft
Address:	4BBE8h-4BBEBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_250_D
Reset:	soft
Address:	4BBECh-4BBEFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_251_D
Reset:	soft
Address:	4BBF0h-4BBF3h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_252_D
Reset:	soft
Address:	4BBF4h-4BBF7h
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_253_D
Reset:	soft
Address:	4BBF8h-4BBFBh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_254_D
Reset:	soft
Address:	4BBFCh-4BBFFh
Name:	Pipe Legacy Palette
ShortName:	PAL_LGC_255_D
Reset:	soft
There are 256 instances of this register format per display pipe.	
Restriction	

PAL_LGC

This register must be written only as a full 32 bit dword. Byte or word writes are not supported.

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:16	**Red Legacy Palette Entry** Default Value: UUh Red legacy palette entry value.
	15:8	**Green Legacy Palette Entry** Default Value: UUh Green legacy palette entry value.
	7:0	**Blue Legacy Palette Entry** Default Value: UUh Blue legacy palette entry value.

PAL_PREC_DATA

PAL_PREC_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4A404h-4A407h
Name:	Pipe Precision Palette Data
ShortName:	PAL_PREC_DATA_A
Reset:	soft
Address:	4AC04h-4AC07h
Name:	Pipe Precision Palette Data
ShortName:	PAL_PREC_DATA_B
Reset:	soft
Address:	4B404h-4B407h
Name:	Pipe Precision Palette Data
ShortName:	PAL_PREC_DATA_C
Reset:	soft
Address:	4BC04h-4BC07h
Name:	Pipe Precision Palette Data
ShortName:	PAL_PREC_DATA_D
Reset:	soft

These are the precision palette entries used for the 10 bpc, split, and 12 bpc gamma.The Precision Palette Index Value indicates the precision palette location to be accessed through this register.

Programming Notes

For 10 bpc, program with the color 10 bit palette entry fraction value. For 12 bpc gamma odd indexes, program with the upper 10 bits of the color palette entry fraction value. For 12 bpc gamma even indexes, program the MSbs with the lower 6 bits of the color palette entry fraction value, then program all 0s in the LSbs.For split gamma indexes 0 to 511, program with the first gamma (before CSC) color 10 bit palette entry fraction value. For split gamma indexes 512 to 1023, program with the second gamma (after CSC) color 10 bit palette entry fraction value.

Restriction

This register must be written only as a full 32 bit dword. Byte or word writes are not supported.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:20	**Red Precision Palette Entry**

PAL_PREC_DATA		
		Default Value: UUUUUUUUUUb Red precision palette entry value.
	19:10	**Green Precision Palette Entry** Default Value: UUUUUUUUUUb Green precision palette entry value.
	9:0	**Blue Precision Palette Entry** Default Value: UUUUUUUUUUb Blue precision palette entry value.

PAL_PREC_INDEX

PAL_PREC_INDEX

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	4A400h-4A403h
Name:	Pipe Precision Palette Index
ShortName:	PAL_PREC_INDEX_A
Reset:	soft

Address:	4AC00h-4AC03h
Name:	Pipe Precision Palette Index
ShortName:	PAL_PREC_INDEX_B
Reset:	soft

Address:	4B400h-4B403h
Name:	Pipe Precision Palette Index
ShortName:	PAL_PREC_INDEX_C
Reset:	soft

Address:	4BC00h-4BC03h
Name:	Pipe Precision Palette Index
ShortName:	PAL_PREC_INDEX_D
Reset:	soft

This index controls access to the array of precision palette data values.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**Index Auto Increment** This field enables the index auto increment. Value / Name / Description 0b / No Increment / Do not automatically increment the index value. 1b / Auto Increment / Increment the index value with each read or write to the data register.
	14:10	**Reserved** Format: MBZ
	9:0	**Index Value** This field indicates the data location to be accessed through the data register. This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set. When automatically incrementing, the current automatically calculated index value can be read here, and the index will roll over to 0 after reaching the end of the allowed range.

PAL_PREC_INDEX			
		Value	Name
		[0,1023]	

PAL_PREC_MULTI_SEG_DATA

PAL_PREC_MULTI_SEG_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4A40Ch-4A40Fh
Name:	Pipe Precision Multi Segment Palette Data
ShortName:	PAL_PREC_MULTI_SEG_DATA_A
Reset:	soft
Address:	4AC0Ch-4AC0Fh
Name:	Pipe Precision Multi Segment Palette Data
ShortName:	PAL_PREC_MULTI_SEG_DATA_B
Reset:	soft
Address:	4B40Ch-4B40Fh
Name:	Pipe Precision Multi Segment Palette Data
ShortName:	PAL_PREC_MULTI_SEG_DATA_C
Reset:	soft
Address:	4BC0Ch-4BC0Fh
Name:	Pipe Precision Multi Segment Palette Data
ShortName:	PAL_PREC_MULTI_SEG_DATA_D
Reset:	soft

These are the precision palette entries used for the multi segment gamma. The Precision Palette Index Value indicates the precision palette location to be accessed through this register.

Programming Notes

For 10 bpc, program with the color 10 bit palette entry fraction value. For 12 bpc gamma odd indexes, program with the upper 10 bits of the color palette entry fraction value. For 12 bpc gamma even indexes, program the MSbs with the lower 6 bits of the color palette entry fraction value, then program all 0s in the LSbs.

Restriction

This register must be written only as a full 32 bit dword. Byte or word writes are not supported.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ

PAL_PREC_MULTI_SEG_DATA		
	29:20	**Red Precision Palette Entry** Default Value: UUUUUUUUUUb Red precision palette entry value.
	19:10	**Green Precision Palette Entry** Default Value: UUUUUUUUUUb Green precision palette entry value.
	9:0	**Blue Precision Palette Entry** Default Value: UUUUUUUUUUb Blue precision palette entry value.

PAL_PREC_MULTI_SEG_INDEX

PAL_PREC_MULTI_SEG_INDEX

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4A408h-4A40Bh
Name:	Pipe Precision Multi Segment Palette Index
ShortName:	PAL_PREC_MULTI_SEG_INDEX_A
Reset:	soft
Address:	4AC08h-4AC0Bh
Name:	Pipe Precision Multi Segment Palette Index
ShortName:	PAL_PREC_MULTI_SEG_INDEX_B
Reset:	soft
Address:	4B408h-4B40Bh
Name:	Pipe Precision Multi Segment Palette Index
ShortName:	PAL_PREC_MULTI_SEG_INDEX_C
Reset:	soft
Address:	4BC08h-4BC0Bh
Name:	Pipe Precision Multi Segment Palette Index
ShortName:	PAL_PREC_MULTI_SEG_INDEX_D
Reset:	soft

This index controls access to the array of precision palette data values used in the multi-segment gamma mode.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**Index Auto Increment** This field enables the index auto increment. Value / Name / Description 0b / No Increment / Do not automatically increment the index value. 1b / Auto Increment / Increment the index value with each read or write to the data register.
	14:5	**Reserved** Format: MBZ

PAL_PREC_MULTI_SEG_INDEX		
	4:0	**Index Value** This field indicates the data location to be accessed through the data register.This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set.When automatically incrementing, the current automatically calculated index value can be read here, and the index will roll over to 0 after reaching the end of the allowed range. **Value** / **Name** [0,17] /

PASID Capability

PASID_CAP_0_2_0_PCI - PASID Capability

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00114h

PASID capability reports support for Process Address Space ID(PASID) on Device-2, compliant to PCI-Express PASID ECN.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:13	**Reserved** Format: MBZ
	12:8	**Maximum PASID Width** Default Value: 10100b Access: RO Indicates the width of the PASID field supported by the Endpoint. Hardwired to 14h to indicate support for all PASID values (20 bits).
	7:3	**Reserved** Format: MBZ
	2	**Privilege Mode Supported** Default Value: 0b Access: RO Hardwired to 0, the Endpoint supports operating in Non-privileged mode only, and will never request privileged mode in requests-with-PASID.
	1	**Execute Permission Supported** Default Value: 0b Access: RO Hardwired to 0, the Endpoint supports requests-with-PASID that requests execute permission.
	0	**Reserved** Format: MBZ

PASID Control

PASID_CTRL_0_2_0_PCI - PASID Control

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00116h

Process Address Space ID (PASID) control for Device-2.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:3	**Reserved** Format: MBZ
	2	**Privileged Mode Enable** Default Value: 0b Access: RO Hardwired to 0, the Endpoint is not permitted to request privileged mode in requests-with-PASID.
	1	**Execute Permission Enable** Default Value: 0b Access: R/W If Set, the Endpoint is permitted to request execute permission in requests-with-PASID. If Clear, the Endpoint is not permitted to do so. Behavior is undefined if this bit changes value when ATS Enable field in ATS Capability is Set. Processor graphics does not use this field. Software is expected to Set this field before configuring extended-context-entry for Device-2 with the Execute Request Enable field Set.
	0	**PASID Enable** Default Value: 0b Access: R/W If Set, the Endpoint is permitted to generate requests-with-PASID. If Clear, the Endpoint is not permitted to do so. Behavior is undefined if this bit changes value when ATS Enable field in ATS Capability is Set. If Privileged Mode Supported field in PASID Capability register is Clear, then this field is treated as Reserved(0). Processor graphics does not use this field. Software is expected to Set this field before configuring extended-context-entry for Device-2 with Supervisor Request Enable field Set. For compatibility reasons, this field is implemented as RW.

PASID Extended Capability Header

PASID_EXTCAP_0_2_0_PCI - PASID Extended Capability Header

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00110h

PASID capability reports support for Process Address Space ID(PASID) on Device-2, compliant to PCI-Express PASID ECN.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:20	**Next Capability Offset** Default Value: 001000000000b Access: RO This is a hardwired pointer to the next item in the capabilities list.
	19:16	**Version** Default Value: 0001b Access: RO Hardwired to capability version 1.
	15:0	**Capability ID** Default Value: 0000000000011011b Access: RO Hardwired to the PASID Extended Capability ID

PCI Express Capability

PCIECAP_0_2_0_PCI - PCI Express Capability

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 00072h

PCI Express Capability

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:14	**Reserved** Format: MBZ
	13:9	**Interrupt Message Number** Default Value: 00000b Access: RO This field indicates which MSI vector is used for the interrupt message generated in association with any of the status bits of this Capability structure. Since this device only supports one MSI vector, this field is hardwired to 0.
	8	**Slot Implemented** Default Value: 0b Access: RO This field is hardwired to 0 for an endpoint device.
	7:4	**Reserved** Format: MBZ
	3:0	**Capability Version** Default Value: 0010b Access: RO This field is hardwired to 2h to indicate Functions compliant to PCI Express 3.0 Base Specification.

PCI Express Capability Header

PCIECAPHDR_0_2_0_PCI - PCI Express Capability Header

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 00070h

PCI Express Capability Header

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:8	**Next Capability Pointer** Default Value: 10101100b Access: RO This field is hardwired to point to the next PCI Capability structure, the MSI Capabilities at ACh.
	7:0	**Capability Identifier** Default Value: 00010000b Access: RO This field is hardwired to 10h to indicate that this is a PCI Express Capability structure.

PCI Express Device Control

DEVICECTL_0_2_0_PCI - PCI Express Device Control

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00078h

PCI Express Device Control

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15	**Initiate Function Level Reset** Default Value: 0b Access: R/W A write of 1b initiates Function Level Reset to the Function. During FLR, a read will return 1b since device 2 reads abort. If a local panel is powered on and configured to power down on reset, the FLR will typically take several hundred milliseconds to complete. The worst possible, although unrealistic, delay is 5 seconds.
	14:12	**Max Read Request Size** Default Value: 000b Access: RO Functions that do not generate Read Requests larger than 128 bytes and Functions that do not generate Read Requests on their own behalf are permitted to implement this field as Read Only (RO) with a value of 000b.
	11	**Enable No Snoop** Default Value: 0b Access: RO This bit is permitted to be hardwired to 0b if a Function would never Set the No Snoop attribute in transactions it initiates. The graphics device never generates a PCI Express TLP.
	10	**Aux Power PM Enable** Default Value: 0b Access: RO Functions that do not implement this capability hardwire this bit to 0b.

DEVICECTL_0_2_0_PCI - PCI Express Device Control

9	**Phantom Functions Enable** Default Value: 0b Access: RO Functions that do not implement this capability hardwire this bit to 0b.
8	**Extended Tag field Enable** Default Value: 0b Access: RO Functions that do not implement this capability hardwire this bit to 0b.
7:5	**Max Payload Size** Default Value: 000b Access: RO Functions that support only the 128-byte max payload size are permitted to hardwire this field to 000b.
4	**Enable Relaxed Ordering** Default Value: 0b Access: RO A Function is permitted to hardwire this bit to 0b if it never sets the Relaxed Ordering attribute in transactions it initiates as a Requester. The graphics device never generates a PCI Express TLP.
3	**Unsupported Request Response Enable** Default Value: 0b Access: RO A Root Complex Integrated Endpoint that is not associated with a Root Complex Event Collector is permitted to hardwire this bit to 0b.
2	**Fatal Error Enable** Default Value: 0b Access: R/W This bit, in conjunction with other bits, controls sending ERR_FATAL Messages (see Section 6.2.5 and Section 6.2.6 for details).
1	**Non-Fatal Error Enable** Default Value: 0b

DEVICECTL_0_2_0_PCI - PCI Express Device Control

		Access: R/W This bit, in conjunction with other bits, controls sending ERR_NONFATAL Messages (see Section 6.2.5 and Section 6.2.6 for details).
	0	**Correctable Error Enable** Default Value: 0b Access: R/W This bit, in conjunction with other bits, controls sending ERR_COR Messages (see Section 6.2.5 and Section 6.2.6 for details).

PCI Express Device Status Register

DEVICESTS_0_2_0_PCI - PCI Express Device Status Register

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 0007Ah

PCI Express Capability Structure

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:6	**Reserved** Format: MBZ
	5	**Transactions Pending** Default Value: 0b Access: RO When Set, this bit indicates that the Function has issued Non-Posted Requests that have not been completed. A Function reports this bit is cleared only when all outstanding Non-Posted Requests have completed or have been terminated by the Completion Timeout mechanism. This bit must also be cleared upon the completion of an FLR.
	4	**Aux Power Detected** Default Value: 0b Access: RO Functions that require Aux power report this bit as Set if Aux power is detected by the Function. Hardwired to 0b, the integrated graphics device does not require Aux power.
	3	**Unsupported Request Detected** Default Value: 0b Access: RO This bit indicates the Function received an Unsupported Request. Hardwired to 0b, the Root Complex Integrated Endpoint graphics device does not use the PCI Express error reporting mechanism.
	2	**Fatal Error Detected** Default Value: 0b

DEVICESTS_0_2_0_PCI - PCI Express Device Status Register

		Access: R/WC This bit indicates status of fatal errors detected. Errors are logged in this register regardless of whether error reporting is enabled or not in the Device Control Register.
	1	**Non-Fatal Error Detected** Default Value: 0b Access: R/WC This bit indicates status of non fatal errors detected. Errors are logged in this register regardless of whether error reporting is enabled or not in the Device Control Register.
	0	**Correctable Error Detected** Default Value: 0b Access: R/WC This bit indicates status of correctable errors detected. Errors are logged in this register regardless of whether error reporting is enabled or not in the Device Control Register.

PCI Mirror of GMCH Graphics Control

MGGC0_0_2_0_PCI - PCI Mirror of GMCH Graphics Control

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00050h

Mirror of GGC register from GTTMMADR Space at offset 0x108040.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:8	**GMS** Default Value: 05h Access: RO Variant This field is used to select the amount of Main Memory that is pre-allocated to support the Internal Graphics device in VGA (non-linear) and Native (linear) modes. It corresponds to DSM (Data Stolen Memory region) region. The BIOS ensures that memory is pre-allocated only when Internal graphics is enabled. Hardware does not clear or set any of these bits automatically based on IGD being disabled/enabled. BIOS Requirement: BIOS must not set this field to 0h if IVD (bit 1 of this register) is 0. BIOS Requirement: Given new sizes allow down to 8MB allocation, BIOS has to ensure there is sufficient space for WOPCM and basic GFX Stolen functions. 00h:0MB 01h:32MB 02h:64MB 03h:96MB 04h:128MB 05h:160MB 06h:192MB 07h:224MB 08h:256MB 09h:288MB 0Ah:320MB 0Bh:352MB 0Ch:384MB 0Dh:416MB 0Eh:448MB 0Fh:480MB 10h:512MB 11h - 1Fh: Reserved 20h:1024MB 21h - 2Fh: Reserved

		30h:1536MB 31h - 3Fh: Reserved 40h: 2048MB 41h - EFh: Reserved F0h: 4MB F1h: 8MB F2h: 12MB F3h: 16MB F4h: 20MB F5h: 24MB F6h: 28MB F7h: 32MB F8h: 36MB F9h: 40MB FAh: 44MB FBh: 48MB FCh: 52MB FDh: 56MB FEh: 60MB FFh: Reserved Hardware functionality in case of programming this value to Reserved is not guaranteed.
	7:6	**GGMS** Default Value: 00b Access: RO Variant This field is used to select the amount of Main Memory that is pre-allocated to support the Internal Graphics Translation Table. The BIOS ensures that memory is pre-allocated only when Internal graphics is enabled. GSM is assumed to be a contiguous physical DRAM space with DSM, and BIOS needs to allocate a contiguous memory chunk. Hardware will derive the base of GSM from DSM only using the GSM size programmed in the register. Hardware functionality in case of programming this value to Reserved is not guaranteed. 0x0:No Preallocated Memory 0x1:2MB of Preallocated Memory 0x2:4MB of Preallocated Memory 0x3:8MB of Preallocated Memory
	5:3	**Reserved** Format: MBZ
	2	**VAMEN** Default Value: 0b Access: RO Variant Enables the use of the iGFX engines for Versatile Acceleration. 0 - iGFX engines are in iGFX Mode. Device 2 Class Code is 030000h.

MGGC0_0_2_0_PCI - PCI Mirror of GMCH Graphics Control

		1 - iGFX engines are in Versatile Acceleration Mode. Device 2 Class Code is 038000h.
	1	**IVD** Default Value: 0b Access: RO Variant 0: Enable. Device 2 (IGD) claims VGA memory and IO cycles, the Sub-Class Code within Device 2 Class Code register is 00. 1: Disable. Device 2 (IGD) does not claim VGA cycles (Mem and IO), and the Sub- Class Code field within Device 2 function 0 Class Code register is 80. BIOS Requirement: BIOS must not set this bit to 0 if the GMS field (bits 7:3 of this register) pre-allocates no memory.
	0	**SPARE** Default Value: 0b Access: RO Variant Note: This bit was maintained as a placeholder for compatibility. Prior, it locked the register.

PCU Interrupt Definition

PCU Interrupt Definition

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	444E0h-444EFh
Name:	PCU Interrupts
ShortName:	PCU_INTERRUPT

This table indicates which events are mapped to each bit of the PCU Interrupt registers.
0x444E0 = ISR
0x444E4 = IMR
0x444E8 = IIR
0x444EC = IER

DWord	Bit	Description
0	31	**DDIA DC9 HPD** This field indicates DDIA hotplug activity was detected during DC9.
	30	**DDIB DC9 HPD** This field indicates DDIB hotplug activity was detected during DC9.
	29	**DDIC DC9 HPD** This field indicates DDIC hotplug activity was detected during DC9.
	28	**Spare_28** Spare bit
	27	**Spare_27** Spare bit
	26	**Spare_26** Spare bit
	25	**PCU_Pcode2driver_Mailbox_Event**
	24	**PCU_Thermal_Event**
	23	**Spare_23** Spare bit
	22	**Spare_22** Spare bit
	21	**Spare_21** Spare bit
	20	**Spare_20** Spare bit
	19	**Spare_19** Spare bit
	18	**Spare_18**

PCU Interrupt Definition		
		Spare bit
	17	**Spare_17** Spare bit
	16	**Spare_16** Spare bit
	15	**Spare_15** Spare bit
	14	**Spare_14** Spare bit
	13	**Spare_13** Spare bit
	12	**Spare_12** Spare bit
	11	**Spare_11** Spare bit
	10	**Spare_10** Spare bit
	9	**Spare_9** Spare bit
	8	**Spare_8** Spare bit
	7	**Spare_7** Spare bit
	6	**Spare_6** Spare bit
	5	**Spare_5** Spare bit
	4	**Spare_4** Spare bit
	3	**Spare_3** Spare bit
	2	**Spare_2** Spare bit
	1	**Spare_1** KVMR Release Display Enable - This field indicates that KVMR is no longer requesting driver to enable a display output.
	0	**Spare_0** KVMR Request Display Enable -This field indicates that KVMR is requesting driver to enable a display output.

PHY_MISC

PHY_MISC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	64C00h-64C03h
Name:	PHY_MISC_A
ShortName:	PHY_MISC_A
Reset:	global
Address:	64C04h-64C07h
Name:	PHY_MISC_B
ShortName:	PHY_MISC_B
Reset:	global
Address:	64C08h-64C0Bh
Name:	PHY_MISC_C
ShortName:	PHY_MISC_C
Reset:	global

DWord	Bit	Description
0	31:28	**DE to IO Misc** Default Value: 0010b
	27:24	**IO to DE Misc** Access: RO
	23	**DE to IO Comp Pwr Down** Description: This register field need only be programmed for port A and B.
	22	**Spare 22**
	21	**Spare 21**
	20	**Spare 20**

PHY_MISC			
	19:12	**Reserved**	
		Format:	MBZ
	11:4	**Reserved**	
		Format:	MBZ
	3:0	**Reserved**	
		Format:	MBZ

Pinned Surface Mapping Size Register

PINNED_SURFACE_SIZE - Pinned Surface Mapping Size Register

Register Space: MMIO: 0/2/0

Size (in bits): 32

Pinned Surface Mapping Size register

DWord	Bit	Description
0	31:12	**Size** Default Value: 00000000000000000000b Access: R/W Size of the surface(s) in 4KB pages. Must be > 0.
	11:1	**Reserved** Format: MBZ
	0	**Valid** Default Value: 0b Access: R/W 1'b0: This entry is not valid 1'b1: This entry is valid

Pinned Surface Per Process Virtual Address Base Register

PINNED_SURFACE_PPBASE_H - Pinned Surface Per Process Virtual Address Base Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32

Pinned Surface Per Process Virtual Address Base register

DWord	Bit	Description
0	31:0	**Per Process Virtual Base_H** Default Value: 0000h Access: R/W Per Process Virtual Address Base - PPBASE[47:16] 4KB Page number of the surface(s) in Per-Process Virtual Address Space (ie, index into the PPGTT)

Pinned Surface Process ID Register

PINNED_SURFACE_PROCESS_ID - Pinned Surface Process ID Register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Pinned Surface Process ID register		
DWord	**Bit**	**Description**
0	31:0	**Process ID** Default Value: 0000h Access: R/W ID of the Process that owns the pinned surfaces represented by this register.

Pinned Surface Virtual Address Base Register

PINNED_SURFACE_ADDR_BASE - Pinned Surface Virtual Address Base Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32

Pinned Surface Virtual Address Base register

DWord	Bit	Description
0	31:28	**Per Process Virtual Base_L** Default Value: 0000b Access: R/W Per Process Virtual Address Base - PPBASE[15:12] 4KB Page number of the surface(s) in Per-Process Virtual Address Space (ie, index into the PPGTT)
	27:20	**Reserved** Format: MBZ
	19:0	**Global Virtual Address Base** Default Value: 00000000000000000000b Access: R/W 4KB Page number of the surface(s) in Global Virtual Address Space (ie, index into the GGTT). The entire range from Base to Base+Size-1 must fall within the Pinned Range of the GGTT.

PIPE_ARB_CTL

PIPE_ARB_CTL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled
Address:	70028h-7002Bh
Name:	Pipe Arbiter Control
ShortName:	PIPE_ARB_CTL_A
Reset:	soft
Address:	71028h-7102Bh
Name:	Pipe Arbiter Control
ShortName:	PIPE_ARB_CTL_B
Reset:	soft
Address:	72028h-7202Bh
Name:	Pipe Arbiter Control
ShortName:	PIPE_ARB_CTL_C
Reset:	soft
Address:	73028h-7302Bh
Name:	Pipe Arbiter Control
ShortName:	PIPE_ARB_CTL_D
Reset:	soft

There is one instance of this register per pipe.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:21	**Reserved** Format: MBZ
	20	**Disable Weighted Arbitration** This field disables the weighted pipe slice arbitration. 0b: Enable **[Default]** 1b: Disable

PIPE_ARB_CTL

19	**Reserved**
18:16	**Additional Slots** These additional Slots gets added to each arbitration cycle during which the clients gets serviced in a round robin manner. A programmed value of 1b results in 1 additional slot.
15:14	**Reserved** Format: MBZ
13	**Use Programmed Slots** When this field is set, HW uses the Slots programmed in the PLANE_CTL register instead of the HW defaults.
12	**Disable Block Valid Check** The field disables the block valid check done at pipe arbiter. Value: 0b – Enable Value: 1b – Disable
11:10	**DSB Arbitration Interval** This field defines the DSB requests service interval in the pipe arbitration. Value: 00b – 16 clocks Value: 01b – 32 clocks Value: 10b – 64 clocks **[Default]** Value: 11b – 128 clocks
9:8	**Request Vs Data Arbitration** This field selects the arbitration weightage for the Streamer and the DDB requests. Value: 00b – Allow 1 Streamer requests every 2 DDB requests. Value: 01b – Allow 1 Streamer requests every 4 DDB requests. Value: 10b **[Default]** – Allow 1 Streamer requests every 8 DDB requests. Value: 11b – Allow 1 Streamer requests every 16 DDB requests.
7:6	**Reserved** Format: MBZ
5:0	**Frame Start Drain Delay** This field contains the time, in microseconds, the pipe waits before draining the data from the Display Buffer. Value: [0-31] Value: 15 **[Default]**

PIPE_BOTTOM_COLOR

PIPE_BOTTOM_COLOR

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled

Address:	70034h-70037h
Name:	Pipe Bottom Color
ShortName:	PIPE_BOTTOM_COLOR_A
Reset:	soft

Address:	71034h-71037h
Name:	Pipe Bottom Color
ShortName:	PIPE_BOTTOM_COLOR_B
Reset:	soft

Address:	72034h-72037h
Name:	Pipe Bottom Color
ShortName:	PIPE_BOTTOM_COLOR_C
Reset:	soft

Address:	73034h-73037h
Name:	Pipe Bottom Color
ShortName:	PIPE_BOTTOM_COLOR_D
Reset:	soft

This register sets the color that appears underneath the bottom most plane in the pipe blender Z-order.The value for each color channel is represented in an unsigned 0.10 format with 0 integer and 10 fractional bits.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31	**Pipe Gamma Enable** This bit enables pipe gamma correction for the bottom color. Value: 0b – Disable; 1b – Enable
	30	**Pipe CSC Enable** This bit enables pipe color space conversion for the bottom color. Value: Name

PIPE_BOTTOM_COLOR

		0b: Disable 1b: Enable
	29:20	**V R Bottom Color** Format: U0.10 This field sets the bottom color for the V or Red channel.
	19:10	**Y G Bottom Color** Format: U0.10 This field sets the bottom color for the Y or Green channel.
	9:0	**U B Bottom Color** Format: U0.10 This field sets the bottom color for the U or Blue channel.

PIPE_DMCSCANLINECOMP

PIPE_DMCSCANLINECOMP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	7000Ch-7000Fh
Name:	Pipe Scan Line Compare for DMC
ShortName:	PIPE_DMCSCANLINECOMP_A
Reset:	soft
Address:	7100Ch-7100Fh
Name:	Pipe Scan Line Compare for DMC
ShortName:	PIPE_DMCSCANLINECOMP_B
Reset:	soft
Address:	7200Ch-7200Fh
Name:	Pipe Scan Line Compare for DMC
ShortName:	PIPE_DMCSCANLINECOMP_C
Reset:	soft
Address:	7300Ch-7300Fh
Name:	Pipe Scan Line Compare for DMC
ShortName:	PIPE_DMCSCANLINECOMP_D
Reset:	soft

DWord	Bit	Description
0	31	**Enable Compare** This field enables the scan line compare for DMC event generation. When this register is written with this bit set to 1b, the display engine will, trigger a scan line event after reaching the programmed scan line number. It will do the same on every frame.

Value	Name
0b	Do nothing
1b	Enable compare

Restriction
Do not enable this register if the event is not needed in the DMC.

PIPE_DMCSCANLINECOMP		
	30:20	**Reserved** Format: MBZ
	19:0	**Scan Line Value** This field specifies the ending scan line number of the scan line window.

PIPE_DSS_CTL1

PIPE_DSS_CTL1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	78000h-78003h
Name:	PIPE DSS Control 1
ShortName:	PIPE_DSS_CTL1_PA
Reset:	soft

Address:	78200h-78203h
Name:	PIPE DSS Control 1
ShortName:	PIPE_DSS_CTL1_PB
Reset:	soft

Address:	78400h-78403h
Name:	PIPE DSS Control 1
ShortName:	PIPE_DSS_CTL1_PC
Reset:	soft

Address:	78600h-78603h
Name:	PIPE DSS Control 1
ShortName:	PIPE_DSS_CTL1_PD
Reset:	soft

Display stream splitter

DWord	Bit	Description
0	31	**Splitter Enable** This field enables stream splitting. This bit must be set to enable MSO configuration. **Value** / **Name** 0b – Disable 1b – Enable **Restriction** Splitter enable is supported for pipe A only.
	30	**Joiner Enable** This field enables stream joiner after compression. **Value** / **Name**

PIPE_DSS_CTL1

	0b	Disable
	1b	Enable

29 Big_Joiner_Enable

When big_joiner_enable is '1', this dssunit will be working with another dssunit in adjacent pipe either as a primary or as a secondary.

Value	Name
0b	Disable
1b	Enable

28 Primary_Big_Joiner_Enable

This bit indicates that this pipe is the primary/secondary when Big_Joiner_Enable bit is set in this register.

Value	Name
0b	Secondary
1b	Primary

27 Reserved

26:25 Reserved

Format:	MBZ

24 Dual Link Mode

This field selects the split pattern. Applicable only if splitter mode is enabled through DSS configuration bits.

Value	Name
0b	Front-Back mode
1b	Interleave mode

23:20 Reserved

Format:	MBZ

19:16 Overlap

MIPI use case (mainly dual link mode):
This field specifies the number of pixels of overlap.
1 to 15 = valid integer number of overlap pixels.
0 = Sink device requires no overlap pixels.
eDP use case:
This field specifies the number of overlap pixels the sink device uses in the active data.
1 to 8 = valid integer number of overlap pixels.
0 = Sink device requires no overlap pixels.

15:12 Reserved

Format:	MBZ

11:0 Left DL buffer Target Depth

This field indicates the number of pixels to hold in the secondary link buffer before enabling the timing generator, so the Primary and Secondary client controllers are in sync.

PIPE_DSS_CTL1		
		Valid only when operating in front back dual link mode. Value should only be programmed for the Secondary client controller. If bit 31 is set then the target for the Salve controller must be non-zero. Maximum value is 1440 decimal.

PIPE_DSS_CTL2

PIPE_DSS_CTL2

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	78004h-78007h
Name:	PIPE DSS Control 2
ShortName:	PIPE_DSS_CTL2_PA
Reset:	soft
Address:	78204h-78207h
Name:	PIPE DSS Control 2
ShortName:	PIPE_DSS_CTL2_PB
Reset:	soft
Address:	78404h-78407h
Name:	PIPE DSS Control 2
ShortName:	PIPE_DSS_CTL2_PC
Reset:	soft
Address:	78604h-78607h
Name:	PIPE DSS Control 2
ShortName:	PIPE_DSS_CTL2_PD
Reset:	soft

Display stream splitter

DWord	Bit	Description
0	31	**Left Branch VDSC Enable** This bit enables Display Stream Compression on left branch. Its double buffered to rising edge of vblank. Restriction : Display stream compression is supported for pipe active sizes up to 4096 pixels. Value: 0b — Name: Disable Value: 1b — Name: Enable
	30:27	**Reserved** Format: MBZ
	26	**Spare 26**
	25	**Spare 25**
	24	**Spare 24**

PIPE_DSS_CTL2

	23:16	**Reserved** Format: MBZ
	15	**Right Branch VDSC Enable** Display stream compression on right branch enable/disable. It is double buffered on rising edge of vblank. Restriction : Display stream compression is supported for pipe active sizes up to 4096 pixels. **Value** / **Name** 0b – Disable 1b – Enable
	14	**Spare 14**
	13	**Spare 13**
	12	**Spare 12**
	11:0	**Right DL Buffer Target Depth** This field indicates the number of pixels to hold in the secondary link buffer before enabling the timing generator, so the Primary and Secondary client controllers are in sync. Valid only when operating in front back dual link mode. Value should only be programmed for the Secondary controller. If bit 31 is set then the target for the Secondary controller must be non-zero. Maximum value is 1440 decimal. Default is 0.

PIPE_FLIPCNT

PIPE_FLIPCNT	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70044h-70047h
Name:	Pipe Flip Count
ShortName:	PIPE_FLIPCNT_A
Reset:	soft
Address:	71044h-71047h
Name:	Pipe Flip Count
ShortName:	PIPE_FLIPCNT_B
Reset:	soft
Address:	72044h-72047h
Name:	Pipe Flip Count
ShortName:	PIPE_FLIPCNT_C
Reset:	soft
Address:	73044h-73047h
Name:	Pipe Flip Count
ShortName:	PIPE_FLIPCNT_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Pipe Flip Counter** This field provides read back of the display pipe flip counter. The counter increments on the start of each flip to the selected plane of this pipe. The start of flip is when the plane surface address is updated, not when the flip completes. The flip can be through command streamer asynchronous and synchronous flips or MMIO writes to the plane 1 surface address. It rolls over back to 0 after (2^32)-1 flips. Pipe flip counter is restricted to one plane at a time. The plane select is programmed in PIPE_MISC2->Flip Timestamp Plane Select.

PIPE_FLIPDONETMSTMP

PIPE_FLIPDONETMSTMP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70054h-70057h
Name:	Pipe Flip Done Time Stamp
ShortName:	PIPE_FLIPDONETMSTMP_A
Reset:	soft
Address:	71054h-71057h
Name:	Pipe Flip Done Time Stamp
ShortName:	PIPE_FLIPDONETMSTMP_B
Reset:	soft
Address:	72054h-72057h
Name:	Pipe Flip Done Time Stamp
ShortName:	PIPE_FLIPDONETMSTMP_C
Reset:	soft
Address:	73054h-73057h
Name:	Pipe Flip Done Time Stamp
ShortName:	PIPE_FLIPDONETMSTMP_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Pipe Flip Done Time Stamp** This field provides read back of the display pipe flip done time stamp. The time stamp value is sampled when hardware latches on to the new surface and the flip done gets sent. The flip can be through command streamer asynchronous and synchronous flips or MMIO writes to the plane. The TIMESTAMP_CTR register has the current time stamp value. Flip time stamp sampling is restricted to one plane at a time. The plane select is programmed in PIPE_MISC2->Flip Timestamp Plane Select.

PIPE_FLIPTMSTMP

PIPE_FLIPTMSTMP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	7004Ch-7004Fh
Name:	Pipe Flip Time Stamp
ShortName:	PIPE_FLIPTMSTMP_A
Reset:	soft
Address:	7104Ch-7104Fh
Name:	Pipe Flip Time Stamp
ShortName:	PIPE_FLIPTMSTMP_B
Reset:	soft
Address:	7204Ch-7204Fh
Name:	Pipe Flip Time Stamp
ShortName:	PIPE_FLIPTMSTMP_C
Reset:	soft
Address:	7304Ch-7304Fh
Name:	Pipe Flip Time Stamp
ShortName:	PIPE_FLIPTMSTMP_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Pipe Flip Time Stamp** This field provides read back of the display pipe flip time stamp. The time stamp value is sampled on the start of each flip. The start of flip is when the plane surface address is updated, not when the flip completes. The flip can be through command streamer asynchronous and synchronous flips or MMIO writes. The TIMESTAMP_CTR register has the current time stamp value. Writes to this register will overwrite and update the time stamp value. Flip time stamp sampling is restricted to one plane at a time. The plane select is programmed in PIPE_MISC2->Flip Timestamp Plane Select.

PIPE_FRMCNT

PIPE_FRMCNT	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70040h-70043h
Name:	Pipe Frame Count
ShortName:	PIPE_FRMCNT_A
Reset:	soft
Address:	71040h-71043h
Name:	Pipe Frame Count
ShortName:	PIPE_FRMCNT_B
Reset:	soft
Address:	72040h-72043h
Name:	Pipe Frame Count
ShortName:	PIPE_FRMCNT_C
Reset:	soft
Address:	73040h-73043h
Name:	Pipe Frame Count
ShortName:	PIPE_FRMCNT_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Pipe Frame Counter** Provides read back of the display pipe frame counter. This counter increments on every start of vertical blank and rolls over back to 0 after (2^32)-1 frames.

PIPE_FRMTMSTMP

PIPE_FRMTMSTMP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70048h-7004Bh
Name:	Pipe Frame Time Stamp
ShortName:	PIPE_FRMTMSTMP_A
Reset:	soft
Address:	71048h-7104Bh
Name:	Pipe Frame Time Stamp
ShortName:	PIPE_FRMTMSTMP_B
Reset:	soft
Address:	72048h-7204Bh
Name:	Pipe Frame Time Stamp
ShortName:	PIPE_FRMTMSTMP_C
Reset:	soft
Address:	73048h-7304Bh
Name:	Pipe Frame Time Stamp
ShortName:	PIPE_FRMTMSTMP_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Pipe Frame Time Stamp** This field provides read back of the display pipe frame time stamp. The time stamp value is sampled at every start of vertical blank. The TIMESTAMP_CTR register has the current time stamp value. Writes to this register will overwrite and update the time stamp value.

PIPE_ISOCREQ

PIPE_ISOCREQ - PIPE_ISOCREQ	
Register Space:	MMIO: 0/2/0
Size (in bits):	64
Address:	70010h-70017h
Name:	Pipe Isoch Request
ShortName:	PIPE_ISOCREQ_A
Reset:	soft
Address:	71010h-71017h
Name:	Pipe Isoch Request
ShortName:	PIPE_ISOCREQ_B
Reset:	soft
Address:	72010h-72017h
Name:	Pipe Isoch Request
ShortName:	PIPE_ISOCREQ_C
Reset:	soft
Address:	73010h-73017h
Name:	Pipe Isoch Request
ShortName:	PIPE_ISOCREQ_D
Reset:	soft

When enabled, the write to DWord 1 (higher address DWord) of this register triggers an IsocReq to be sent with the last written values from both DWords.

DWord	Bit	Description
0	31:16	**LTR** Access: R/W This field specifies the latency tolerance (LTR) for this pipe in microseconds.
	15:0	**Bandwidth** Access: R/W This field specifies the bandwidth requirement for this pipe in multiples of 100 MB/s.
1	31	**Enable**

PIPE_ISOCREQ - PIPE_ISOCREQ

		Access: R/W This field enables IsocReq to be sent when DWord 1 of this register is written. **Value** / **Name** 1b – Enable 0b – Disable
	30:8	**Reserved** Format: MBZ
	7:0	**Delay** Access: R/W This field specifies the downwards transition delay for this pipe in milliseconds.

PIPE_ISOCREQ_OFFSET

PIPE_ISOCREQ_OFFSET - PIPE_ISOCREQ_OFFSET	
Register Space:	MMIO: 0/2/0
Size (in bits):	64
Address:	70018h-7001Fh
Name:	Pipe Isoch Offset addition
ShortName:	PIPE_ISOCREQ_OFFSET_A
Reset:	soft
Address:	71018h-7101Fh
Name:	Pipe Isoch Offset addition
ShortName:	PIPE_ISOCREQ_OFFSET_B
Reset:	soft
Address:	72018h-7201Fh
Name:	Pipe Isoch Offset addition
ShortName:	PIPE_ISOCREQ_OFFSET_C
Reset:	soft
Address:	73018h-7301Fh
Name:	Pipe Isoch Offset addition
ShortName:	PIPE_ISOCREQ_OFFSET_D
Reset:	soft

The values programmed in this register will added as offsets to the LTR, BW and Delay. SW must ensure to clear these registers if no offset is desired to be added.
For example, if LTR offset is programmed to 0x0100 in this register, then this value is added to the LTR value programmed in PIPE_ISOCREQ.

DWord	Bit	Description
0	31:16	**LTR offset** Access: R/W This field specifies the latency tolerance (LTR) offset to be added to LTR value in PIPE_ISOCREQ for this pipe in microseconds.
	15:0	**Bandwidth offset** Access: R/W

PIPE_ISOCREQ_OFFSET - PIPE_ISOCREQ_OFFSET		
		This field specifies the bandwidth requirement offset to be added to BW value in the PIPE_ISOCREQ register
1	31:8	**Reserved** Format: MBZ
	7:0	**Delay Offset** Access: R/W This field specifies the offset to be added to the downwards transition delay programmed in the PIPE_ISOCREQ.

PIPE_MISC

PIPE_MISC	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled
Address:	70030h-70033h
Name:	Pipe Miscellaneous
ShortName:	PIPE_MISC_A
Reset:	soft
Address:	71030h-71033h
Name:	Pipe Miscellaneous
ShortName:	PIPE_MISC_B
Reset:	soft
Address:	72030h-72033h
Name:	Pipe Miscellaneous
ShortName:	PIPE_MISC_C
Reset:	soft
Address:	73030h-73033h
Name:	Pipe Miscellaneous
ShortName:	PIPE_MISC_D
Reset:	soft

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:30	**Stereo Mask Pipe Int** This field controls which pipe vertical timing (vertical blank, scan line, and vertical sync) events will be reported in interrupts during stereo 3D mode.

Value	Name	Description
00b	Mask None	No masking. Report both the left and right eye vertical events.
01b	Mask Left	Mask the left eye vertical events. Only report right eye events.
10b	Mask Right	Mask the right eye vertical events. Only report left eye events.
11b	Reserved	Reserved

Restriction

This field must be programmed prior to enabling stereo 3D mode and must not be changed while stereo 3D is enabled. In the stacked frame mode the vertical sync is not generated in the gap between left and right eye images, and the scan line count increments across the entire tall frame, so masking may cause unexpected behavior for those events.

29:28 **Stereo Mask Pipe Render**

This field controls which pipe vertical timing (vertical blank, scan line, and vertical sync) events will be reported in render responses during stereo 3D mode.

Value	Name	Description
00b	Mask None	No masking. Report both the left and right eye vertical events.
01b	Mask Left	Mask the left eye vertical events. Only report right eye events.
10b	Mask Right	Mask the right eye vertical events. Only report left eye events.
11b	Reserved	Reserved

Restriction
This field must be programmed prior to enabling stereo 3D mode and must not be changed while stereo 3D is enabled. In the stacked frame mode the vertical sync is not generated in the gap between left and right eye images, and the scan line count increments across the entire tall frame, so masking may cause unexpected behavior for those events.

27 **YUV420 Enable**

This field enables YUV420 output from this pipe. This is only for use with HDMI and DP.

Value	Name
0b	Disable
1b	Enable

Restriction
This field must be programmed prior to enabling the transcoder attached to this pipe.

26 **YUV420 Mode**

This field specifies the mode in which YUV420 pixels are generated by this pipe.

Value	Name
0b	Bypass
1b	Full blend

25 **Pipe Gamma Input Clamp Disable**

This field controls the pipe post csc gamma input clamp operation. When this bit is set to 0b the negative pixel values get clamped to zero at the gamma input.

Value	Name
0b	Enable **[Default]**
1b	Disable

24 **Allow Double Buffer Update Disable**

PIPE_MISC

Access:	R/W

This field controls whether double buffer updates are allowed to be disabled for the double buffered pipe registers listed below. The DOUBLE_BUFFER_CTL register can be configured to globally disable double buffer updates for those resources that allow them to be disabled.

Value	Name
0b	Not Allowed
1b	Allowed **[Default]**

23 HDR Mode

This field enables the HDR mode, allowing for higher precision output from the HDR supporting planes and bypassing the SDR planes in blending.

In addition to setting bit 8 of this register (Pixel Rounding),this bit must be set to 1b to passthrough the frame buffer pixels unmodified across the pipe.

Value	Name
0b	Disable
1b	Enable

22 Change Mask for LDPST

This field controls the change tracking for the LACE. Change tracking can be used by PSR/SRD and WD

Value	Name
0b	Not Masked
1b	Masked

21 Change Mask for Register Write

This field controls change tracking for the pipe register write. Change tracking can be used by PSR/SRD and WD.

Value	Name
0b	Not Masked
1b	Masked

20 Change Mask for Vblank Vsync Int

This field controls change tracking for the vblank or vsync interrupt enable. Change tracking can be used by PSR/SRD and WD.

Value	Name
0b	Not Masked
1b	Masked

19 Reserved

18 Reserved

17 Reserved

16 Reserved

15:14 Rotation Info

PIPE_MISC

This field indicates to internal KVMR screen capture that the display has been rotated through software or hardware rotation. Select the closest value if the rotation is not an exact multiple of 90 degrees. Hardware rotation of the display output is controlled through the plane control registers, not through this field.

Value	Name	Description
00b	None	No rotation on this pipe
01b	90	90 degree rotation on this pipe
10b	180	180 degree rotation on this pipe
11b	270	270 degree rotation on this pipe

Restriction
This field must be programmed in order for internal KVMR screen capture to work correctly when display is rotated by software or hardware.

13 **Reserved**

Format:	MBZ

12 **OLED Compensation**

This field enables the OLED compensation on the pipe. When this bit is set, plane 5 is used as the OLED compensation plane with up to 10 bits per channel precision. OLED compensation must be used only when the pipe is configured to output RGB format.
The OLED compensation plane size must be same as the pipe active size.

Value	Name
0b	Disable
1b	Enable

11 **Pipe output color space select**

This field indicates the output color space. This field affects the values of the pipe border and some capture functions. This field does not affect the planes, pipe CSC, or ports.

Value	Name
0b	RGB
1b	YUV

Restriction
This field must be set to match the color space that will be output from the pipe CSC or output from the planes if they pipe CSC is bypassed.

10 **xvYCC Color Range Limit**

This field limits the color range of the pipe output to 1 to 254 for 8-bit components, 4 to 1019 for 10bit components, and 16 to 4079 for 12-bit components. Values outside of the range will be clamped to fit within the range.

Value	Name	Description
0b	Full	Do not limit the range

PIPE_MISC

	1b	Limit	Limit range

9 Pixel Extension

This field controls how the pixel extension is handled in the pipe.

Value	Name
0b	MSB Extend **[Default]**
1b	Zero Extend

8 Pixel Rounding

This field controls the pixel rounding at the end of the pipe.
This bit must be set to 1b to passthrough the frame buffer pixels unmodified across the pipe.

Value	Name
0b	Round Up **[Default]**
1b	Truncate

7:5 Dithering BPC

This field selects the number of bits per color to be used in dithering.

Value	Name	Description
000b	8 bpc	8 bits per color
001b	10 bpc	10 bits per color
010b	6 bpc	6 bits per color
Others	Reserved	Reserved

Programming Notes
When dithering is enabled, the value selected here should match the bits per color selected in the Transcoder DDI Function Control register attached to this pipe.

4 Dithering enable

This field enables dithering.

Value	Name
0b	Disable
1b	Enable

3:2 Dithering type

This field selects the dithering type.

Value	Name	Description
00b	Spatial	Spatial
01b	ST1	Spatio-Temporal 1
10b	ST2	Spatio-Temporal 2
11b	Temporal	Temporal

1 Reserved

Format:	MBZ

0 Reserved

PIPE_MISC2

PIPE_MISC2	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled
Address:	7002Ch-7002Fh
Name:	Pipe Miscellaneous 2
ShortName:	PIPE_MISC2_A
Reset:	soft
Address:	7102Ch-7102Fh
Name:	Pipe Miscellaneous 2
ShortName:	PIPE_MISC2_B
Reset:	soft
Address:	7202Ch-7202Fh
Name:	Pipe Miscellaneous 2
ShortName:	PIPE_MISC2_C
Reset:	soft
Address:	7302Ch-7302Fh
Name:	Pipe Miscellaneous 2
ShortName:	PIPE_MISC2_D
Reset:	soft
There is one instance of this register per pipe.	

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:20	**TLB Throttle** Default Value: 8 This field specifies how often the TLB requests are sent. If the programmed value is x, TLBs requests are sent once in x clocks if there are competing data requests.
	19:16	**Reserved**

PIPE_MISC2

	Format:	MBZ

15:12 IPC Demote Req Chunk Size

Default Value:	8

This field specifies the request chunk size during IPC Demote. This field is 0 based.

11 Reserved

Format:	MBZ

10:9 Reserved

Format:	MBZ

8 ASFU Flip exception

Value	Name	Description
1b	mask	Add exception for Flip for global register update event and Pipe register update event.
0b	No mask	Do not add exception for Flip for global register update event and Pipe register update event.

7 Reserved

Format:	MBZ

6:4 Scanline Plane Select

This field specifies the plane for which scanline compare fetch line is captured. A programmed value of 0b selects plane 1.

Value	Name
[0h-6h]	

3 Reserved

Format:	MBZ

2:0 Flip Info Plane Select

This field specifies the plane for which flip information is captured. A programmed value of 0b selects plane 1.

Value	Name
[0h-6h]	

PIPE_MISC3

PIPE_MISC3	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled

There is one instance of this register per pipe.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:16	**Reserved** | |
	15:0	**Reserved** Format: MBZ

PIPE_SCANLINE

PIPE_SCANLINE

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32

Address:	70000h-70003h
Name:	Pipe Scan Line
ShortName:	PIPE_SCANLINE_A
Reset:	soft

Address:	71000h-71003h
Name:	Pipe Scan Line
ShortName:	PIPE_SCANLINE_B
Reset:	soft

Address:	72000h-72003h
Name:	Pipe Scan Line
ShortName:	PIPE_SCANLINE_C
Reset:	soft

Address:	73000h-73003h
Name:	Pipe Scan Line
ShortName:	PIPE_SCANLINE_D
Reset:	soft

This register enables the read back of the pipe vertical line counter. The value increments at the leading edge of HSYNC. The value resets to line zero at the first active line of the display. In interlaced display timings, the scan line counter provides the current line in the field. One field can have a total number of lines that is one greater than the other field.

DWord	Bit	Description
0	31	**Current Field** This is an indication of the current display field.

Value	Name	Description
0b	Odd	First field (odd field)
1b	Even	Second field (even field)

DWord	Bit	Description
	30:20	**Reserved**

Format:	MBZ

DWord	Bit	Description
	19:0	**Line Counter for Display**

This is an indication of the current display scan line.

Programming Notes

PIPE_SCANLINE		
		The line count value is from the display output timing generator, representing the scan line currently being output to a receiver. Due to buffering within the display engine, the line being fetched (read) from the frame buffer is not directly linked to the line being output. It is possible for the fetched line to be hundreds of lines ahead of the timing generator output line.

PIPE_SCANLINECOMP

PIPE_SCANLINECOMP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70004h-70007h
Name:	Pipe Scan Line Compare
ShortName:	PIPE_SCANLINECOMP_A
Reset:	soft
Address:	71004h-71007h
Name:	Pipe Scan Line Compare
ShortName:	PIPE_SCANLINECOMP_B
Reset:	soft
Address:	72004h-72007h
Name:	Pipe Scan Line Compare
ShortName:	PIPE_SCANLINECOMP_C
Reset:	soft
Address:	73004h-73007h
Name:	Pipe Scan Line Compare
ShortName:	PIPE_SCANLINECOMP_D
Reset:	soft
This register is used to initiate a display scan line compare. This MMIO driven scan line compare can not be used at the same time as the command streamer driven scan line compare on the same pipe. When this register is written with the Initiate Compare bit set to 1b, the Display Engine (DE) will start comparing the display pipe or plane (selectable) current scan line value (current scan line) with the start scan line value (current scan line >= start scan line) and the end scan line value (current scan line <= end scan line) to decide if the pipe scan line is inside or outside the scan line window of interest. DE will wait until the current scan line is either outside (Inclusive mode) or inside (Exclusive mode) the scan line window, then trigger a scan line event and stop any further comparing. The scan line event can cause display to send a scan line compare response to the command streamer, (used for releasing a MI_WAIT_FOR_EVENT on scan line window), if unmasked in the DERRMR mask register 0x44050. The scan line event can also cause display to generate a scan line compare interrupt, if the interrupt registers are configured for that. The value programmed should be the desired value - 1, so for scan line 0, the value programmed is vertical total, and for scan line 1, the value programmed is 0. The programmable range can include the vertical blank. In interlaced display timings, the current scan line is the current line of the current interlaced field. Either MMIO or a MI_LOAD_REGISTER_IMM command can be used to unmask the scan line render response 0x44050. That can be done anytime before programming this register. There is one instance of this register per pipe.	

PIPE_SCANLINECOMP

Restriction
A new scan line compare must not be started until after the previous compare has finished. The end scan line value must be greater than or equal to the start scan line value. When using LRI care must be taken to follow all the programming rules for LRI targeting the display engine.

DWord	Bit	Description
0	31	**Initiate Compare** This field initiates the scan line compare. When this register is written with this bit set to 1b, the display engine will do one complete comparison cycle, trigger a scan line event, then stop comparing. **Value** / **Name** 0b — Do nothing 1b — Initiate compare **Restriction** Do not write this register again until after any previous scan line compare has completed.
	30	**Inclusive Exclusive Select** This field selects whether the scan line compare is done in inclusive mode, where display triggers the scan line event when outside the scan line window, or inclusive mode, where display triggers when inside the window. **Value** / **Name** / **Description** 0b — Exclusive — Exclusive mode: trigger scan line event when inside the scan line window 1b — Inclusive — Inclusive mode: trigger scan line event when outside the scan line window
	29	**Counter Select** This field selects whether the scan line compare is done using the pipe timing generator scanline counter or a plane scanline counter. The pipe timing generator counts the scanlines being output from display. The plane counts the scan lines being fetched from the frame buffer. **Value** / **Name** / **Description** 0b — Timing generator — Use the scanline count from the pipe timing generator 1b — Plane — Use the scanline count from plane selected in PIPE_MISC2. **Programming Notes** Due to buffering within the display engine, the line being fetched from the frame buffer is not directly linked to the line being output. It is possible for the fetched line to be hundreds of lines ahead of the timing generator output line. The plane scan line count more closely represents what data is currently being fetched by the plane.
	28:16	**Start Scan Line** This field specifies the starting scan line number of the scan line window.
	15	**Render Response Destination** This bit indicates what destination to send the scan line event render response to. **Value** / **Name** / **Description**

PIPE_SCANLINECOMP

		0b CS Send scan line event response to CS 1b BCS Send scan line event response to BCS
	14:13	**Reserved** Format: MBZ
	12:0	**End Scan Line** This field specifies the ending scan line number of the scan line window.

PIPE_SEAM_EXCESS

PIPE_SEAM_EXCESS - PIPE_SEAM_EXCESS	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank OR pipe disabled
Address:	60020h-60023h
Name:	Pipe Seam Excess
ShortName:	PIPE_SEAM_EXCESS_A
Reset:	soft
Address:	61020h-61023h
Name:	Pipe Seam Excess
ShortName:	PIPE_SEAM_EXCESS_B
Reset:	soft
Address:	62020h-62023h
Name:	Pipe Seam Excess
ShortName:	PIPE_SEAM_EXCESS_C
Reset:	soft
Address:	63020h-63023h
Name:	Pipe Seam Excess
ShortName:	PIPE_SEAM_EXCESS_D
Reset:	soft

This register defines the number of excess pixels within the Pipe window (on the right or left) that the Scaler will need to remove from the post scaled image.
When an image is split across two Pipes, scaled, and then joined at the Port, the Scalers within each Pipe will operate on a split image that contains overlap pixels around where the final seam will be to facilitate a seamless join at the Port. For example, if the left portion of an image is being scaled in Pipe A and the right portion of the image is being scaled in Pipe B, then there will be an excess number of pixels (i.e. overlap pixels) on the right side of the Pipe A image and an excess number of pixels on the left side of the Pipe B image. The overlap pixels of the window within each of the Pipes need to be dropped by the Scaler before they are delivered to the Port.
Notes:

1. Dropping of the overlap/excess pixels is done at the very end of the Pipe within the Scaler regardless of whether a Scaler is bound to the Pipe, or not.
2. The values programmed within this register are one-based (i.e. a programming of 1 equals 1 pixel of excess)
3. The values programmed within this register will be added to the Horizontal Active programming of the

PIPE_SEAM_EXCESS - PIPE_SEAM_EXCESS

TRANS_HTOTAL register of the port bound to this pipe. I.e. the pipe will see a Horizontal size equal to Horizontal Active + Left Excess Amount + Right Excess Amount

Restriction :

1. The number of excess pixels cannot exceed the size of the horizontal blank, otherwise there will not be enough time to throw them away before starting the next line and the image will be corrupted
2. Pillarbox boarders must be even
3. The source size on each pipe, including pre-scale excess, must be a multiple of 2. When the Pipe output format is YUV 420 with full blend, the source size is required to be a multiple of 4.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Right Excess Amount** This field defines the number of excess pixels to drop, if any, on the right side of the Pipe window
	15:13	**Reserved** Format: MBZ
	12:0	**Left Excess Amount** This field defines the number of excess pixels to drop, if any, on the left side of the Pipe window

PIPE_SRCSZ

PIPE_SRCSZ	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank
Address:	6001Ch-6001Fh
Name:	Pipe Source Image Size
ShortName:	PIPE_SRCSZ_A
Reset:	soft
Address:	6101Ch-6101Fh
Name:	Pipe Source Image Size
ShortName:	PIPE_SRCSZ_B
Reset:	soft
Address:	6201Ch-6201Fh
Name:	Pipe Source Image Size
ShortName:	PIPE_SRCSZ_C
Reset:	soft
Address:	6301Ch-6301Fh
Name:	Pipe Source Image Size
ShortName:	PIPE_SRCSZ_D
Reset:	soft

There is one instance of this register for each pipe.

Programming Notes

In VGA display mode, this register is ignored and the VGA size from the VGA registers is used instead.

_Custom_Display_DoubleBufferUpdatePoint

Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Horizontal Source Size** This field specifies Horizontal Source Size. This determines the horizontal size of the image created by the display planes. This field is programmed to the number of pixels desired minus one. **Restriction**

PIPE_SRCSZ		
		This register must always be programmed to the same value as the Horizontal Active, except when panel fitting is enabled. Refer to PS_CTRL for size restrictions when panel fitting is enabled. Horizontal source size must always be even. The programmed value must be odd.
	15:13	**Reserved** Format: MBZ
	12:0	**Vertical Source Size** This field specifies Vertical Source Size. This determines the vertical size of the image created by the display planes. This field is programmed to the number of lines desired minus one. **Restriction** Vertical source sizes larger than 4320 lines are not supported. This register must always be programmed to the same value as the Vertical Active, except when panel fitting is enabled. Refer to PS_CTRL for size restrictions when panel fitting is enabled.

PIPE_STATUS

PIPE_STATUS

Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32

Address:	70058h-7005Bh
Name:	Pipe Status
ShortName:	PIPE_STATUS_A
Reset:	soft

Address:	71058h-7105Bh
Name:	Pipe Status
ShortName:	PIPE_STATUS_B
Reset:	soft

Address:	72058h-7205Bh
Name:	Pipe Status
ShortName:	PIPE_STATUS_C
Reset:	soft

Address:	73058h-7305Bh
Name:	Pipe Status
ShortName:	PIPE_STATUS_D
Reset:	soft

CrashLogSaved	CrashLogPriority	CrashLogVisibility	ExternalLongName	ExternalDescription
Y	Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**Underrun** Access: R/WC This field indicates that there is an underrun on the transcoder attached to this pipe.
	30	**Vblank** Access: R/WC The field is set at the start of the vertical blank of the transcoder attached to this pipe.
	29	**Frame start** Access: R/WC The field is set at the frame start of the transcoder attached to this pipe.
	28	**Not Used 28**

PIPE_STATUS		
27	**Not Used 27**	
26	**Not Used 26**	
	Access:	R/WC
25	**Not Used 25**	
	Access:	R/WC
24	**Not Used 24**	
	Access:	R/WC
23	**Not Used 23**	
	Access:	R/WC
22	**Not Used 22**	
	Access:	R/WC
21	**Not Used 21**	
	Access:	R/WC
20	**Not Used 20**	
	Access:	R/WC
19	**Not Used 19**	
	Access:	R/WC
18	**Not Used 18**	
	Access:	R/WC
17	**Not Used 17**	
	Access:	R/WC
16	**Not Used 16**	
	Access:	R/WC
15	**Not Used 15**	
	Access:	R/WC
14	**Not Used 14**	
	Access:	R/WC
13	**Not Used 13**	
	Access:	R/WC
12	**Not Used 12**	
	Access:	R/WC
11	**Not Used 11**	

PIPE_STATUS

	Access:	R/WC
10	**Not Used 10**	
	Access:	R/WC
9	**Not Used 9**	
	Access:	R/WC
8	**Not Used 8**	
	Access:	R/WC
7	**Not Used 7**	
	Access:	R/WC
6	**BW Credits Pending At VBlank**	
	Access:	R/WC
	A '1' indicates that the there are some pending MBUS BW-Credits at the start of VBlank. Sticky bit cleared by a write of '1'	
5	**B Credits Pending At VBlank**	
	Access:	R/WC
	A '1' indicates that the there are some pending MBUS B-Credits at the start of VBlank. Sticky bit cleared by a write of '1'	
4	**A Credits Pending At VBlank**	
	Access:	R/WC
	A '1' indicates that the there are some pending MBUS A-Credits at the start of VBlank. Sticky bit cleared by a write of '1'	
3	**Not Used 3**	
	Access:	R/WC
2	**Not used 2**	
	Access:	R/WC
1	**Valid Block At FrameStart**	
	Access:	R/WC
	A '1' indicates that a valid block is still present in Display Buffer at frame start. Sticky bit cleared by a write of '1'.	
0	**Valid Block Overwritten**	
	Access:	R/WC
	A '1' indicates that a valid block in Display Buffer was overwritten. Sticky bit cleared by a write of '1'.	

PIPE_STATUS		

PIPEDMC_CONTROL

PIPEDMC_CONTROL - PIPEDMC_CONTROL	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	45250h-45253h
Name:	Pipe DMC Control
ShortName:	PIPEDMC_CONTROL_A
Reset:	soft
Address:	45254h-45257h
Name:	Pipe DMC Control
ShortName:	PIPEDMC_CONTROL_B
Reset:	soft
Address:	45258h-4525Bh
Name:	Pipe DMC Control
ShortName:	PIPEDMC_CONTROL_C
Reset:	soft
Address:	4525Ch-4525Fh
Name:	Pipe DMC Control
ShortName:	PIPEDMC_CONTROL_D
Reset:	soft

This Register is to add pipe DMC enable. To use pipeDMC driver must enable pipeDMC first.

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**pipedmc_enable** Access: R/W Setting this bit enables the pipeDMC.

Pixel Shader Scheduling Mode

PSS_MODE - Pixel Shader Scheduling Mode

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	07038h
Name:	Pixel Shader Scheduling Mode
ShortName:	PSS_MODE

Mode registers for Pixel Shader Scheduling.

DWord	Bit	Description
0	31:16	**Mask** Access: WO Must be set to modify corresponding bit in Bits 15:0 (All implemented bits)
	15:14	**Reserved** Access: R/W Format: PBC
	13:10	**Maximum Allowed PS Thread Dependencies** Default Value: 8h Access: R/W Format: U4 Sets the maximum number of dependencies that a pixel shader thread can have. If a thread requires more than this number, thread dispatch will be stalled until enough threads that this thread is dependent on have retired. Since maximum number of dependencies in a Pixel Shader is 8 (for fused-SIMD16, corresponding to 8 2X2 pixel block; fused-SIMD32 corresponding to 8 4x2 pixel blocks), programming a value higher than 0X8 is illegal. If HW chooses to launch lower SIMD thread e.g. fused-SIMD8, it will not have more than 4 dependencies. Hence, programming 0x8 guarantees maximum dependencies for all SIMD width dispatches.
	9	**3D Scoreboard Address XOR Disable** Access: R/W Format: Disable 0h – Enabled **[Default]** – 3D Scoreboard Address calculation includes XOR of higher bits 1h – Disabled – 3D Scoreboard Address calculation based on lower address bits only

PSS_MODE - Pixel Shader Scheduling Mode

8 — Reserved

Access:	R/W
Format:	PBC

7 — Stalling behavior disable for PS Dispatch for PTBR

Access:	R/W

This bit, when enabled, allows PS dispatch function to not stall when no TILE ID is free for incoming new tile access under PTBR. Although this behavior is non stalling, it has a potential to reduce number of color pixel blocks from tile cache in certain cases.

Value	Name	Description
0	**[Default]**	This is a default value and default behavior is to have PS dispatch stall when there are no free TILE_IDs available for incoming new access on a new TILE under PTBR.
1		When this bit is set, PS dispatch does not stall for a new incoming tile but simply uses the next TILE_ID without waiting for it to be free. SW should enable this bit if there are perf downsides with stalling behavior and additional discard BW is not significant.

6:5 — Thread Scheduler Mode

Access:	R/W
Format:	U2

Selects the PSD selection policy

Value	Name	Description
0h	8x8 Round-Robin **[Default]**	Scheduler alternates PSDs to load entire 8x8
1h	8x8 Fixed	Scheduler statically hashes each 8x8 based on xy address
2h	8x8 Dynamic	At the start of each 8x8, scheduler selects a PSD to load entire 8x8 based on EU load
3h	Reserved	

4 — Disable 4x4 schedule optimization

Access:	R/W
Format:	Disable

If set, prevent scheduler from attempting to pack 4x4 at SIMD16 alignment.

Value	Name
0h	4x4 packed at SIMD16 alignment if possible **[Default]**
1h	scheduler does not consider 4x4 when packing threads

3 — Disable 4x2 schedule optimization

Access:	R/W
Format:	Disable

If set, prevent scheduler from attempting to pack 4x2 at SIMD8 alignment.

PSS_MODE - Pixel Shader Scheduling Mode

Value	Name
0h	4x2 packed at SIMD8 alignment if possible **[Default]**
1h	scheduler does not consider 4x2 when packing threads

2

Disable fused thread scheduling

Access:	R/W
Format:	Disable

If set, scheduler will only populate the first thread of a fused thread. A fused thread will still be dispatched, but will only contain a single thread.

Value	Name
0h	Fused thread enabled **[Default]**
1h	Fused thread disabled

1:0

Limit maximum number of polys per fused-thread

Access:	R/W
Format:	U2

Limit the scheduler to pack no more than the indicated number polys into a single fused-thread.

Value	Name
0h	Polys per fused-thread is not limited **[Default]**
1h	Maximum polys per fused-thread limited to 1
2h	Maximum polys per fused-thread limited to 2
3h	Maximum polys per fused-thread limited to 3

Pixel Shader Scheduling Mode 2

PSS_MODE2 - Pixel Shader Scheduling Mode 2

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0703Ch
Name:	Pixel Shader Scheduling Mode
ShortName:	PSS_MODE2

Mode register for Pixel Shader Scheduling.

DWord	Bit	Description
0	31:16	**Mask** Access: WO Must be set to modify corresponding bit in Bits 15:0 (All implemented bits)
	15:9	**Reserved** Access: R/W Format: PBC
	8	**PS Load Bias match size** Access: R/W Select the granularity of xy compare for determining if the incoming 8x8 matches history buffer used for **8x8 Match PS Load Bias**. Value 0h: 8x8 **[Default]** Value 1h: 16x16
	7:6	**8x8 Match PS Load Bias** Access: R/W Format: U2 When scheduler is in dynamic mode, PSS will be create a load imbalance by the selected number of threads when a new 8x8 matches history buffer or any partially collected threads. This will direct matching 8x8 to the same PSD when load is not extremely skewed. Value 0h: 2_7 **[Default]** Value 1h: 4_7 Value 2h: 8_7 Value 3h: 0_7
	5	**Scoreboard Stall Flush Control**

PSS_MODE2 - Pixel Shader Scheduling Mode 2

Access:	R/W

Value	Name	Description
0h	Start Thread Group **[Default]**	pipe_control with **Stall at Scoreboard** set creates a new thread group instead of stalling at scoreboard. PS threads launched after pipe_control will have sendc dependency to all threads before pipe_control. This is a pipelined flush and will not drain EUs of PS threads.
1h	Scoreboard Stall	pipe_control with **Stall at Scoreboard** set stalls at PSS scoreboard until all previous threads have completed. This will drain EUs of all PS threads.

4 **Thread Group Dependency Control**

Access:	R/W

Value	Name
0h	Use 9th dependency to enforce ordering between thread groups. **[Default]**
1h	Perform stall at PSSunit when thread group changes.

3 **Over-subscribe PS thread allocation**

Access:	R/W
Format:	Enable

Value	Name
0h	Number of enabled threads does not affect PS thread scheduling **[Default]**
1h	Number of PS threads scheduled per-PSD will not exceed number of enabled threads

2:0 **PS Dispatch Time-out Values**

Access:	R/W

Valid values other than 111, allow SW to program number of clocks PS dispatch function wait to combine fuse thread sequence (aka bundle).
Setting 111 disables the time-out mechanism and will wait indefinitely for an event to end the collection of pixels.

Value	Name	Description	Programming Notes
0h	32_2	PS dispatch function waits for 32 clocks for gathering more pixels in the current bundle.	
1h	64	PS dispatch function waits for 64 clocks for gathering more pixels in the current bundle.	
2h	128	PS dispatch function waits for 128 clocks for gathering more pixels in the current bundle.	

PSS_MODE2 - Pixel Shader Scheduling Mode 2

		3h	256	PS dispatch function waits for 256 clocks for gathering more pixels in the current bundle.	
		4h	512	PS dispatch function waits for 512 clocks for gathering more pixels in the current bundle.	
		5h	1024	PS dispatch function waits for 1024 clocks for gathering more pixels in the current bundle.	
		6h	2048 **[Default]**	PS dispatch function waits for 2048 clocks for gathering more pixels in the current bundle.	
		7h		PSD waits indefinitely to assemble a bundle before dispatching a PS.	This value may not be programmed if non-promoted depth or stencil is enabled.

PLANE_AUX_DIST

PLANE_AUX_DIST	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704C0h-704C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_4_A
Reset:	soft
Address:	705C0h-705C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_5_A
Reset:	soft
Address:	706C0h-706C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_6_A
Reset:	soft
Address:	707C0h-707C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_7_A
Reset:	soft
Address:	714C0h-714C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_4_B
Reset:	soft
Address:	715C0h-715C3h

PLANE_AUX_DIST	
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_5_B
Reset:	soft
Address:	716C0h-716C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_6_B
Reset:	soft
Address:	717C0h-717C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_7_B
Reset:	soft
Address:	724C0h-724C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_4_C
Reset:	soft
Address:	725C0h-725C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_5_C
Reset:	soft
Address:	726C0h-726C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_6_C
Reset:	soft
Address:	727C0h-727C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_7_C
Reset:	soft
Address:	734C0h-734C3h
Name:	Plane Auxiliary Surface Distance

PLANE_AUX_DIST	
ShortName:	PLANE_AUX_DIST_4_D
Reset:	soft
Address:	735C0h-735C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_5_D
Reset:	soft
Address:	736C0h-736C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_6_D
Reset:	soft
Address:	737C0h-737C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_7_D
Reset:	soft
Address:	701C0h-701C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_1_A
Reset:	soft
Address:	702C0h-702C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_2_A
Reset:	soft
Address:	703C0h-703C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_3_A
Reset:	soft
Address:	711C0h-711C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_1_B

PLANE_AUX_DIST	
Reset:	soft
Address:	712C0h-712C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_2_B
Reset:	soft
Address:	713C0h-713C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_3_B
Reset:	soft
Address:	721C0h-721C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_1_C
Reset:	soft
Address:	722C0h-722C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_2_C
Reset:	soft
Address:	723C0h-723C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_3_C
Reset:	soft
Address:	731C0h-731C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_1_D
Reset:	soft
Address:	732C0h-732C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_2_D

PLANE_AUX_DIST

Reset:	soft

Address:	733C0h-733C3h
Name:	Plane Auxiliary Surface Distance
ShortName:	PLANE_AUX_DIST_3_D
Reset:	soft

This register is used to specify the distance from the main surface base address and the stride of the auxiliary surface.Unlike the surface base address, this register value cannot be updated through flips.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:12	**Auxiliary Surface Distance** When using a compressed surface, this field represents the distance of the control surface in 4K pages, where a value of [31:12] = 1 represents one 4K page.
	11:10	**Reserved** Format: MBZ
	9:0	**Auxiliary Surface Stride** Description: This field is unused. Leave at default value.

PLANE_BUF_CFG

PLANE_BUF_CFG	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, plane not enabled, or pipe not enabled
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	7017Ch-7017Fh
Name:	Cursor Buffer Config
ShortName:	CUR_BUF_CFG_A
Reset:	soft
Address:	7117Ch-7117Fh
Name:	Cursor Buffer Config
ShortName:	CUR_BUF_CFG_B
Reset:	soft
Address:	7217Ch-7217Fh
Name:	Cursor Buffer Config
ShortName:	CUR_BUF_CFG_C
Reset:	soft
Address:	7317Ch-7317Fh
Name:	Cursor Buffer Config
ShortName:	CUR_BUF_CFG_D
Reset:	soft
Address:	7057Ch-7057Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_4_A
Reset:	soft
Address:	7067Ch-7067Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_5_A
Reset:	soft
Address:	7077Ch-7077Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_6_A

PLANE_BUF_CFG	
Reset:	soft
Address:	7087Ch-7087Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_7_A
Reset:	soft
Address:	7157Ch-7157Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_4_B
Reset:	soft
Address:	7167Ch-7167Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_5_B
Reset:	soft
Address:	7177Ch-7177Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_6_B
Reset:	soft
Address:	7187Ch-7187Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_7_B
Reset:	soft
Address:	7257Ch-7257Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_4_C
Reset:	soft
Address:	7267Ch-7267Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_5_C
Reset:	soft
Address:	7277Ch-7277Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_6_C
Reset:	soft
Address:	7287Ch-7287Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_7_C

PLANE_BUF_CFG	
Reset:	soft
Address:	7357Ch-7357Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_4_D
Reset:	soft
Address:	7367Ch-7367Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_5_D
Reset:	soft
Address:	7377Ch-7377Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_6_D
Reset:	soft
Address:	7387Ch-7387Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_7_D
Reset:	soft
Address:	7027Ch-7027Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_1_A
Reset:	soft
Address:	7037Ch-7037Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_2_A
Reset:	soft
Address:	7047Ch-7047Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_3_A
Reset:	soft
Address:	7127Ch-7127Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_1_B
Reset:	soft
Address:	7137Ch-7137Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_2_B

PLANE_BUF_CFG

Reset:	soft

Address:	7147Ch-7147Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_3_B
Reset:	soft

Address:	7227Ch-7227Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_1_C
Reset:	soft

Address:	7237Ch-7237Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_2_C
Reset:	soft

Address:	7247Ch-7247Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_3_C
Reset:	soft

Address:	7327Ch-7327Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_1_D
Reset:	soft

Address:	7337Ch-7337Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_2_D
Reset:	soft

Address:	7347Ch-7347Fh
Name:	Plane Buffer Config
ShortName:	PLANE_BUF_CFG_3_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:28	**Reserved** Format: MBZ
	27	**Reserved** Format: MBZ

PLANE_BUF_CFG		
	26:16	**Buffer End** Default Value: 000h This field contains the buffer end position for this plane.
	15:12	**Reserved** Format: MBZ
	11	**Reserved** Format: MBZ
	10:0	**Buffer Start** Default Value: 000h This field contains the buffer start position for this plane.

PLANE_CC_VAL

PLANE_CC_VAL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	64
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704B4h-704BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_4_A
Reset:	soft
Address:	705B4h-705BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_5_A
Reset:	soft
Address:	706B4h-706BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_6_A
Reset:	soft
Address:	707B4h-707BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_7_A
Reset:	soft
Address:	714B4h-714BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_4_B
Reset:	soft
Address:	715B4h-715BBh

PLANE_CC_VAL	
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_5_B
Reset:	soft
Address:	716B4h-716BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_6_B
Reset:	soft
Address:	717B4h-717BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_7_B
Reset:	soft
Address:	724B4h-724BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_4_C
Reset:	soft
Address:	725B4h-725BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_5_C
Reset:	soft
Address:	726B4h-726BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_6_C
Reset:	soft
Address:	727B4h-727BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_7_C
Reset:	soft
Address:	734B4h-734BBh
Name:	Plane Clear Color Value

PLANE_CC_VAL	
ShortName:	PLANE_CC_VAL_4_D
Reset:	soft
Address:	735B4h-735BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_5_D
Reset:	soft
Address:	736B4h-736BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_6_D
Reset:	soft
Address:	737B4h-737BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_7_D
Reset:	soft
Address:	701B4h-701BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_1_A
Reset:	soft
Address:	702B4h-702BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_2_A
Reset:	soft
Address:	703B4h-703BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_3_A
Reset:	soft
Address:	711B4h-711BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_1_B

PLANE_CC_VAL	
Reset:	soft
Address:	712B4h-712BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_2_B
Reset:	soft
Address:	713B4h-713BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_3_B
Reset:	soft
Address:	721B4h-721BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_1_C
Reset:	soft
Address:	722B4h-722BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_2_C
Reset:	soft
Address:	723B4h-723BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_3_C
Reset:	soft
Address:	731B4h-731BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_1_D
Reset:	soft
Address:	732B4h-732BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_2_D

PLANE_CC_VAL

Reset:	soft

Address:	733B4h-733BBh
Name:	Plane Clear Color Value
ShortName:	PLANE_CC_VAL_3_D
Reset:	soft

This register programs the clear color value to be used with render decompression. The value is used only when render decompression and clear color are both enabled in the plane control register.
The register value can be updated when flipping to a new surface with new clear color value. It does not need to be updated if the new surface has the same clear color value as the previous surface.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Clear Color Value DW0** This field gives the 32 bit value of the clear color.
1	31:0	**Clear Color Value DW1** This field gives the upper 32 bit value of the clear color. This field is used only with 64 bits formats, ignored otherwise.

PLANE_COLOR_CTL

PLANE_COLOR_CTL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704CCh-704CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_4_A
Reset:	soft
Address:	705CCh-705CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_5_A
Reset:	soft
Address:	706CCh-706CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_6_A
Reset:	soft
Address:	707CCh-707CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_7_A
Reset:	soft
Address:	714CCh-714CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_4_B
Reset:	soft
Address:	715CCh-715CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_5_B
Reset:	soft
Address:	716CCh-716CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_6_B

PLANE_COLOR_CTL	
Reset:	soft
Address:	717CCh-717CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_7_B
Reset:	soft
Address:	724CCh-724CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_4_C
Reset:	soft
Address:	725CCh-725CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_5_C
Reset:	soft
Address:	726CCh-726CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_6_C
Reset:	soft
Address:	727CCh-727CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_7_C
Reset:	soft
Address:	734CCh-734CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_4_D
Reset:	soft
Address:	735CCh-735CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_5_D
Reset:	soft
Address:	736CCh-736CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_6_D
Reset:	soft
Address:	737CCh-737CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_7_D

PLANE_COLOR_CTL	
Reset:	soft
Address:	701CCh-701CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_1_A
Reset:	soft
Address:	702CCh-702CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_2_A
Reset:	soft
Address:	703CCh-703CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_3_A
Reset:	soft
Address:	711CCh-711CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_1_B
Reset:	soft
Address:	712CCh-712CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_2_B
Reset:	soft
Address:	713CCh-713CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_3_B
Reset:	soft
Address:	721CCh-721CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_1_C
Reset:	soft
Address:	722CCh-722CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_2_C
Reset:	soft
Address:	723CCh-723CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_3_C

PLANE_COLOR_CTL

Reset:	soft

Address:	731CCh-731CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_1_D
Reset:	soft

Address:	732CCh-732CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_2_D
Reset:	soft

Address:	733CCh-733CFh
Name:	Plane Color Control
ShortName:	PLANE_COLOR_CTL_3_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30	**Pipe Gamma Enable** This bit enables pipe gamma correction for the plane pixel data. This field is deprecated. Use 'GAMMA_MODE.Post CSC Gamma Enable' for enabling pipe gamma across all pixels from all planes. Value / Name: 0b – Disable 1b – Enable
	29	**Remove YUV Offset** This field controls whether the plane removes or preserves the 1/2 offset on U and V components when the source pixel format is YUV and the plane YUV to RGB CSC is disabled. This bit has no effect on RGB source pixel formats Value / Name / Description: 0b – Remove – Remove 1/2 offset on UV components 1b – Preserve – Preserve 1/2 offset on UV components
	28	**YUV Range Correction Disable** Setting this bit disables the YUV range correction logic inside the plane. The range correction logic is used to expand the compressed range YUV to full range YUV. The Y channel is expanded from the 8 bit +16 to +235 range to full range. The U and V channels are expanded from the 8

PLANE_COLOR_CTL

bit -112 to +112 range to full range. Extended range values will be preserved after the expansion. This bit has no effect on RGB source pixel formats since they automatically bypass range correction.

Value	Name
0b	Enable
1b	Disable

27:24 **Reserved**

Format:	MBZ

23 **Pipe CSC Enable**

This bit enables pipe color space conversion and the pipe pre color space conversion gamma for the plane pixel data. This is separate from the color conversion logic within the plane.

This field is deprecated.
Use 'CSC_MODE.Pipe CSC Enable', 'GAMMA_MODE.Pre CSC Gamma Enable' for enabling pipe color space conversion and gamma respectively across all pixels from all planes. Plane CSC must be used for plane specific color space conversion.

Value	Name
0b	Disable
1b	Enable

22 **Reserved**

21 **Plane CSC Enable**

This field enables the plane color space conversion. This field applies only to planes 1 through 3.

Value	Name
0b	Disable
1b	Enable

20 **Plane Input CSC Enable**

This field enables the plane input color space conversion. This field applies only to planes 1 through 3.

Value	Name
0b	Disable
1b	Enable

19:17 **Plane CSC Mode**

Description
This field specifies the mode of plane color space conversion operation.
This is used only for planes 4 through 7. For planes 1 through 3, CSC is programmed in PLANE_CSC_* registers.

Value	Name	Description
000b	Bypass	Pixel data bypasses the plane color space conversion

	001b	YUV601 to RGB601	YUV BT.601 to RGB BT.601 conversion.
	010b	YUV709 to RGB709	YUV BT.709 to RGB BT.709 conversion.
	011b	YUV2020 to RGB2020	YUV BT.2020 to RGB BT.2020 conversion.
	100b	RGB709 to RGB2020	RGB BT.709 to RGB BT.2020 conversion.

16 **Reserved**

Format:	MBZ

15 **Plane Post CSC Gamma Multi Segment Enable**

This bit enables plane post CSC gamma multi segment processing. It is only used for HDR tone Mapping. It is only valid if Plane Gamma (bit[13]) is enabled.

Value	Name
1b	Enable
0b	Disable **[Default]**

14 **Plane Pre CSC Gamma Enable**

This bit controls plane internal pre-CSC gamma correction.

Value	Name
1b	Enable
0b	Disable

13 **Plane Gamma Disable**

This bit controls plane internal post-CSC gamma correction.

Value	Name
1b	Disable
0b	Enable

12 **Plane Gamma Mode**

This field specifies the plane gamma mode of operation. This field is ignored if plane gamma is disabled.

Value	Name	Description
0b	Direct **[Default]**	Direct mode is used for regular plane gamma programming. Lookup is based on incoming pixel individual r, g, b values. The output is a computed by lookup of two nearest points and interpolation.
1b	Multiply	[] Multiple mode is used when plane gamma is used for HDR tone mapping. Lookup is based on a pseudo luminance of the incoming pixel calculated using Lin = 0.25*Red input + 0.625*Green input + 0.125*Blue input. An adjustment factor 'F' is computed by lookup of two nearest points and interpolation. Output is computed by multiplying each color channel with the adjustment factor F.

11 **Plane Gamma Multiplier Precision**

PLANE_COLOR_CTL

This field specifies the plane gamma entry format in the multiplier mode. This field is ignored in the direct lookup mode. The gamma entries can be programmed in either unsigned 0.24 format or unsigned 8.16 format.

Value	Name
0b	U0.24 **[Default]**
1b	U8.16

10:6 **Reserved**

Format:	MBZ

5:4 **Alpha Mode**

This field controls how the plane will use per pixel alpha data from frame buffer. Constant plane alpha is defined in PLANE_KEYMSK and PLANE_KEYMAX registers.

RGB 64-bit - only alpha in 0-1 range supported with 8 bit granularity.
RGB 64-bit UINT - only 8 upper bits of alpha used.
RGB 2:10:10:10 - 2 bit alpha expanded out to 8 bit to give full range of opacity.
XR_BIAS 10:10:10 - 2 bit alpha expanded out to 8 bit to give full range of opacity.

Value	Name	Description
00b	Disable	Alpha channel ignored.
10b	Enable with SW pre-multiply	Alpha channel used. Color channels should be pre-multiplied with alpha by software.
11b	Enable with HW pre-multiply	Alpha channel used. Color channels will be pre-multiplied with alpha by hardware.

Restriction
Per pixel alpha is supported only with RGB pixel formats. FBC is not compatible with per pixel alpha.

3:0 **Reserved**

Format:	MBZ

PLANE_CSC_COEFF

PLANE_CSC_COEFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	192
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	70210h-70227h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_1_A
Reset:	soft
Address:	70310h-70327h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_2_A
Reset:	soft
Address:	70410h-70427h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_3_A
Reset:	soft
Address:	71210h-71227h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_1_B
Reset:	soft
Address:	71310h-71327h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_2_B
Reset:	soft
Address:	71410h-71427h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_3_B
Reset:	soft
Address:	72210h-72227h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_1_C

PLANE_CSC_COEFF

Reset:	soft

Address:	72310h-72327h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_2_C
Reset:	soft

Address:	72410h-72427h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_3_C
Reset:	soft

Address:	73210h-73227h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_1_D
Reset:	soft

Address:	73310h-73327h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_2_D
Reset:	soft

Address:	73410h-73427h
Name:	Plane CSC Coefficients
ShortName:	PLANE_CSC_COEFF_3_D
Reset:	soft

Programming Notes

Refer to Color Space Conversion page for programming details and examples.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**RY** Format: CSC COEFFICIENT FORMAT
	15:0	**GY** Format: CSC COEFFICIENT FORMAT
1	31:16	**BY** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ
2	31:16	**RU**

PLANE_CSC_COEFF		
		Format: CSC COEFFICIENT FORMAT
	15:0	**GU** Format: CSC COEFFICIENT FORMAT
3	31:16	**BU** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ
4	31:16	**RV** Format: CSC COEFFICIENT FORMAT
	15:0	**GV** Format: CSC COEFFICIENT FORMAT
5	31:16	**BV** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ

PLANE_CSC_POSTOFF

PLANE_CSC_POSTOFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	70234h-7023Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_1_A
Reset:	soft
Address:	70334h-7033Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_2_A
Reset:	soft
Address:	70434h-7043Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_3_A
Reset:	soft
Address:	71234h-7123Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_1_B
Reset:	soft
Address:	71334h-7133Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_2_B
Reset:	soft
Address:	71434h-7143Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_3_B
Reset:	soft
Address:	72234h-7223Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_1_C

PLANE_CSC_POSTOFF

Reset:	soft

Address:	72334h-7233Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_2_C
Reset:	soft

Address:	72434h-7243Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_3_C
Reset:	soft

Address:	73234h-7323Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_1_D
Reset:	soft

Address:	73334h-7333Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_2_D
Reset:	soft

Address:	73434h-7343Fh
Name:	Plane CSC Post-offset
ShortName:	PLANE_CSC_POSTOFF_3_D
Reset:	soft

The post-offset is intended to add an offset from 0 on the Y or RGB channels and to convert UV channels from 2's complement to excess 0.5 as they exit plane color space conversion (CSC).

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC High Offset** This value is used to give an offset to the high color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC Medium Offset** This value is used to give an offset to the medium color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved**

PLANE_CSC_POSTOFF			
		Format:	MBZ
	12:0	**PostCSC Low Offset** This value is used to give an offset to the low color channel as it exits CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).	

PLANE_CSC_PREOFF

PLANE_CSC_PREOFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	70228h-70233h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_1_A
Reset:	soft
Address:	70328h-70333h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_2_A
Reset:	soft
Address:	70428h-70433h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_3_A
Reset:	soft
Address:	71228h-71233h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_1_B
Reset:	soft
Address:	71328h-71333h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_2_B
Reset:	soft
Address:	71428h-71433h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_3_B
Reset:	soft
Address:	72228h-72233h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_1_C

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Reset:	soft

Address:	72328h-72333h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_2_C
Reset:	soft

Address:	72428h-72433h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_3_C
Reset:	soft

Address:	73228h-73233h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_1_D
Reset:	soft

Address:	73328h-73333h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_2_D
Reset:	soft

Address:	73428h-73433h
Name:	Plane CSC Pre-offset
ShortName:	PLANE_CSC_PREOFF_3_D
Reset:	soft

The pre-offset is intended to remove an offset from 0 on the Y or RGB channels and to convert UV channels from excess 0.5 to 2's complement as they enter plane color space conversion (CSC).
RGB modes:Red is in the High channel, Green in Medium, and Blue in Low.
YUV modes:V is in the High channel, Y in Medium, and U in Low.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC High Offset** This value is used to give an offset to the high color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC Medium Offset** This value is used to give an offset to the medium color channel as it enters CSC logic. The value

PLANE_CSC_PREOFF		
		is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC Low Offset** This value is used to give an offset to the low color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).

PLANE_CTL

PLANE_CTL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70480h-70483h
Name:	Plane Control
ShortName:	PLANE_CTL_4_A
Reset:	soft
Address:	70580h-70583h
Name:	Plane Control
ShortName:	PLANE_CTL_5_A
Reset:	soft
Address:	70680h-70683h
Name:	Plane Control
ShortName:	PLANE_CTL_6_A
Reset:	soft
Address:	70780h-70783h
Name:	Plane Control
ShortName:	PLANE_CTL_7_A
Reset:	soft
Address:	71480h-71483h
Name:	Plane Control
ShortName:	PLANE_CTL_4_B
Reset:	soft
Address:	71580h-71583h
Name:	Plane Control
ShortName:	PLANE_CTL_5_B
Reset:	soft
Address:	71680h-71683h
Name:	Plane Control
ShortName:	PLANE_CTL_6_B

PLANE_CTL	
Reset:	soft
Address:	71780h-71783h
Name:	Plane Control
ShortName:	PLANE_CTL_7_B
Reset:	soft
Address:	72480h-72483h
Name:	Plane Control
ShortName:	PLANE_CTL_4_C
Reset:	soft
Address:	72580h-72583h
Name:	Plane Control
ShortName:	PLANE_CTL_5_C
Reset:	soft
Address:	72680h-72683h
Name:	Plane Control
ShortName:	PLANE_CTL_6_C
Reset:	soft
Address:	72780h-72783h
Name:	Plane Control
ShortName:	PLANE_CTL_7_C
Reset:	soft
Address:	73480h-73483h
Name:	Plane Control
ShortName:	PLANE_CTL_4_D
Reset:	soft
Address:	73580h-73583h
Name:	Plane Control
ShortName:	PLANE_CTL_5_D
Reset:	soft
Address:	73680h-73683h
Name:	Plane Control
ShortName:	PLANE_CTL_6_D
Reset:	soft
Address:	73780h-73783h
Name:	Plane Control
ShortName:	PLANE_CTL_7_D

PLANE_CTL	
Reset:	soft
Address:	70180h-70183h
Name:	Plane Control
ShortName:	PLANE_CTL_1_A
Reset:	soft
Address:	70280h-70283h
Name:	Plane Control
ShortName:	PLANE_CTL_2_A
Reset:	soft
Address:	70380h-70383h
Name:	Plane Control
ShortName:	PLANE_CTL_3_A
Reset:	soft
Address:	71180h-71183h
Name:	Plane Control
ShortName:	PLANE_CTL_1_B
Reset:	soft
Address:	71280h-71283h
Name:	Plane Control
ShortName:	PLANE_CTL_2_B
Reset:	soft
Address:	71380h-71383h
Name:	Plane Control
ShortName:	PLANE_CTL_3_B
Reset:	soft
Address:	72180h-72183h
Name:	Plane Control
ShortName:	PLANE_CTL_1_C
Reset:	soft
Address:	72280h-72283h
Name:	Plane Control
ShortName:	PLANE_CTL_2_C
Reset:	soft
Address:	72380h-72383h
Name:	Plane Control
ShortName:	PLANE_CTL_3_C

PLANE_CTL

Reset:	soft

Address:	73180h-73183h
Name:	Plane Control
ShortName:	PLANE_CTL_1_D
Reset:	soft

Address:	73280h-73283h
Name:	Plane Control
ShortName:	PLANE_CTL_2_D
Reset:	soft

Address:	73380h-73383h
Name:	Plane Control
ShortName:	PLANE_CTL_3_D
Reset:	soft

The pipe scaler can be attached to a plane to scale the plane output before blending.

Restriction
Refer to 'Plane Capability and Interoperability' page for plane capabilities and restrictions.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Plane Enable** When this bit is set, the plane will generate pixels for display. When cleared to zero, plane memory fetches cease and plane output is transparent. Value: 0b — Name: Disable Value: 1b — Name: Enable
	30:28	**Pipe Slice Arbitration Slots** This field specifies the number of slots allocated to this plane in pipe slice request arbitration. This field is ignored when the 'PIPE_SLICE_ARBITRATION_CTL->Use Programmed Slots' is not set. This field is zero based; a programmed value of 0 results in 1 slot allocation.
	27:23	**Source Pixel Format** This field selects the source pixel format for the plane. Before entering the blender, each source format is converted to the pipe pixel format. The 8-bpp indexed format will always use the pipe palette. In planar YUV formats Y samples appear first in memory followed by interleaved UV samples. YUV 4:2:2 byte order is programmed separately. YUV 4:2:0 and YUV 4:4:4 byte order is not programmable. RGB color order is programmed separately for some formats. Refer to Universal Plane, Plane Pixel Formats section for color channel bit mappings.

YUV 4:2:0 P010, P012 and P016 formats share the same 16 bpc memory layout but use 10, 12 and 16 bits per channel respectively. The color values are stored in the most significant bits.

64-bit formats supported only on the HDR planes.
P01x output is only allowed from HDR planes.

Value	Name	Description
00000b	YUV 422 Packed 8 bpc	YUV 4:2:2 packed, 8 bpc
00010b	YUV 420 Planar 8 bpc	YUV 4:2:0 Planar, 8 bpc - NV12
00100b	RGB 2101010	RGB 2:10:10:10, 32 bit.
00110b	YUV 420 Planar 10 bpc	YUV 4:2:0 Planar, 10 bpc - P010
01000b	RGB 8888	RGB 8:8:8:8, 32 bit
01010b	YUV 420 Planar 12 bpc	YUV 4:2:0 Planar 12 bpc - P012
01100b	RGB 16161616 Float	RGB 16:16:16:16 Floating Point, 64 bit (FP16)
01110b	YUV 420 Planar 16 bpc	YUV 4:2:0 Planar, 16 bpc - P016
10000b	YUV 444 Packed 8 bpc	YUV 4:4:4 packed (MSB-X:Y:U:V), 8bpc
10100b	RGB 2101010 XR_BIAS	RGB 2:10:10:10 Extended Range Bias (MSB-X:B:G:R), 32 bit
11000b	Indexed 8 bit	Indexed 8-bit
11100b	RGB 565	RGB 5:6:5 (MSB-R:G:B), 16 bit
00001b	YUV 422 Packed 10 bpc	YUV 4:2:2 packed, 10 bpc - Y210
00011b	YUV 422 Packed 12 bpc	YUV 4:2:2 packed, 12 bpc - Y212
00101b	YUV 422 Packed 16 bpc	YUV 4:2:2 packed, 16 bpc - Y216
00111b	YUV 444 Packed 10 bpc	YUV 4:4:4 packed (MSB-X:V:Y:U), 10 bpc - Y410
01001b	YUV 444 Packed 12 bpc	YUV 4:4:4 packed (MSB-X:V:Y:U), 12 bpc - Y412
01011b	YUV 444 Packed 16 bpc	YUV 4:4:4 packed (MSB-X:V:Y:U), 16 bpc - Y416

Restriction
Plane scaling is not compatible with the Indexed 8-bit, XR_BIAS source pixel formats.

22:21 **Key Enable**

This field enables color keying. The key color, range, channel enables, and mask are programmed in PLANE_KEYVAL, PLANE_KEYMSK, and PLANE_KEYMAX.

Value	Name	Description
00b	Disable	Disable keying for this plane.
01b	Source Key Enable	This plane's pixels will be checked for a key match. The blend between this plane and the plane below will treat the key matched pixels as transparent.
10b	Destination Key Enable	This plane's pixels will be checked for a key match. The blend between this plane and the plane above will treat the pixels above as opaque only where this plane is key matched and the plane above is opaque. When plane gamma is enabled, the gamma processing may shift the

PLANE_CTL

		pixel color values sent to blender and may cause it to not match the key color as desired. The recommendation is to use the pipe gamma when destination keying is enabled.
11b	Source Key Window Enable	This plane's pixels will be checked for a key match. The blend between this plane and the plane below will treat the key matched pixels as transparent only where the plane below is opaque.

Restriction
Plane color keying is not compatible with the Indexed 8-bit pixel format. Destination key/Source Key Window should be enabled only on one set (a pair) of planes, per pipe, at a time. Source key and Source Key Window must not be enabled on the bottom most active plane. Destination key must not be enabled on the top most active plane.

20 **RGB Color Order**

This field is used to select the color order when using RGB data formats, except RGB 32-bit XR_BIAS 10:10:10 and 16-bit BGRX 5:6:5. For other formats, this field is ignored.

Value	Name	Description
0b	BGRX	BGRX (MSB-X:R:G:B)
1b	RGBX	RGBX (MSB-X:B:G:R)

19 **Planar YUV420 component**

This field selects the planar YUV420 component for the plane when NV12/P0xx source pixel formats is used. This field must be set to '0b' for other (YUV non-planar/RGB) surface formats.

Value	Name	Description
0b	UV	Planes 1 to 5 can be configured as UV plane. Planes 6 and 7 must not be configured as a UV plane.
1b	Y	Planes 6 and 7 can be configured as Y plane. Planes 1 to 5 must not be configured as a Y plane.

18 **Reserved**

Format:	MBZ

17:16 **YUV 422 Byte Order**

This field is used to select the byte order for YUV 4:2:2 data formats. For other formats, this field is ignored.

Value	Name	Description
00b	YUYV	YUYV (MSB-V:Y2:U:Y1)
01b	UYVY	UYVY (MSB-Y2:V:Y1:U)
10b	YVYU	YVYU (MSB-U:Y2:V:Y1)
11b	VYUY	VYUY (MSB-Y2:U:Y1:V)

15 **Render Decomp**

This bit enables the Display decompression of Render compressed surfaces.

Value	Name
0b	Disable
1b	Enable

Restriction
Color Clear is supported.
Only the Left-right cache-line pair decompression is supported. The compressed surface should be Y (Legacy) or Y F Tiled. Decompression is not supported with 90/270 degree rotation.
Decompression is supported with RGB8888, RGB1010102 and FP16 formats.
Decompression is supported on all planes and pipes.

14 **Reserved**

Format:	MBZ

13 **Clear Color Disable**

Description
This field disables the render decompression clear color mode. It is ignored when the Render Decomp field is disabled. The color value must be programmed in PLANE_CC_VAL before flipping to the surface that uses clear color value.

Value	Name
1b	Disable
0b	Enable **[Default]**

12:10 **Tiled Surface**

This field indicates that the surface data is in tiled memory. This bit may be updated through MMIO writes or through a command streamer initiated synchronous flip.

Value	Name
000b	Linear memory
001b	Tile X memory
100b	Tile Y (Legacy) memory

Restriction
Interlaced mode is not supported with Y Tiling. Tile Ys is not supported.

9 **Async Address Update Enable**

Access:	R/W

This bit will enable asynchronous updates of the plane surface address when written by MMIO (MMIO asynchronous flips). The surface address will change as soon as possible. This bit is not double buffered and the changes will apply immediately. When performing an asynchronous

update, only the plane surface can be updated. Changes to stride, pixel, format, RenderCompression, FBC, etc. are not allowed.

Value	Name	Description
0b	Sync	Surface Address MMIO writes will update synchronous to start of vertical blank
1b	Async	Surface Address MMIO writes will update asynchronous to start of vertical blank

Restriction
No command streamer (ring) flips to this plane are allowed when this bit is enabled. Each surface address write must be followed by a wait for flip done indication before writing the surface address register again.

8 **Horizontal Flip**

This field controls the horizontal flipping of the plane. When horizontal flipping is enabled with rotation, the horizontal flip operation is logically performed first followed by rotation. For further information refer to "Universal Plane" section.

Value	Name
0b	Disable **[Default]**
1b	Enable

Restriction
Horizontal flip is not supported with linear surface formats.

7:6 **Stereo Surface Vblank Mask**

This field controls which vertical blank (left eye, right eye, or both) will be used for the plane surface address double-buffering during stereo 3D mode. This field is ignored when not in stereo 3D mode.

Value	Name	Description
00b	Mask None	Both the left and right eye vertical blanks will be used.
01b	Mask Left	Mask the left eye vertical blank. Only the right eye vertical blank will be used.
10b	Mask Right	Mask the right eye vertical blank. Only the left eye vertical blank will be used.

5 **Reserved**

4 **Media Decomp**

Description
This bit enables the Display decompression of Media compressed surfaces. 'Media Decomp' and 'Render Decomp' are mutually exclusive and must not enabled at the same time for a given plane.

Media decompression is supported with NV12, P0xx, YUV422, YUV444, RGB8888, RGB1010102 and FP16 formats.

Value	Name
0b	Disable
1b	Enable

3 **Allow Double Buffer Update Disable**

Access:	R/W

This field controls whether double buffer updates are allowed to be disabled for this plane. The DOUBLE_BUFFER_CTL register can be configured to globally disable double buffer updates for resources that allow them to be disabled. This field applies only to the plane registers that supports double buffering. Scaler registers used for plane scaling purposes are not included in this.

Value	Name
0b	Not Allowed
1b	Allowed **[Default]**

2 **Reserved**

Format:	MBZ

1:0 **Plane Rotation**

This field controls hardware rotation of the plane.

Value	Name
00b	No rotation
01b	90 degree rotation
10b	180 degree rotation
11b	270 degree rotation

Programming Notes
Hardware does not change the plane position when rotation is enabled. Software may need to adjust the plane position to match the physical orientation of the display.

Restriction
90/270 degree rotation requires the surface to be Y Tiled.Interlaced mode is not supported with 90/270 degree rotation.Render-Display decompression is not supported with 90/270 degree rotation.
90/270 rotation is supported with plane width (pre-rotation) up to 4096 pixels.

PLANE_CUS_CTL

PLANE_CUS_CTL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	701C8h-701CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_1_A
Reset:	soft
Address:	702C8h-702CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_2_A
Reset:	soft
Address:	703C8h-703CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_3_A
Reset:	soft
Address:	711C8h-711CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_1_B
Reset:	soft
Address:	712C8h-712CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_2_B
Reset:	soft
Address:	713C8h-713CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_3_B
Reset:	soft
Address:	721C8h-721CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_1_C

PLANE_CUS_CTL

Reset:	soft
Address:	722C8h-722CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_2_C
Reset:	soft
Address:	723C8h-723CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_3_C
Reset:	soft
Address:	731C8h-731CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_1_D
Reset:	soft
Address:	732C8h-732CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_2_D
Reset:	soft
Address:	733C8h-733CBh
Name:	Plane Chroma Upsampler Control
ShortName:	PLANE_CUS_CTL_3_D
Reset:	soft

Description

This register programs the chroma upsampler for processing pixel streams from hybrid planar YUV 420 (NV12, P0xx) surfaces.
This dedicated chroma upsampling capability is available only in Planes 1 through 3. Planes 4 and 5 must use plane scaler (PS_CTRL) for chroma upsampling.
The following table shows phase programming for frequently used YUV420 to YUV444 chroma upsampling scenarios.

YUV 420Chroma Siting	Horz Phase	Vert Phase	Programmed Horz Initial Phase	Programmed Horz Initial Phase Sign	Programmed Vert Initial Phase	Programmed Vert Initial Phase Sign
Top Left	0	0	0	0	0	0
Top	-0.25	0	0.25	1	0	0
Left (MPEG-2)	0	-0.25	0	0	0.25	1
Center (MPEG-1)	-0.25	-0.25	0.25	1	0.25	1

Restriction :
When the Chroma upsampler is enabled, then:

PLANE_CUS_CTL

1. The maximum horizontal plane size allowed is 4096 pixels
2. The minimum horizontal plane size allowed is 8 pixels
3. The minimum vertical plane size allowed is 4 lines
4. The horizontal and vertical plane size should be even

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Chroma Upsampler Enable** This field enables the plane chroma upsampler for handling hybrid planar YUV 420 (NV12, P0xx) formats. Value: 0b – Disable; 1b – Enable
	30	**Y Binding** This field defines the Y plane from where the chroma upsampler will receive the Y pixels stream when processing hybrid planar YUV 420 (NV12, P0xx) formats. Value: 0b – Plane 6; 1b – Plane 7
	29:24	**Reserved** Format: MBZ
	23	**Reserved**
	22	**Reserved** Format: MBZ
	21:20	**Reserved**
	19	**Horz Initial Phase Sign** This field is defines the direction of the horizontal initial phase adjustment on the UV stream during upsampling. A positive initial phase will have an effect of shifting the UV pixels to the right with respect to the Y pixels whereas a negative initial phase will have an effect of shifting left. The sign bit must be zero if the initial phase is zero. Value: 0b – Positive Initial Phase; 1b – Negative Initial Phase
	18	**Reserved** Format: MBZ
	17:16	**Horz Initial Phase**

PLANE_CUS_CTL

This field defines the horizontal initial phase adjustment required on the UV stream during upsampling. This field should be programmed based on the YUV 420 chroma siting.

Value	Name
00b	0
01b	0.25
10b	0.5
11b	Reserved

15 **Vert Initial Phase Sign**

This field is defines the direction of the vertical initial phase adjustment on the UV stream during upsampling.
A positive initial phase will have an effect of shifting the UV pixels down with respect to the Y pixels whereas a negative initial phase will have an effect of shifting up.
The sign bit must be zero if the initial phase is zero.

Value	Name
0b	Positive Initial Phase
1b	Negative Initial Phase

14 **Reserved**

Format:	MBZ

13:12 **Vert Initial Phase**

This field defines the vertical initial phase adjustment required on the UV stream during upsampling. This field should be programmed based on the YUV 420 chroma siting.

Value	Name
00b	0
01b	0.25
10b	0.5
11b	Reserved

11 **Reserved**

10:9 **Power Up Delay**

This field indicates the wait (in CD clocks) between powering up the line buffer arrays.

8 **Reserved**

7:6 **Reserved**

Format:	MBZ

5 **ECC Single Error**

Access:	R/WC

This field indicates that an single bit error encountered at the ECC logic. Hardware will correct the single bit errors. Hardware will set the bit; SW can clear with a write of 1.

4 **ECC Double Error**

Access:	R/WC

PLANE_CUS_CTL		
		This field indicates that an double bit error encountered at the ECC logic. Hardware will not correct the double bit errors. Hardware will set the bit; SW can clear with a write of 1.
	3:1	**Reserved** Format: MBZ
	0	**Power Up In Progress** Access: RO This field is set when the chroma upsampler line buffers are being powered up. Chroma upsampler cannot handle pixel traffic when this bit is set.

PLANE_INPUT_CSC_COEFF

PLANE_INPUT_CSC_COEFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	192
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	701E0h-701F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_1_A
Reset:	soft
Address:	702E0h-702F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_2_A
Reset:	soft
Address:	703E0h-703F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_3_A
Reset:	soft
Address:	711E0h-711F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_1_B
Reset:	soft
Address:	712E0h-712F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_2_B
Reset:	soft
Address:	713E0h-713F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_3_B
Reset:	soft
Address:	721E0h-721F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_1_C

PLANE_INPUT_CSC_COEFF

Reset:	soft
Address:	722E0h-722F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_2_C
Reset:	soft
Address:	723E0h-723F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_3_C
Reset:	soft
Address:	731E0h-731F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_1_D
Reset:	soft
Address:	732E0h-732F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_2_D
Reset:	soft
Address:	733E0h-733F7h
Name:	Plane Input CSC Coefficients
ShortName:	PLANE_INPUT_CSC_COEFF_3_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**RY** Format: CSC COEFFICIENT FORMAT
	15:0	**GY** Format: CSC COEFFICIENT FORMAT
1	31:16	**BY** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ
2	31:16	**RU** Format: CSC COEFFICIENT FORMAT
	15:0	**GU** Format: CSC COEFFICIENT FORMAT

PLANE_INPUT_CSC_COEFF		
3	31:16	**BU** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ
4	31:16	**RV** Format: CSC COEFFICIENT FORMAT
	15:0	**GV** Format: CSC COEFFICIENT FORMAT
5	31:16	**BV** Format: CSC COEFFICIENT FORMAT
	15:0	**Reserved** Format: MBZ

PLANE_INPUT_CSC_POSTOFF

PLANE_INPUT_CSC_POSTOFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	70204h-7020Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_1_A
Reset:	soft
Address:	70304h-7030Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_2_A
Reset:	soft
Address:	70404h-7040Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_3_A
Reset:	soft
Address:	71204h-7120Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_1_B
Reset:	soft
Address:	71304h-7130Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_2_B
Reset:	soft
Address:	71404h-7140Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_3_B
Reset:	soft
Address:	72204h-7220Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_1_C

PLANE_INPUT_CSC_POSTOFF

Reset:	soft

Address:	72304h-7230Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_2_C
Reset:	soft

Address:	72404h-7240Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_3_C
Reset:	soft

Address:	73204h-7320Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_1_D
Reset:	soft

Address:	73304h-7330Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_2_D
Reset:	soft

Address:	73404h-7340Fh
Name:	Plane Input CSC Post-offset
ShortName:	PLANE_INPUT_CSC_POSTOFF_3_D
Reset:	soft

The post-offset is intended to add an offset from 0 on the Y or RGB channels and to convert UV channels from 2's complement to excess 0.5 as they exit plane input color space conversion (CSC).

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC High Offset** This value is used to give an offset to the high color channel as it exits CSC logic. Thevalue is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ
	12:0	**PostCSC Medium Offset** This value is used to give an offset to the medium color channel as it exits CSC logic. Thevalue is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved**

PLANE_INPUT_CSC_POSTOFF			
		Format:	MBZ
	12:0	**PostCSC Low Offset** This value is used to give an offset to the low color channel as it exits CSC logic. Thevalue is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).	

PLANE_INPUT_CSC_PREOFF

PLANE_INPUT_CSC_PREOFF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	96
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	701F8h-70203h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_1_A
Reset:	soft
Address:	702F8h-70303h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_2_A
Reset:	soft
Address:	703F8h-70403h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_3_A
Reset:	soft
Address:	711F8h-71203h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_1_B
Reset:	soft
Address:	712F8h-71303h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_2_B
Reset:	soft
Address:	713F8h-71403h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_3_B
Reset:	soft
Address:	721F8h-72203h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_1_C

PLANE_INPUT_CSC_PREOFF

Reset:	soft

Address:	722F8h-72303h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_2_C
Reset:	soft

Address:	723F8h-72403h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_3_C
Reset:	soft

Address:	731F8h-73203h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_1_D
Reset:	soft

Address:	732F8h-73303h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_2_D
Reset:	soft

Address:	733F8h-73403h
Name:	Plane Input CSC Pre-offset
ShortName:	PLANE_INPUT_CSC_PREOFF_3_D
Reset:	soft

The pre-offset is intended to remove an offset from 0 on the Y or RGB channels and to convert UV channels from excess 0.5 to 2's complement as they enter plane input color space conversion (CSC).

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC High Offset** This value is used to give an offset to the high color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
1	31:13	**Reserved** Format: MBZ
	12:0	**PreCSC Medium Offset** This value is used to give an offset to the medium color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).
2	31:13	**Reserved**

PLANE_INPUT_CSC_PREOFF			
		Format:	MBZ
	12:0	**PreCSC Low Offset** This value is used to give an offset to the low color channel as it enters CSC logic. The value is a 2's complement fraction allowing offsets between -1 and +1 (exclusive).	

PLANE_KEYMAX

PLANE_KEYMAX	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, pipe not enabled, or plane not enabled
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704A0h-704A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_4_A
Reset:	soft
Address:	705A0h-705A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_5_A
Reset:	soft
Address:	706A0h-706A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_6_A
Reset:	soft
Address:	707A0h-707A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_7_A
Reset:	soft
Address:	714A0h-714A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_4_B
Reset:	soft
Address:	715A0h-715A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_5_B
Reset:	soft
Address:	716A0h-716A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_6_B

PLANE_KEYMAX	
Reset:	soft
Address:	717A0h-717A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_7_B
Reset:	soft
Address:	724A0h-724A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_4_C
Reset:	soft
Address:	725A0h-725A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_5_C
Reset:	soft
Address:	726A0h-726A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_6_C
Reset:	soft
Address:	727A0h-727A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_7_C
Reset:	soft
Address:	734A0h-734A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_4_D
Reset:	soft
Address:	735A0h-735A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_5_D
Reset:	soft
Address:	736A0h-736A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_6_D
Reset:	soft
Address:	737A0h-737A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_7_D

PLANE_KEYMAX	
Reset:	soft
Address:	701A0h-701A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_1_A
Reset:	soft
Address:	702A0h-702A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_2_A
Reset:	soft
Address:	703A0h-703A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_3_A
Reset:	soft
Address:	711A0h-711A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_1_B
Reset:	soft
Address:	712A0h-712A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_2_B
Reset:	soft
Address:	713A0h-713A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_3_B
Reset:	soft
Address:	721A0h-721A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_1_C
Reset:	soft
Address:	722A0h-722A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_2_C
Reset:	soft
Address:	723A0h-723A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_3_C

PLANE_KEYMAX

Reset:	soft

Address:	731A0h-731A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_1_D
Reset:	soft

Address:	732A0h-732A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_2_D
Reset:	soft

Address:	733A0h-733A3h
Name:	Plane Key Color Max
ShortName:	PLANE_KEYMAX_3_D
Reset:	soft

When plane source is YUV, this register specifies the maximum YUV key value to be used together with the minimum YUV key value and the channel enables to determine if the plane matches the key.When plane source is RGB, this register is not used.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:24	**Plane Alpha Value** Specifies the plane alpha value when plane alpha is enabled in PLANE_KEYMSK register.
	23:16	**V Key Max Value** Specifies the maximum key value for the V channel.
	15:8	**Y Key Max Value** Specifies the maximum key value for the Y channel.
	7:0	**U Key Max Value** Specifies the maximum key value for the U channel.

PLANE_KEYMSK

PLANE_KEYMSK	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, pipe not enabled, or plane not enabled
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70498h-7049Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_4_A
Reset:	soft
Address:	70598h-7059Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_5_A
Reset:	soft
Address:	70698h-7069Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_6_A
Reset:	soft
Address:	70798h-7079Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_7_A
Reset:	soft
Address:	71498h-7149Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_4_B
Reset:	soft
Address:	71598h-7159Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_5_B
Reset:	soft
Address:	71698h-7169Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_6_B

PLANE_KEYMSK	
Reset:	soft
Address:	71798h-7179Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_7_B
Reset:	soft
Address:	72498h-7249Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_4_C
Reset:	soft
Address:	72598h-7259Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_5_C
Reset:	soft
Address:	72698h-7269Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_6_C
Reset:	soft
Address:	72798h-7279Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_7_C
Reset:	soft
Address:	73498h-7349Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_4_D
Reset:	soft
Address:	73598h-7359Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_5_D
Reset:	soft
Address:	73698h-7369Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_6_D
Reset:	soft
Address:	73798h-7379Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_7_D

PLANE_KEYMSK	
Reset:	soft
Address:	70198h-7019Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_1_A
Reset:	soft
Address:	70298h-7029Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_2_A
Reset:	soft
Address:	70398h-7039Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_3_A
Reset:	soft
Address:	71198h-7119Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_1_B
Reset:	soft
Address:	71298h-7129Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_2_B
Reset:	soft
Address:	71398h-7139Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_3_B
Reset:	soft
Address:	72198h-7219Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_1_C
Reset:	soft
Address:	72298h-7229Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_2_C
Reset:	soft
Address:	72398h-7239Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_3_C

PLANE_KEYMSK

Reset:	soft

Address:	73198h-7319Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_1_D
Reset:	soft

Address:	73298h-7329Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_2_D
Reset:	soft

Address:	73398h-7339Bh
Name:	Plane Key Mask
ShortName:	PLANE_KEYMSK_3_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Plane Alpha Enable** Enables the plane alpha. Color channels will be pre-multiplied by hardware with the plane alpha value from PLANE_KEYMAX register. Per-pixel alpha is defined in the PLANE_COLOR_CTL register. Value: 0b — Name: Disable Value: 1b — Name: Enable
	30:27	**Reserved** Format: MBZ
	26	**V or R Key Channel Enable** Enables the V/Red channel for key comparison. A disabled channel will be ignored when determining a key match. Value: 0b — Name: Disable Value: 1b — Name: Enable
	25	**Y or G Key Channel Enable** Enables the Y/Green channel for key comparison. A disabled channel will be ignored when determining a key match. Value: 0b — Name: Disable Value: 1b — Name: Enable
	24	**U or B Key Channel Enable**

<table>
<tr><th colspan="3">PLANE_KEYMSK</th></tr>
<tr><td></td><td></td><td>Enables the U/Blue channel for key comparison. A disabled channel will be ignored when determining a key match.<table><tr><th>Value</th><th>Name</th></tr><tr><td>0b</td><td>Disable</td></tr><tr><td>1b</td><td>Enable</td></tr></table></td></tr>
<tr><td></td><td>23:16</td><td>R Key Mask Value
Specifies the key mask for the Red channel. A zero bit in the mask indicates that the corresponding bit will be ignored when determining a key match.</td></tr>
<tr><td></td><td>15:8</td><td>G Key Mask Value
Specifies the key mask for the Green channel. A zero bit in the mask indicates that the corresponding bit will be ignored when determining a key match.</td></tr>
<tr><td></td><td>7:0</td><td>B Key Mask Value
Specifies the key mask for the Blue channel. A zero bit in the mask indicates that the corresponding bit will be ignored when determining a key match.</td></tr>
</table>

PLANE_KEYVAL

PLANE_KEYVAL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, pipe not enabled, or plane not enabled
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70494h-70497h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_4_A
Reset:	soft
Address:	70594h-70597h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_5_A
Reset:	soft
Address:	70694h-70697h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_6_A
Reset:	soft
Address:	70794h-70797h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_7_A
Reset:	soft
Address:	71494h-71497h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_4_B
Reset:	soft
Address:	71594h-71597h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_5_B
Reset:	soft
Address:	71694h-71697h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_6_B

PLANE_KEYVAL	
Reset:	soft
Address:	71794h-71797h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_7_B
Reset:	soft
Address:	72494h-72497h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_4_C
Reset:	soft
Address:	72594h-72597h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_5_C
Reset:	soft
Address:	72694h-72697h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_6_C
Reset:	soft
Address:	72794h-72797h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_7_C
Reset:	soft
Address:	73494h-73497h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_4_D
Reset:	soft
Address:	73594h-73597h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_5_D
Reset:	soft
Address:	73694h-73697h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_6_D
Reset:	soft
Address:	73794h-73797h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_7_D

PLANE_KEYVAL	
Reset:	soft
Address:	70194h-70197h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_1_A
Reset:	soft
Address:	70294h-70297h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_2_A
Reset:	soft
Address:	70394h-70397h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_3_A
Reset:	soft
Address:	71194h-71197h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_1_B
Reset:	soft
Address:	71294h-71297h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_2_B
Reset:	soft
Address:	71394h-71397h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_3_B
Reset:	soft
Address:	72194h-72197h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_1_C
Reset:	soft
Address:	72294h-72297h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_2_C
Reset:	soft
Address:	72394h-72397h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_3_C

PLANE_KEYVAL

Reset:	soft

Address:	73194h-73197h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_1_D
Reset:	soft

Address:	73294h-73297h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_2_D
Reset:	soft

Address:	73394h-73397h
Name:	Plane Key Color
ShortName:	PLANE_KEYVAL_3_D
Reset:	soft

When plane source is YUV, this register specifies the minimum YUV key value to be used together with the maximum YUV key value and the channel enables to determine if the plane matches the key. When plane source is RGB, this register specifies the RGB key value to be used together with the channel masks to determine if the plane matches the key. RGB key matches can only occur for positive pixel values in the 0 to 1 range. Extended range pixel values will not match. MSB bits are used for comparison.

Restriction : Keying is not supported in HDR mode.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:16	**V Min or R Key Value** Specifies the minimum key value for the V channel or the compare value for Red channel.
	15:8	**Y Min or G Key Value** Specifies the minimum key value for the Y channel or the compare value for Green channel.
	7:0	**U Min or B Key Value** Specifies the minimum key value for the U channel or the compare value for Blue channel.

PLANE_LEFT_SURF

PLANE_LEFT_SURF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of left or right eye vertical blank (selectable), pipe not enabled. or plane not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704B0h-704B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_4_A
Reset:	soft
Address:	705B0h-705B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_5_A
Reset:	soft
Address:	706B0h-706B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_6_A
Reset:	soft
Address:	707B0h-707B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_7_A
Reset:	soft
Address:	714B0h-714B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_4_B
Reset:	soft
Address:	715B0h-715B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_5_B
Reset:	soft
Address:	716B0h-716B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_6_B

PLANE_LEFT_SURF	
Reset:	soft
Address:	717B0h-717B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_7_B
Reset:	soft
Address:	724B0h-724B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_4_C
Reset:	soft
Address:	725B0h-725B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_5_C
Reset:	soft
Address:	726B0h-726B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_6_C
Reset:	soft
Address:	727B0h-727B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_7_C
Reset:	soft
Address:	734B0h-734B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_4_D
Reset:	soft
Address:	735B0h-735B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_5_D
Reset:	soft
Address:	736B0h-736B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_6_D
Reset:	soft
Address:	737B0h-737B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_7_D

PLANE_LEFT_SURF	
Reset:	soft
Address:	701B0h-701B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_1_A
Reset:	soft
Address:	702B0h-702B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_2_A
Reset:	soft
Address:	703B0h-703B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_3_A
Reset:	soft
Address:	711B0h-711B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_1_B
Reset:	soft
Address:	712B0h-712B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_2_B
Reset:	soft
Address:	713B0h-713B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_3_B
Reset:	soft
Address:	721B0h-721B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_1_C
Reset:	soft
Address:	722B0h-722B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_2_C
Reset:	soft
Address:	723B0h-723B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_3_C

PLANE_LEFT_SURF

Reset:	soft

Address:	731B0h-731B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_1_D
Reset:	soft

Address:	732B0h-732B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_2_D
Reset:	soft

Address:	733B0h-733B3h
Name:	Plane Left Surface Base Address
ShortName:	PLANE_LEFT_SURF_3_D
Reset:	soft

Restriction
This register must be programmed with a valid address prior to enabling stereo 3D on this pipe.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:12	**Left Surface Base Address** Format: GraphicsAddress[31:12] This address specifies the stereo 3D left eye surface base address bits 31:12. **Restriction** This surface must have the same stride, tiling, and panning offset parameters as the right eye surface and meet all the same restrictions.
	11:0	**Reserved** Format: MBZ

PLANE_OFFSET

PLANE_OFFSET	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, pipe not enabled, or plane not enabled
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704A4h-704A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_4_A
Reset:	soft
Address:	705A4h-705A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_5_A
Reset:	soft
Address:	706A4h-706A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_6_A
Reset:	soft
Address:	707A4h-707A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_7_A
Reset:	soft
Address:	714A4h-714A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_4_B
Reset:	soft
Address:	715A4h-715A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_5_B
Reset:	soft
Address:	716A4h-716A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_6_B

PLANE_OFFSET	
Reset:	soft
Address:	717A4h-717A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_7_B
Reset:	soft
Address:	724A4h-724A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_4_C
Reset:	soft
Address:	725A4h-725A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_5_C
Reset:	soft
Address:	726A4h-726A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_6_C
Reset:	soft
Address:	727A4h-727A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_7_C
Reset:	soft
Address:	734A4h-734A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_4_D
Reset:	soft
Address:	735A4h-735A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_5_D
Reset:	soft
Address:	736A4h-736A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_6_D
Reset:	soft
Address:	737A4h-737A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_7_D

PLANE_OFFSET	
Reset:	soft
Address:	701A4h-701A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_1_A
Reset:	soft
Address:	702A4h-702A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_2_A
Reset:	soft
Address:	703A4h-703A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_3_A
Reset:	soft
Address:	711A4h-711A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_1_B
Reset:	soft
Address:	712A4h-712A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_2_B
Reset:	soft
Address:	713A4h-713A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_3_B
Reset:	soft
Address:	721A4h-721A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_1_C
Reset:	soft
Address:	722A4h-722A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_2_C
Reset:	soft
Address:	723A4h-723A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_3_C

PLANE_OFFSET	
Reset:	soft
Address:	731A4h-731A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_1_D
Reset:	soft
Address:	732A4h-732A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_2_D
Reset:	soft
Address:	733A4h-733A7h
Name:	Plane Offset
ShortName:	PLANE_OFFSET_3_D
Reset:	soft
Address:	7089Ch-7089Fh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_1_A
Reset:	soft
Address:	708BCh-708BFh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_2_A
Reset:	soft
Address:	708DCh-708DFh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_3_A
Reset:	soft
Address:	708FCh-708FFh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_4_A
Reset:	soft
Address:	7092Ch-7092Fh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_5_A
Reset:	soft
Address:	7094Ch-7094Fh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_6_A

PLANE_OFFSET

Reset:	soft

Address:	7096Ch-7096Fh
Name:	Selective Fetch Plane Offset
ShortName:	SEL_FETCH_PLANE_OFFSET_7_A
Reset:	soft

This register specifies the panning for the plane surface. The start position is specified in this register as a (x, y) offset from the beginning of the surface. When performing 180 rotation, hardware will internally add the plane size to the offsets so the plane will start displaying from the bottom right corner of the image. When performing 90 rotation, the offset programmed should take the rotation in to consideration. X offset = (Surface height in tiles * tile height) - Y offset - Y Size, Y offset = X offset When performing 270 rotation, use the same programming as 90 rotation. For YUV planar format non-rotate cases, the UV surface offsets should be half of the Y surface offsets when the UV surface is tile row aligned.

Restriction

The plane size + offset must not exceed the maximum supported plane size.
X and Y offset restrictions are specified in the following table. For formats not specified in the table, both odd and even offsets are supported.

PixelFormat	Rotate	Start X Position	Start Y Position
YUV 420 Planar - NV12	All	Even	Even
YUV 420 Planar - P01x	All	Even	Even
YUV 422	All	Even	Even
RGB565	90, 270	Even	Even

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Start Y Position** The Start Y Position or the Y Offset is the vertical offset in lines of the beginning of the active display plane relative to the display surface.
	15:13	**Reserved** Format: MBZ
	12:0	**Start X Position** The Start X Position or the X Offset is the horizontal offset in pixels of the beginning of the active display plane relative to the display surface.

PLANE_PIXEL_NORMALIZE

PLANE_PIXEL_NORMALIZE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PLANE_SURF
Address:	701A8h-701ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_1_A
Reset:	soft
Address:	702A8h-702ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_2_A
Reset:	soft
Address:	703A8h-703ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_3_A
Reset:	soft
Address:	711A8h-711ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_1_B
Reset:	soft
Address:	712A8h-712ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_2_B
Reset:	soft
Address:	713A8h-713ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_3_B
Reset:	soft
Address:	721A8h-721ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_1_C

PLANE_PIXEL_NORMALIZE

Reset:	soft
Address:	722A8h-722ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_2_C
Reset:	soft
Address:	723A8h-723ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_3_C
Reset:	soft
Address:	731A8h-731ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_1_D
Reset:	soft
Address:	732A8h-732ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_2_D
Reset:	soft
Address:	733A8h-733ABh
Name:	Plane Pixel Normalize
ShortName:	PLANE_PIXEL_NORMALIZE_3_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Enable** This field enables the normalization of FP16 pixels with the specified normalization factor.
	30:16	**Reserved** Format: MBZ
	15:0	**Normalization Factor** This field specifies the normalization factor in the FP16 format. This programmed value is multipled with the input pixel value and normalized to range -1.0 to 1.0, exclusive. Out of bound values get clamped to be within the range from -1.0 to 1.0, exclusive. The programmed half float value must be a positive and not de-normalized, zero or NAN.

PLANE_POS

PLANE_POS	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	7048Ch-7048Fh
Name:	Plane Position
ShortName:	PLANE_POS_4_A
Reset:	soft
Address:	7058Ch-7058Fh
Name:	Plane Position
ShortName:	PLANE_POS_5_A
Reset:	soft
Address:	7068Ch-7068Fh
Name:	Plane Position
ShortName:	PLANE_POS_6_A
Reset:	soft
Address:	7078Ch-7078Fh
Name:	Plane Position
ShortName:	PLANE_POS_7_A
Reset:	soft
Address:	7148Ch-7148Fh
Name:	Plane Position
ShortName:	PLANE_POS_4_B
Reset:	soft
Address:	7158Ch-7158Fh
Name:	Plane Position
ShortName:	PLANE_POS_5_B
Reset:	soft
Address:	7168Ch-7168Fh
Name:	Plane Position
ShortName:	PLANE_POS_6_B

PLANE_POS	
Reset:	soft
Address:	7178Ch-7178Fh
Name:	Plane Position
ShortName:	PLANE_POS_7_B
Reset:	soft
Address:	7248Ch-7248Fh
Name:	Plane Position
ShortName:	PLANE_POS_4_C
Reset:	soft
Address:	7258Ch-7258Fh
Name:	Plane Position
ShortName:	PLANE_POS_5_C
Reset:	soft
Address:	7268Ch-7268Fh
Name:	Plane Position
ShortName:	PLANE_POS_6_C
Reset:	soft
Address:	7278Ch-7278Fh
Name:	Plane Position
ShortName:	PLANE_POS_7_C
Reset:	soft
Address:	7348Ch-7348Fh
Name:	Plane Position
ShortName:	PLANE_POS_4_D
Reset:	soft
Address:	7358Ch-7358Fh
Name:	Plane Position
ShortName:	PLANE_POS_5_D
Reset:	soft
Address:	7368Ch-7368Fh
Name:	Plane Position
ShortName:	PLANE_POS_6_D
Reset:	soft
Address:	7378Ch-7378Fh
Name:	Plane Position
ShortName:	PLANE_POS_7_D

PLANE_POS	
Reset:	soft
Address:	7018Ch-7018Fh
Name:	Plane Position
ShortName:	PLANE_POS_1_A
Reset:	soft
Address:	7028Ch-7028Fh
Name:	Plane Position
ShortName:	PLANE_POS_2_A
Reset:	soft
Address:	7038Ch-7038Fh
Name:	Plane Position
ShortName:	PLANE_POS_3_A
Reset:	soft
Address:	7118Ch-7118Fh
Name:	Plane Position
ShortName:	PLANE_POS_1_B
Reset:	soft
Address:	7128Ch-7128Fh
Name:	Plane Position
ShortName:	PLANE_POS_2_B
Reset:	soft
Address:	7138Ch-7138Fh
Name:	Plane Position
ShortName:	PLANE_POS_3_B
Reset:	soft
Address:	7218Ch-7218Fh
Name:	Plane Position
ShortName:	PLANE_POS_1_C
Reset:	soft
Address:	7228Ch-7228Fh
Name:	Plane Position
ShortName:	PLANE_POS_2_C
Reset:	soft
Address:	7238Ch-7238Fh
Name:	Plane Position
ShortName:	PLANE_POS_3_C

PLANE_POS	
Reset:	soft
Address:	7318Ch-7318Fh
Name:	Plane Position
ShortName:	PLANE_POS_1_D
Reset:	soft
Address:	7328Ch-7328Fh
Name:	Plane Position
ShortName:	PLANE_POS_2_D
Reset:	soft
Address:	7338Ch-7338Fh
Name:	Plane Position
ShortName:	PLANE_POS_3_D
Reset:	soft
Address:	70894h-70897h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_1_A
Reset:	soft
Address:	708B4h-708B7h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_2_A
Reset:	soft
Address:	708D4h-708D7h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_3_A
Reset:	soft
Address:	708F4h-708F7h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_4_A
Reset:	soft
Address:	70924h-70927h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_5_A
Reset:	soft
Address:	70944h-70947h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_6_A

PLANE_POS

Reset:	soft

Address:	70964h-70967h
Name:	Selective Fetch Plane Position
ShortName:	SEL_FETCH_PLANE_POS_7_A
Reset:	soft

This register specifies the screen position of the plane. The origin of the plane position is always the upper left corner of the display pipe source image area. When plane scaling is not enabled on this plane, this is the position of the plane when blended with other planes on this pipe. When plane scaling is enabled on this plane, the scaler window position is the position of the plane when blended with other planes on this pipe. When performing rotation, the plane image is rotated by hardware, but the position is not, so it must be adjusted if it is desired to maintain the same apparent position on a physically rotated display.

Restriction
When plane scaling is not enabled on this plane, the plane must be completely contained within the pipe source area. Pipe source size >= plane position + plane size. When plane scaling is enabled on this plane, the X and Y positions must be programmed to 0.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Y Position** This specifies the vertical position of the plane upper left corner in lines.
	15:13	**Reserved** Format: MBZ
	12:0	**X Position** This specifies the horizontal position of the plane upper left corner in pixels.

PLANE_POST_CSC_GAMC_DATA

PLANE_POST_CSC_GAMC_DATA	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704DCh-704DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_4_A
Reset:	soft
Address:	705DCh-705DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_5_A
Reset:	soft
Address:	706DCh-706DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_6_A
Reset:	soft
Address:	707DCh-707DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_7_A
Reset:	soft
Address:	714DCh-714DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_4_B
Reset:	soft
Address:	715DCh-715DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_5_B
Reset:	soft
Address:	716DCh-716DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_6_B

PLANE_POST_CSC_GAMC_DATA	
Reset:	soft
Address:	717DCh-717DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_7_B
Reset:	soft
Address:	724DCh-724DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_4_C
Reset:	soft
Address:	725DCh-725DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_5_C
Reset:	soft
Address:	726DCh-726DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_6_C
Reset:	soft
Address:	727DCh-727DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_7_C
Reset:	soft
Address:	734DCh-734DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_4_D
Reset:	soft
Address:	735DCh-735DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_5_D
Reset:	soft
Address:	736DCh-736DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_6_D
Reset:	soft
Address:	737DCh-737DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_7_D

PLANE_POST_CSC_GAMC_DATA

Reset: soft

PLANE_POST_CSC_GAMC_INDEX and PLANE_POST_CSC_GAMC_DATA registers are used to program the values that determine the characteristics of the gamma correction for the plane pixel data after plane Color Space Conversion.
The gamma correction curve is represented by specifying a set of gamma entry reference points spaced equally along the curve for values between -1 and 1. For extended values there are extended gamma entry reference points. All input values are clamped to the greater than -7.0 and less than 7.0 range before the gamma calculation.
For input values greater than or equal to 0 and less than 1.0, the input value is used to linearly interpolate between two adjacent points of the first 33 gamma entries to create the result value. The first 32 entries are stored as 16 bits per color in an unsigned 0.16 format with 0 integer and16 fractional. The 33rd, 34th and 35th entries are stored as19 bits per color in an unsigned 3.16 format with 3 integer and16 fractional bits.
For input values greater than or equal to 1.0 and less than 3.0, the input value is used to linearly interpolate between the 33rd and 34th gamma entries to create the result value.
For input values greater than or equal to 3.0 and less than 7.0, the input value is used to linearly interpolate between the 34th and 35th gamma entries to create the result value.
For negative input values, gamma is mirrored along the X-axis, giving the same result as positive input values, except for a negative sign. When gamma input may be negative, the first gamma point should be programmed to a value of 0.0 in order to have a symmetric mirroring.
Plane Post-CSC Gamma correction gets enabled or disabled based on the 'Plane Gamma Disable' bit in the 'PLANE_COLOR_CTL' register. The same set of values is used for gamma correction of the red, blue and green channels.

Programming Notes

To program the gamma correction entries, calculate the desired gamma curve for inputs from 0 to 7.0. For inputs of 0 to 1.0, multiply the input value by 32 to find the gamma entry number, then store the desired gamma result in that entry. For inputs greater than 1.0 and less than or equal to 3.0, store the result for an input of 3.0 in the 34th gamma entry. For inputs greater than 3.0 and less than or equal to 7.0, store the result for an input of 7.0 in the 35th gamma entry.

Restriction

The gamma curve must be flat or increasing, never decreasing in Direct mode. The gamma correction registers should only be updated when the plane is off, otherwise screen artifacts may show temporarily.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:0	**Gamma Value** Default Value: 00000000000000000b Format: U3.16

PLANE_POST_CSC_GAMC_DATA_ENH

PLANE_POST_CSC_GAMC_DATA_ENH	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	701DCh-701DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_1_A
Reset:	soft
Address:	702DCh-702DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_2_A
Reset:	soft
Address:	703DCh-703DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_3_A
Reset:	soft
Address:	711DCh-711DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_1_B
Reset:	soft
Address:	712DCh-712DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_2_B
Reset:	soft
Address:	713DCh-713DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_3_B
Reset:	soft
Address:	721DCh-721DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_1_C
Reset:	soft
Address:	722DCh-722DFh
Name:	Plane Post CSC Gamma Data

PLANE_POST_CSC_GAMC_DATA_ENH

ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_2_C
Reset:	soft
Address:	723DCh-723DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_3_C
Reset:	soft
Address:	731DCh-731DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_1_D
Reset:	soft
Address:	732DCh-732DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_2_D
Reset:	soft
Address:	733DCh-733DFh
Name:	Plane Post CSC Gamma Data
ShortName:	PLANE_POST_CSC_GAMC_DATA_ENH_3_D
Reset:	soft

PLANE_POST_CSC_GAMC_INDEX and PLANE_POST_CSC_GAMC_DATA registers are used to program the values that determine the characteristics of the gamma correction for the plane pixel data before Color Space Conversion. Additional gamma correction can be done after the Color Space Conversion, if needed.
The gamma correction curve is represented by specifying a set of gamma entry reference points spaced equally along the curve for values between -1 and 1. For extended values there are extended gamma entry reference points. All input values are clamped to the greater than -7.0 and less than 7.0 range before the gamma calculation.
For input values greater than or equal to 0 and less than 1.0, the input value is used to linearly interpolate between two adjacent points of the first 33 gamma entries to create the result value. The first 32 entries are stored as 24 bits per color in an unsigned 0.24 format with 0 integer and 24 fractional. The 33rd, 34th and 35th entries are stored as27 bits per color in an unsigned 3.24 format with 3 integer and 24 fractional bits.
For input values greater than or equal to 1.0 and less than 3.0, the input value is used to linearly interpolate between the 33rd and 34th gamma entries to create the result value.
For input values greater than or equal to 3.0 and less than 7.0, the input value is used to linearly interpolate between the 34th and 35th gamma entries to create the result value.
For negative input values, gamma is mirrored along the X-axis, giving the same result as positive input values, except for a negative sign. When gamma input may be negative, the first gamma point should be programmed to a value of 0.0 in order to have a symmetric mirroring.
Pre-CSC Gamma correction gets enabled or disabled based on the "Pipe CSC Enable" bit in the plane control register. The same set of values is used for gamma correction of the red, blue and green channels.
See Pipe Gamma for an example gamma curve diagram.
To program the gamma correction entries, calculate the desired gamma curve for inputs from 0 to 7.0. For inputs of 0 to 1.0, multiply the input value by 32 to find the gamma entry number, then store the desired gamma result

PLANE_POST_CSC_GAMC_DATA_ENH

in that entry. For inputs greater than 1.0 and less than or equal to 3.0, store the result for an input of 3.0 in the 34th gamma entry. For inputs greater than 3.0 and less than or equal to 7.0, store the result for an input of 7.0 in the 35th gamma entry.
For HDR tone mapping usages, only the first 33 entries gets used. The entries are used either in an unsigned 0.24 format or unsigned 8.16 format based on PLANE_COLOR_CTL->Plane Gamma Multiplier Precision programming.

Restriction

The gamma curve must be flat or increasing, never decreasing when used in the direct lookup mode. The gamma correction registers should only be updated when the plane is off, otherwise screen artifacts may show temporarily.

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26:0	**Gamma Value** Default Value: 00000000000000000000000000b Format: U3.24

PLANE_POST_CSC_GAMC_INDEX

PLANE_POST_CSC_GAMC_INDEX	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704D8h-704DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_4_A
Reset:	soft
Address:	705D8h-705DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_5_A
Reset:	soft
Address:	706D8h-706DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_6_A
Reset:	soft
Address:	707D8h-707DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_7_A
Reset:	soft
Address:	714D8h-714DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_4_B
Reset:	soft
Address:	715D8h-715DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_5_B
Reset:	soft
Address:	716D8h-716DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_6_B

PLANE_POST_CSC_GAMC_INDEX	
Reset:	soft
Address:	717D8h-717DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_7_B
Reset:	soft
Address:	724D8h-724DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_4_C
Reset:	soft
Address:	725D8h-725DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_5_C
Reset:	soft
Address:	726D8h-726DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_6_C
Reset:	soft
Address:	727D8h-727DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_7_C
Reset:	soft
Address:	734D8h-734DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_4_D
Reset:	soft
Address:	735D8h-735DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_5_D
Reset:	soft
Address:	736D8h-736DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_6_D
Reset:	soft
Address:	737D8h-737DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_7_D

PLANE_POST_CSC_GAMC_INDEX

Reset: soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:11	**Reserved** Format: MBZ
	10	**Index Auto Increment** This field enables the index auto increment. 0b – No Increment – Do not automatically increment the index value. 1b – Auto Increment **[Default]** – Increment the index value with each read or write to the data register.
	9:6	**Reserved** Format: MBZ
	5:0	**Index Value** Access: Write/Read Status This index controls access to the array of plane pre color space conversion gamma values. This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set. When automatically incrementing, the index will roll over to 0 after writing or reading the entire allowed range. While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value. Value: [0,34]

PLANE_POST_CSC_GAMC_INDEX_ENH

PLANE_POST_CSC_GAMC_INDEX_ENH	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	701D8h-701DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_1_A
Reset:	soft
Address:	702D8h-702DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_2_A
Reset:	soft
Address:	703D8h-703DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_3_A
Reset:	soft
Address:	711D8h-711DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_1_B
Reset:	soft
Address:	712D8h-712DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_2_B
Reset:	soft
Address:	713D8h-713DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_3_B
Reset:	soft
Address:	721D8h-721DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_1_C
Reset:	soft
Address:	722D8h-722DBh
Name:	Plane Post CSC Gamma Index

PLANE_POST_CSC_GAMC_INDEX_ENH

ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_2_C
Reset:	soft

Address:	723D8h-723DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_3_C
Reset:	soft

Address:	731D8h-731DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_1_D
Reset:	soft

Address:	732D8h-732DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_2_D
Reset:	soft

Address:	733D8h-733DBh
Name:	Plane Post CSC Gamma Index
ShortName:	PLANE_POST_CSC_GAMC_INDEX_ENH_3_D
Reset:	soft

<table>
<tr><th>DWord</th><th>Bit</th><th>Description</th></tr>
<tr><td rowspan="4">0</td><td>31:11</td><td>Reserved
Format: MBZ</td></tr>
<tr><td>10</td><td>Index Auto Increment
This field enables the index auto increment.
<table>
<tr><th>Value</th><th>Name</th><th>Description</th></tr>
<tr><td>0b</td><td>No Increment</td><td>Do not automatically increment the index value.</td></tr>
<tr><td>1b</td><td>Auto Increment
[Default]</td><td>Increment the index value with each read or write to the data register.</td></tr>
</table></td></tr>
<tr><td>9:6</td><td>Reserved
Format: MBZ</td></tr>
<tr><td>5:0</td><td>Index Value
Access: Write/Read Status
This index controls access to the array of plane pre color space conversion gamma values.
This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set.
When automatically incrementing, the current automatically calculated index value can be read here, and the index will roll over to 0 after reaching the end of the allowed range.
While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value.</td></tr>
</table>

PLANE_POST_CSC_GAMC_INDEX_ENH			
		Value	Name
		[0,34]	

PLANE_POST_CSC_GAMC_SEG0_DATA_ENH

PLANE_POST_CSC_GAMC_SEG0_DATA_ENH	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70164h-70167h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_1_A
Reset:	soft
Address:	70264h-70267h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_2_A
Reset:	soft
Address:	70364h-70367h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_3_A
Reset:	soft
Address:	71164h-71167h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_1_B
Reset:	soft
Address:	71264h-71267h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_2_B
Reset:	soft
Address:	71364h-71367h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_3_B
Reset:	soft

PLANE_POST_CSC_GAMC_SEG0_DATA_ENH

Address:	72164h-72167h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_1_C
Reset:	soft

Address:	72264h-72267h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_2_C
Reset:	soft

Address:	72364h-72367h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_3_C
Reset:	soft

Address:	73164h-73167h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_1_D
Reset:	soft

Address:	73264h-73267h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_2_D
Reset:	soft

Address:	73364h-73367h
Name:	Plane Post CSC Gamma Segment0 Data
ShortName:	PLANE_POST_CSC_GAMC_SEG0_DATA_ENH_3_D
Reset:	soft

PLANE_POST_CSC_GAMC_SEG0_INDEX and PLANE_POST_CSC_GAMC_SEG0_DATA registers are used to program the segment 0 values of the HDR tone mapping curve.
The entries are stored as 24 bits per color in an unsigned 0.24 format with 0 integer and 24 fractional.

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:0	**Gamma Value** Default Value: 000000000000000000000000b Format: U0.24

PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH

PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	70160h-70163h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_1_A
Reset:	soft
Address:	70260h-70263h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_2_A
Reset:	soft
Address:	70360h-70363h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_3_A
Reset:	soft
Address:	71160h-71163h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_1_B
Reset:	soft
Address:	71260h-71263h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_2_B
Reset:	soft
Address:	71360h-71363h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_3_B
Reset:	soft

PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH

Address:	72160h-72163h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_1_C
Reset:	soft

Address:	72260h-72263h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_2_C
Reset:	soft

Address:	72360h-72363h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_3_C
Reset:	soft

Address:	73160h-73163h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_1_D
Reset:	soft

Address:	73260h-73263h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_2_D
Reset:	soft

Address:	73360h-73363h
Name:	Plane Post CSC Gamma Segment0 Index
ShortName:	PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH_3_D
Reset:	soft

<table>
<tr><th>DWord</th><th>Bit</th><th>Description</th></tr>
<tr><td rowspan="2">0</td><td>31:11</td><td>Reserved
<table><tr><td>Format:</td><td>MBZ</td></tr></table></td></tr>
<tr><td>10</td><td>Index Auto Increment
This field enables the index auto increment.
<table><tr><th>Value</th><th>Name</th><th>Description</th></tr><tr><td>0b</td><td>No Increment</td><td>Do not automatically increment the index value.</td></tr></table></td></tr>
</table>

PLANE_POST_CSC_GAMC_SEG0_INDEX_ENH

	1b	Auto Increment **[Default]**	Increment the index value with each read or write to the data register.

9:4 Reserved

Format:	MBZ

3:0 Index Value

Access:	Write/Read Status

This index controls access to the segment 0of plane postcolor space conversion gamma values. This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set.
When automatically incrementing, the current automatically calculated index value can be read here, and the index will roll over to 0 after reaching the end of the allowed range.
While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value.

Value	Name
[0,8]	

PLANE_PRE_CSC_GAMC_DATA

PLANE_PRE_CSC_GAMC_DATA	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704D4h-704D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_4_A
Reset:	soft
Address:	705D4h-705D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_5_A
Reset:	soft
Address:	706D4h-706D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_6_A
Reset:	soft
Address:	707D4h-707D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_7_A
Reset:	soft
Address:	714D4h-714D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_4_B
Reset:	soft
Address:	715D4h-715D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_5_B
Reset:	soft
Address:	716D4h-716D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_6_B

PLANE_PRE_CSC_GAMC_DATA	
Reset:	soft
Address:	717D4h-717D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_7_B
Reset:	soft
Address:	724D4h-724D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_4_C
Reset:	soft
Address:	725D4h-725D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_5_C
Reset:	soft
Address:	726D4h-726D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_6_C
Reset:	soft
Address:	727D4h-727D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_7_C
Reset:	soft
Address:	734D4h-734D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_4_D
Reset:	soft
Address:	735D4h-735D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_5_D
Reset:	soft
Address:	736D4h-736D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_6_D
Reset:	soft
Address:	737D4h-737D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_7_D

PLANE_PRE_CSC_GAMC_DATA

Reset: soft

PLANE_PRE_CSC_GAMC_INDEX and PLANE_PRE_CSC_GAMC_DATA registers are used to program the values that determine the characteristics of the gamma correction for the plane pixel data before Color Space Conversion. Additional gamma correction can be done after the Color Space Conversion, if needed.
The gamma correction curve is represented by specifying a set of gamma entry reference points spaced equally along the curve for values between -1 and 1. For extended values there are extended gamma entry reference points. All input values are clamped to the greater than -7.0 and less than 7.0 range before the gamma calculation.
For input values greater than or equal to 0 and less than 1.0, the input value is used to linearly interpolate between two adjacent points of the first 33 gamma entries to create the result value. The first 32 entries are stored as16 bits per color in an unsigned 0.16 format with 0 integer and 16 fractional. The 33rd, 34th and 35th entries are stored as 19 bits per color in an unsigned 3.16 format with 3 integer and 16 fractional bits.
For input values greater than or equal to 1.0 and less than 3.0, the input value is used to linearly interpolate between the 33rd and 34th gamma entries to create the result value.
For input values greater than or equal to 3.0 and less than 7.0, the input value is used to linearly interpolate between the 34th and 35th gamma entries to create the result value.
For negative input values, gamma is mirrored along the X-axis, giving the same result as positive input values, except for a negative sign. When gamma input may be negative, the first gamma point should be programmed to a value of 0.0 in order to have a symmetric mirroring.
Plane Pre-CSC Gamma correction gets enabled or disabled based on the 'Plane Pre CSC Gamma Enable'bit in the 'PLANE_COLOR_CTL'register. The same set of values is used for gamma correction of the red, blue and green channels.

Programming Notes

To program the gamma correction entries, calculate the desired gamma curve for inputs from 0 to 7.0. For inputs of 0 to 1.0, multiply the input value by 32 to find the gamma entry number, then store the desired gamma result in that entry. For inputs greater than 1.0 and less than or equal to 3.0, store the result for an input of 3.0 in the 34th gamma entry. For inputs greater than 3.0 and less than or equal to 7.0, store the result for an input of 7.0 in the 35th gamma entry.

Restriction

The gamma curve must be flat or increasing, never decreasing. The gamma correction registers should only be updated when the plane is off, otherwise screen artifacts may show temporarily.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:0	**Gamma Value** Default Value: 00000000000000000b Format: U3.16

PLANE_PRE_CSC_GAMC_DATA_ENH

PLANE_PRE_CSC_GAMC_DATA_ENH	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Address:	701D4h-701D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_1_A
Reset:	soft
Address:	702D4h-702D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_2_A
Reset:	soft
Address:	703D4h-703D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_3_A
Reset:	soft
Address:	711D4h-711D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_1_B
Reset:	soft
Address:	712D4h-712D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_2_B
Reset:	soft
Address:	713D4h-713D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_3_B
Reset:	soft
Address:	721D4h-721D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_1_C
Reset:	soft
Address:	722D4h-722D7h
Name:	Plane Pre CSC Gamma Data

PLANE_PRE_CSC_GAMC_DATA_ENH

ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_2_C
Reset:	soft

Address:	723D4h-723D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_3_C
Reset:	soft

Address:	731D4h-731D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_1_D
Reset:	soft

Address:	732D4h-732D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_2_D
Reset:	soft

Address:	733D4h-733D7h
Name:	Plane Pre CSC Gamma Data
ShortName:	PLANE_PRE_CSC_GAMC_DATA_ENH_3_D
Reset:	soft

PLANE_PRE_CSC_GAMC_INDEX and PLANE_PRE_CSC_GAMC_DATA registers are used to program the values that determine the characteristics of the gamma correction for the plane pixel data before Color Space Conversion. Additional gamma correction can be done after the Color Space Conversion, if needed.
The gamma correction curve is represented by specifying a set of gamma entry reference points spaced equally along the curve for values between -1 and 1. For extended values there are extended gamma entry reference points. All input values are clamped to the greater than -7.0 and less than 7.0 range before the gamma calculation.
For input values greater than or equal to 0 and less than 1.0, the input value is used to linearly interpolate between two adjacent points of the first 129 gamma entries to create the result value. The first 128 entries are stored as 24 bits per color in an unsigned 0.24 format with 0 integer and 24 fractional. The 129th, 130th and 131th entries are stored as 27 bits per color in an unsigned 3.24 format with 3 integer and 24 fractional bits.
For input values greater than or equal to 1.0 and less than 3.0, the input value is used to linearly interpolate between the 129th and 130th gamma entries to create the result value.
For input values greater than or equal to 3.0 and less than 7.0, the input value is used to linearly interpolate between the 130th and 131st gamma entries to create the result value.
For negative input values, gamma is mirrored along the X-axis, giving the same result as positive input values, except for a negative sign. When gamma input may be negative, the first gamma point should be programmed to a value of 0.0 in order to have a symmetric mirroring.
Pre-CSC Gamma correction gets enabled or disabled based on the "Plane Pre CSC Gamma Enable" bit in the plane color control register. The same set of values is used for gamma correction of the red, blue and green channels.
See Pipe Gamma for an example gamma curve diagram.

PLANE_PRE_CSC_GAMC_DATA_ENH

Programming Notes
To program the gamma correction entries, calculate the desired gamma curve for inputs from 0 to 7.0. For inputs of 0 to 1.0, multiply the input value by 128 to find the gamma entry number, then store the desired gamma result in that entry. For inputs greater than 1.0 and less than or equal to 3.0, store the result for an input of 3.0 in the 129th gamma entry. For inputs greater than 3.0 and less than or equal to 7.0, store the result for an input of 7.0 in the 130th gamma entry.

Restriction
The gamma curve must be flat or increasing, never decreasing. The gamma correction registers should only be updated when the plane is off, otherwise screen artifacts may show temporarily.

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26:0	**Gamma Value** Default Value: 00000000000000000000000000b Format: U3.24

PLANE_PRE_CSC_GAMC_INDEX

PLANE_PRE_CSC_GAMC_INDEX	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	704D0h-704D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_4_A
Reset:	soft
Address:	705D0h-705D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_5_A
Reset:	soft
Address:	706D0h-706D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_6_A
Reset:	soft
Address:	707D0h-707D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_7_A
Reset:	soft
Address:	714D0h-714D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_4_B
Reset:	soft
Address:	715D0h-715D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_5_B
Reset:	soft
Address:	716D0h-716D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_6_B

PLANE_PRE_CSC_GAMC_INDEX	
Reset:	soft
Address:	717D0h-717D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_7_B
Reset:	soft
Address:	724D0h-724D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_4_C
Reset:	soft
Address:	725D0h-725D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_5_C
Reset:	soft
Address:	726D0h-726D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_6_C
Reset:	soft
Address:	727D0h-727D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_7_C
Reset:	soft
Address:	734D0h-734D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_4_D
Reset:	soft
Address:	735D0h-735D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_5_D
Reset:	soft
Address:	736D0h-736D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_6_D
Reset:	soft
Address:	737D0h-737D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_7_D

PLANE_PRE_CSC_GAMC_INDEX

Reset: soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:11	**Reserved** Format: MBZ
	10	**Index Auto Increment** This field enables the index auto increment. 0b – No Increment – Do not automatically increment the index value. 1b – Auto Increment **[Default]** – Increment the index value with each read or write to the data register.
	9:6	**Reserved** Format: MBZ
	5:0	**Index Value** Access: Write/Read Status This index controls access to the array of plane pre color space conversion gamma values. This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set. When automatically incrementing, the index will roll over to 0 after writing or reading the entire allowed range. While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value. Value: [0,34]

PLANE_PRE_CSC_GAMC_INDEX_ENH

PLANE_PRE_CSC_GAMC_INDEX_ENH	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Address:	701D0h-701D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_1_A
Reset:	soft
Address:	702D0h-702D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_2_A
Reset:	soft
Address:	703D0h-703D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_3_A
Reset:	soft
Address:	711D0h-711D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_1_B
Reset:	soft
Address:	712D0h-712D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_2_B
Reset:	soft
Address:	713D0h-713D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_3_B
Reset:	soft
Address:	721D0h-721D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_1_C
Reset:	soft
Address:	722D0h-722D3h
Name:	Plane Pre CSC Gamma Index

PLANE_PRE_CSC_GAMC_INDEX_ENH

ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_2_C
Reset:	soft

Address:	723D0h-723D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_3_C
Reset:	soft

Address:	731D0h-731D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_1_D
Reset:	soft

Address:	732D0h-732D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_2_D
Reset:	soft

Address:	733D0h-733D3h
Name:	Plane Pre CSC Gamma Index
ShortName:	PLANE_PRE_CSC_GAMC_INDEX_ENH_3_D
Reset:	soft

<table>
<tr><th>DWord</th><th>Bit</th><th>Description</th></tr>
<tr><td rowspan="4">0</td><td>31:11</td><td>Reserved
Format: MBZ</td></tr>
<tr><td>10</td><td>Index Auto Increment
This field enables the index auto increment.
<table>
<tr><th>Value</th><th>Name</th><th>Description</th></tr>
<tr><td>0b</td><td>No Increment</td><td>Do not automatically increment the index value.</td></tr>
<tr><td>1b</td><td>Auto Increment
[Default]</td><td>Increment the index value with each read or write to the data register.</td></tr>
</table></td></tr>
<tr><td>9:8</td><td>Reserved
Format: MBZ</td></tr>
<tr><td>7:0</td><td>Index Value
Access: Write/Read Status
This index controls access to the array of plane pre color space conversion gamma values.
This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set.
When automatically incrementing, the index will roll over to 0 after writing or reading the entire allowed range.
While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value.</td></tr>
</table>

PLANE_PRE_CSC_GAMC_INDEX_ENH			
		Value	Name
		[0,130]	

PLANE_SIZE

PLANE_SIZE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70490h-70493h
Name:	Plane Size
ShortName:	PLANE_SIZE_4_A
Reset:	soft
Address:	70590h-70593h
Name:	Plane Size
ShortName:	PLANE_SIZE_5_A
Reset:	soft
Address:	70690h-70693h
Name:	Plane Size
ShortName:	PLANE_SIZE_6_A
Reset:	soft
Address:	70790h-70793h
Name:	Plane Size
ShortName:	PLANE_SIZE_7_A
Reset:	soft
Address:	71490h-71493h
Name:	Plane Size
ShortName:	PLANE_SIZE_4_B
Reset:	soft
Address:	71590h-71593h
Name:	Plane Size
ShortName:	PLANE_SIZE_5_B
Reset:	soft
Address:	71690h-71693h
Name:	Plane Size
ShortName:	PLANE_SIZE_6_B

PLANE_SIZE	
Reset:	soft
Address:	71790h-71793h
Name:	Plane Size
ShortName:	PLANE_SIZE_7_B
Reset:	soft
Address:	72490h-72493h
Name:	Plane Size
ShortName:	PLANE_SIZE_4_C
Reset:	soft
Address:	72590h-72593h
Name:	Plane Size
ShortName:	PLANE_SIZE_5_C
Reset:	soft
Address:	72690h-72693h
Name:	Plane Size
ShortName:	PLANE_SIZE_6_C
Reset:	soft
Address:	72790h-72793h
Name:	Plane Size
ShortName:	PLANE_SIZE_7_C
Reset:	soft
Address:	73490h-73493h
Name:	Plane Size
ShortName:	PLANE_SIZE_4_D
Reset:	soft
Address:	73590h-73593h
Name:	Plane Size
ShortName:	PLANE_SIZE_5_D
Reset:	soft
Address:	73690h-73693h
Name:	Plane Size
ShortName:	PLANE_SIZE_6_D
Reset:	soft
Address:	73790h-73793h
Name:	Plane Size
ShortName:	PLANE_SIZE_7_D

PLANE_SIZE	
Reset:	soft
Address:	70190h-70193h
Name:	Plane Size
ShortName:	PLANE_SIZE_1_A
Reset:	soft
Address:	70290h-70293h
Name:	Plane Size
ShortName:	PLANE_SIZE_2_A
Reset:	soft
Address:	70390h-70393h
Name:	Plane Size
ShortName:	PLANE_SIZE_3_A
Reset:	soft
Address:	71190h-71193h
Name:	Plane Size
ShortName:	PLANE_SIZE_1_B
Reset:	soft
Address:	71290h-71293h
Name:	Plane Size
ShortName:	PLANE_SIZE_2_B
Reset:	soft
Address:	71390h-71393h
Name:	Plane Size
ShortName:	PLANE_SIZE_3_B
Reset:	soft
Address:	72190h-72193h
Name:	Plane Size
ShortName:	PLANE_SIZE_1_C
Reset:	soft
Address:	72290h-72293h
Name:	Plane Size
ShortName:	PLANE_SIZE_2_C
Reset:	soft
Address:	72390h-72393h
Name:	Plane Size
ShortName:	PLANE_SIZE_3_C

PLANE_SIZE	
Reset:	soft
Address:	73190h-73193h
Name:	Plane Size
ShortName:	PLANE_SIZE_1_D
Reset:	soft
Address:	73290h-73293h
Name:	Plane Size
ShortName:	PLANE_SIZE_2_D
Reset:	soft
Address:	73390h-73393h
Name:	Plane Size
ShortName:	PLANE_SIZE_3_D
Reset:	soft
Address:	70898h-7089Bh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_1_A
Reset:	soft
Address:	708B8h-708BBh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_2_A
Reset:	soft
Address:	708D8h-708DBh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_3_A
Reset:	soft
Address:	708F8h-708FBh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_4_A
Reset:	soft
Address:	70928h-7092Bh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_5_A
Reset:	soft
Address:	70948h-7094Bh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_6_A

PLANE_SIZE

Reset:	soft

Address:	70968h-7096Bh
Name:	Selective Fetch Plane Size
ShortName:	SEL_FETCH_PLANE_SIZE_7_A
Reset:	soft

This register specifies the plane source size, the size of the image fetched from the frame buffer. When plane scaling is not enabled on this plane, this is the size of the plane when blended with other planes on this pipe. When plane scaling is enabled on this plane, the scaler window size is the size of the plane when blended with other planes on this pipe.

Restriction

When plane scaling is not enabled on this plane, the plane must be completely contained within the pipe source area. Pipe source size >= plane position + plane size.

For OLED compensation plane size restrictions, refer to PIPE_MISC->OLED Compensation (bit[12]).

Height and Width restrictions are specified in the following table. For formats not specified in the table, both odd and even sizes are supported.

PixelFormat	Rotate	Width	Height
YUV 420 Planar - NV12	All	Even	Even
YUV 420 Planar - P01x	All	Even	Even
YUV 422	All	Even	Even
RGB565	90, 270	Even	Even

If Plane Scaling or using the Chroma Up-Sampler (CUS) for this plane, please refer to **PS_CTRL** or **PLANE_CUS_CTL**respectively, for further size restrictions.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Height** This specifies the height of the plane in lines. The value in the register is the height minus one. **Restriction** The height must be at least one line when non-interlaced, two lines when interlaced. The height is limited to maximum of 4320 lines. Refer to size restrictions within PS_CTRL when plane scaling is enabled.
	15:13	**Reserved** Format: MBZ
	12:0	**Width** This specifies the width of the plane in pixels. The value in the register is the width minus one.

PLANE_SIZE

Restriction

The width must be even (programmed value odd) when YUV 4:2:2 or YUV 4:2:0 source pixel format is used. For YUV4:2:0 (NV12), the UV plane must be greater than or equal to 8 and the Y plane must be greater than or equal to 16.
The width must be greater than or equal to 4 for 32bpp, YUV212 and YUV216formats,greater than or equal to 8 for 16bpp formats, and greater than or equal to 16 for 8bpp formats.
The width must be greater than or equal to 2 for 64bpp formats.
The width must be greater than or equal to 8 for P010, P012 and P016 formats.
The width should be less than or equal to the stride in pixels.

For planar YUV 420 formats, refer to chroma upsampler size restrictions in PLANE_CUS_CTL register.

Tiling format	Bytes per pixel	Max Width supported in pixels
Linear, X Tiling	1,2,4,8	5120
Y Tiling	1,2,4,8	5120

PLANE_STRIDE

PLANE_STRIDE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70488h-7048Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_4_A
Reset:	soft
Address:	70588h-7058Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_5_A
Reset:	soft
Address:	70688h-7068Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_6_A
Reset:	soft
Address:	70788h-7078Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_7_A
Reset:	soft
Address:	71488h-7148Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_4_B
Reset:	soft
Address:	71588h-7158Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_5_B
Reset:	soft
Address:	71688h-7168Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_6_B

PLANE_STRIDE	
Reset:	soft
Address:	71788h-7178Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_7_B
Reset:	soft
Address:	72488h-7248Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_4_C
Reset:	soft
Address:	72588h-7258Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_5_C
Reset:	soft
Address:	72688h-7268Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_6_C
Reset:	soft
Address:	72788h-7278Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_7_C
Reset:	soft
Address:	73488h-7348Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_4_D
Reset:	soft
Address:	73588h-7358Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_5_D
Reset:	soft
Address:	73688h-7368Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_6_D
Reset:	soft
Address:	73788h-7378Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_7_D

PLANE_STRIDE	
Reset:	soft
Address:	70188h-7018Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_1_A
Reset:	soft
Address:	70288h-7028Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_2_A
Reset:	soft
Address:	70388h-7038Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_3_A
Reset:	soft
Address:	71188h-7118Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_1_B
Reset:	soft
Address:	71288h-7128Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_2_B
Reset:	soft
Address:	71388h-7138Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_3_B
Reset:	soft
Address:	72188h-7218Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_1_C
Reset:	soft
Address:	72288h-7228Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_2_C
Reset:	soft
Address:	72388h-7238Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_3_C

PLANE_STRIDE

Reset:	soft

Address:	73188h-7318Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_1_D
Reset:	soft

Address:	73288h-7328Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_2_D
Reset:	soft

Address:	73388h-7338Bh
Name:	Plane Stride
ShortName:	PLANE_STRIDE_3_D
Reset:	soft

This register may be updated through MMIO writes or through command streamer initiated synchronous flips.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17:12	**Reserved** Format: MBZ
	11	**Reserved** Format: MBZ
	10:0	**Stride** This field specifies the stride for the plane. The field is used to determine the line to line increment for the plane. For Linear memory, this field specifies the stride in chunks of 64 bytes (1 cache line). If the programmed value is 100, the actual stride = 100 * 64 = 6400 bytes. For X-Tiled & Y-Tiled memory, this field specifies the stride in number of tiles. For Tile X, if the programmed value is 10, the actual stride = 10 * 512 (X tile width) = 5120 bytes. For Tile Y, if the programmed value is 10, the actual stride = 10 * 128 (Y tile width) = 1280 bytes. Tile Format: Tile X — Width in bytes: 512 Tile Format: Tile Y (legacy) — Width in bytes: 128

PLANE_STRIDE

Restriction :
For YUV planar (NV12 or P0xx) plane pixel formats, the stride calculated in bytes should be equal for the Y and UV surfaces.
The stride in bytes must not exceed the of the size of 8K pixels.

Tile Format	Pixel Format	Maximum Stride in tiles
Linear	64 bpp pixel format	1024
	32 bpp pixel format	512
	16 bpp pixel format	256
	8 bpp pixel format	128
X Tiling	64 bpp pixel format	128
	32 bpp pixel format	64
	16 bpp pixel format	32
	8 bpp pixel format	16
Y Tiling (Legacy)	64 bpp pixel format	512
	32 bpp pixel format	256
	16 bpp pixel format	128
	8 bpp pixel format	64

PLANE_SURF

PLANE_SURF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of left or right eye vertical blank (selectable), pipe not enabled, or plane not enabled
Address:	7049Ch-7049Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_4_A
Reset:	soft
Address:	7059Ch-7059Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_5_A
Reset:	soft
Address:	7069Ch-7069Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_6_A
Reset:	soft
Address:	7079Ch-7079Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_7_A
Reset:	soft
Address:	7149Ch-7149Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_4_B
Reset:	soft
Address:	7159Ch-7159Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_5_B
Reset:	soft
Address:	7169Ch-7169Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_6_B
Reset:	soft
Address:	7179Ch-7179Fh

PLANE_SURF	
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_7_B
Reset:	soft
Address:	7249Ch-7249Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_4_C
Reset:	soft
Address:	7259Ch-7259Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_5_C
Reset:	soft
Address:	7269Ch-7269Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_6_C
Reset:	soft
Address:	7279Ch-7279Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_7_C
Reset:	soft
Address:	7349Ch-7349Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_4_D
Reset:	soft
Address:	7359Ch-7359Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_5_D
Reset:	soft
Address:	7369Ch-7369Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_6_D
Reset:	soft
Address:	7379Ch-7379Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_7_D
Reset:	soft
Address:	7019Ch-7019Fh

PLANE_SURF	
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_1_A
Reset:	soft
Address:	7029Ch-7029Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_2_A
Reset:	soft
Address:	7039Ch-7039Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_3_A
Reset:	soft
Address:	7119Ch-7119Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_1_B
Reset:	soft
Address:	7129Ch-7129Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_2_B
Reset:	soft
Address:	7139Ch-7139Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_3_B
Reset:	soft
Address:	7219Ch-7219Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_1_C
Reset:	soft
Address:	7229Ch-7229Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_2_C
Reset:	soft
Address:	7239Ch-7239Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_3_C
Reset:	soft
Address:	7319Ch-7319Fh

PLANE_SURF

Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_1_D
Reset:	soft

Address:	7329Ch-7329Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_2_D
Reset:	soft

Address:	7339Ch-7339Fh
Name:	Plane Surface Base Address
ShortName:	PLANE_SURF_3_D
Reset:	soft

Writes to this register arm primary registers for this pipe. A write to this register is considered a flip and can cause a flip done interrupt if the interrupt registers are configured for that. The values in this register may be updated through MMIO writes or through command streamer initiated flips. Synchronous updates (synchronous command streamer flips or synchronous MMIO writes) will update the plane surface values at the start of the next vertical blank. Asynchronous updates (asynchronous command streamer flips or asynchronous MMIO writes) will update the plane surface values at the next TLB request or at the start of the next vertical blank. Stereo 3D synchronous updates (stereo 3D command streamer flips or synchronous MMIO writes while stereo 3D is enabled) will update at the start of either the left or right eye vertical blank, selectable by the plane control register stereo surface vblank mask.

Double buffering control does not apply to PLANE_SURF updates that occur when the plane is disabled. An interrupt event is generated immediately when the PLANE_SURF is written. If the interrupt is unmasked, the interrupt is logged in the IIR.

Asynchronous flip completion time depends greatly on how much data has been prefetched for power savings, and can take up to 1 full frame to complete. For faster flip completion, disable FBC and render compression and allocate a small amount of data buffer for the plane.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:12	**Surface Base Address** Format: GraphicsAddress[31:12] **Description** This address specifies the surface base address bits 31:12. In stereo 3D mode this is the right eye base address. In non-stereo 3D mode this is the only base address. It represents an offset from the graphics memory aperture base and is mapped to physical pages through the global GTT.
	11	**Reserved**
	10:7	**Reserved**

PLANE_SURF

		Format: MBZ
	6:4	**Reserved**
	3	**Ring Flip Source** This bit indicates if the source of the last ring flip was CS or BCS. This will determine where the flip done response is sent. Value: 0b — Name: CS Value: 1b — Name: BCS
	2	**Reserved**
	1:0	**Reserved** Format: MBZ

PLANE_SURFLIVE

PLANE_SURFLIVE	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	704ACh-704AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_4_A
Reset:	soft
Address:	704BCh-704BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_4_A
Reset:	soft
Address:	705ACh-705AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_5_A
Reset:	soft
Address:	705BCh-705BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_5_A
Reset:	soft
Address:	706ACh-706AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_6_A
Reset:	soft
Address:	706BCh-706BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_6_A
Reset:	soft
Address:	707ACh-707AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_7_A
Reset:	soft
Address:	707BCh-707BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_7_A

PLANE_SURFLIVE	
Reset:	soft
Address:	714ACh-714AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_4_B
Reset:	soft
Address:	714BCh-714BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_4_B
Reset:	soft
Address:	715ACh-715AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_5_B
Reset:	soft
Address:	715BCh-715BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_5_B
Reset:	soft
Address:	716ACh-716AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_6_B
Reset:	soft
Address:	716BCh-716BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_6_B
Reset:	soft
Address:	717ACh-717AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_7_B
Reset:	soft
Address:	717BCh-717BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_7_B
Reset:	soft
Address:	724ACh-724AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_4_C

PLANE_SURFLIVE	
Reset:	soft
Address:	724BCh-724BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_4_C
Reset:	soft
Address:	725ACh-725AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_5_C
Reset:	soft
Address:	725BCh-725BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_5_C
Reset:	soft
Address:	726ACh-726AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_6_C
Reset:	soft
Address:	726BCh-726BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_6_C
Reset:	soft
Address:	727ACh-727AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_7_C
Reset:	soft
Address:	727BCh-727BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_7_C
Reset:	soft
Address:	734ACh-734AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_4_D
Reset:	soft
Address:	734BCh-734BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_4_D

PLANE_SURFLIVE	
Reset:	soft
Address:	735ACh-735AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_5_D
Reset:	soft
Address:	735BCh-735BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_5_D
Reset:	soft
Address:	736ACh-736AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_6_D
Reset:	soft
Address:	736BCh-736BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_6_D
Reset:	soft
Address:	737ACh-737AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_7_D
Reset:	soft
Address:	737BCh-737BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_7_D
Reset:	soft
Address:	701ACh-701AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_1_A
Reset:	soft
Address:	701BCh-701BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_1_A
Reset:	soft
Address:	702ACh-702AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_2_A

PLANE_SURFLIVE	
Reset:	soft
Address:	702BCh-702BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_2_A
Reset:	soft
Address:	703ACh-703AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_3_A
Reset:	soft
Address:	703BCh-703BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_3_A
Reset:	soft
Address:	711ACh-711AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_1_B
Reset:	soft
Address:	711BCh-711BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_1_B
Reset:	soft
Address:	712ACh-712AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_2_B
Reset:	soft
Address:	712BCh-712BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_2_B
Reset:	soft
Address:	713ACh-713AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_3_B
Reset:	soft
Address:	713BCh-713BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_3_B

PLANE_SURFLIVE	
Reset:	soft
Address:	721ACh-721AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_1_C
Reset:	soft
Address:	721BCh-721BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_1_C
Reset:	soft
Address:	722ACh-722AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_2_C
Reset:	soft
Address:	722BCh-722BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_2_C
Reset:	soft
Address:	723ACh-723AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_3_C
Reset:	soft
Address:	723BCh-723BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_3_C
Reset:	soft
Address:	731ACh-731AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_1_D
Reset:	soft
Address:	731BCh-731BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_1_D
Reset:	soft
Address:	732ACh-732AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_2_D

PLANE_SURFLIVE

Reset:	soft
Address:	732BCh-732BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_2_D
Reset:	soft
Address:	733ACh-733AFh
Name:	Plane Live Surface Base Address
ShortName:	PLANE_SURFLIVE_3_D
Reset:	soft
Address:	733BCh-733BFh
Name:	Plane Live Left Surface Base Address
ShortName:	PLANE_LEFT_SURFLIVE_3_D
Reset:	soft

There is one instance of this register for each plane.

DWord	Bit	Description
0	31:12	**Live Surface Base Address** Access: RO This gives the live value of the surface base address as being currently used for the plane.
	11	**Reserved** Format: MBZ
	10:9	**Reserved**
	8:0	**Reserved** Format: MBZ

PLANE_WM

PLANE_WM	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank, plane not enabled, or pipe not enabled
Double Buffer Armed By:	Write to PLANE_SURF/CUR_BASE or plane/cursor not enabled
Address:	70140h-70143h
Name:	Cursor Watermarks
ShortName:	CUR_WM_0_A
Reset:	soft
Address:	70144h-70147h
Name:	Cursor Watermarks
ShortName:	CUR_WM_1_A
Reset:	soft
Address:	70148h-7014Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_2_A
Reset:	soft
Address:	7014Ch-7014Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_3_A
Reset:	soft
Address:	70150h-70153h
Name:	Cursor Watermarks
ShortName:	CUR_WM_4_A
Reset:	soft
Address:	70154h-70157h
Name:	Cursor Watermarks
ShortName:	CUR_WM_5_A
Reset:	soft
Address:	70158h-7015Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_6_A

PLANE_WM	
Reset:	soft
Address:	7015Ch-7015Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_7_A
Reset:	soft
Address:	70168h-7016Bh
Name:	Cursor Transition Watermark
ShortName:	CUR_WM_TRANS_A
Reset:	soft
Address:	71140h-71143h
Name:	Cursor Watermarks
ShortName:	CUR_WM_0_B
Reset:	soft
Address:	71144h-71147h
Name:	Cursor Watermarks
ShortName:	CUR_WM_1_B
Reset:	soft
Address:	71148h-7114Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_2_B
Reset:	soft
Address:	7114Ch-7114Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_3_B
Reset:	soft
Address:	71150h-71153h
Name:	Cursor Watermarks
ShortName:	CUR_WM_4_B
Reset:	soft
Address:	71154h-71157h
Name:	Cursor Watermarks
ShortName:	CUR_WM_5_B
Reset:	soft
Address:	71158h-7115Bh

PLANE_WM	
Name:	Cursor Watermarks
ShortName:	CUR_WM_6_B
Reset:	soft
Address:	7115Ch-7115Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_7_B
Reset:	soft
Address:	71168h-7116Bh
Name:	Cursor Transition Watermark
ShortName:	CUR_WM_TRANS_B
Reset:	soft
Address:	72140h-72143h
Name:	Cursor Watermarks
ShortName:	CUR_WM_0_C
Reset:	soft
Address:	72144h-72147h
Name:	Cursor Watermarks
ShortName:	CUR_WM_1_C
Reset:	soft
Address:	72148h-7214Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_2_C
Reset:	soft
Address:	7214Ch-7214Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_3_C
Reset:	soft
Address:	72150h-72153h
Name:	Cursor Watermarks
ShortName:	CUR_WM_4_C
Reset:	soft
Address:	72154h-72157h
Name:	Cursor Watermarks
ShortName:	CUR_WM_5_C

PLANE_WM	
Reset:	soft
Address:	72158h-7215Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_6_C
Reset:	soft
Address:	7215Ch-7215Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_7_C
Reset:	soft
Address:	72168h-7216Bh
Name:	Cursor Transition Watermark
ShortName:	CUR_WM_TRANS_C
Reset:	soft
Address:	73140h-73143h
Name:	Cursor Watermarks
ShortName:	CUR_WM_0_D
Reset:	soft
Address:	73144h-73147h
Name:	Cursor Watermarks
ShortName:	CUR_WM_1_D
Reset:	soft
Address:	73148h-7314Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_2_D
Reset:	soft
Address:	7314Ch-7314Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_3_D
Reset:	soft
Address:	73150h-73153h
Name:	Cursor Watermarks
ShortName:	CUR_WM_4_D
Reset:	soft
Address:	73154h-73157h

PLANE_WM	
Name:	Cursor Watermarks
ShortName:	CUR_WM_5_D
Reset:	soft
Address:	73158h-7315Bh
Name:	Cursor Watermarks
ShortName:	CUR_WM_6_D
Reset:	soft
Address:	7315Ch-7315Fh
Name:	Cursor Watermarks
ShortName:	CUR_WM_7_D
Reset:	soft
Address:	73168h-7316Bh
Name:	Cursor Transition Watermark
ShortName:	CUR_WM_TRANS_D
Reset:	soft
Address:	70540h-70543h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_4_A
Reset:	soft
Address:	70544h-70547h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_4_A
Reset:	soft
Address:	70548h-7054Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_4_A
Reset:	soft
Address:	7054Ch-7054Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_4_A
Reset:	soft
Address:	70550h-70553h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_4_A

PLANE_WM	
Reset:	soft
Address:	70554h-70557h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_4_A
Reset:	soft
Address:	70558h-7055Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_4_A
Reset:	soft
Address:	7055Ch-7055Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_4_A
Reset:	soft
Address:	70568h-7056Bh
Name:	Plane Transition Watermark
ShortName:	PLANE_WM_TRANS_4_A
Reset:	soft
Address:	70640h-70643h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_5_A
Reset:	soft
Address:	70644h-70647h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_5_A
Reset:	soft
Address:	70648h-7064Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_5_A
Reset:	soft
Address:	7064Ch-7064Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_5_A
Reset:	soft
Address:	70650h-70653h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_5_A
Reset:	soft
Address:	70654h-70657h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_5_A
Reset:	soft
Address:	70658h-7065Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_5_A
Reset:	soft
Address:	7065Ch-7065Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_5_A
Reset:	soft
Address:	70668h-7066Bh
Name:	Plane Transition Watermark
ShortName:	PLANE_WM_TRANS_5_A
Reset:	soft
Address:	70740h-70743h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_6_A
Reset:	soft
Address:	70744h-70747h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_6_A
Reset:	soft
Address:	70748h-7074Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_6_A
Reset:	soft
Address:	7074Ch-7074Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_6_A

PLANE_WM	
Reset:	soft
Address:	70750h-70753h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_6_A
Reset:	soft
Address:	70754h-70757h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_6_A
Reset:	soft
Address:	70758h-7075Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_6_A
Reset:	soft
Address:	7075Ch-7075Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_6_A
Reset:	soft
Address:	70768h-7076Bh
Name:	Plane Transition Watermark
ShortName:	PLANE_WM_TRANS_6_A
Reset:	soft
Address:	70840h-70843h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_7_A
Reset:	soft
Address:	70844h-70847h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_7_A
Reset:	soft
Address:	70848h-7084Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_7_A
Reset:	soft
Address:	7084Ch-7084Fh

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_7_A
Reset:	soft
Address:	70850h-70853h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_7_A
Reset:	soft
Address:	70854h-70857h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_7_A
Reset:	soft
Address:	70858h-7085Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_7_A
Reset:	soft
Address:	7085Ch-7085Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_7_A
Reset:	soft
Address:	70868h-7086Bh
Name:	Plane Transition Watermark
ShortName:	PLANE_WM_TRANS_7_A
Reset:	soft
Address:	71540h-71543h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_4_B
Reset:	soft
Address:	71544h-71547h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_4_B
Reset:	soft
Address:	71548h-7154Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_4_B

PLANE_WM	
Reset:	soft
Address:	7154Ch-7154Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_4_B
Reset:	soft
Address:	71550h-71553h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_4_B
Reset:	soft
Address:	71554h-71557h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_4_B
Reset:	soft
Address:	71558h-7155Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_4_B
Reset:	soft
Address:	7155Ch-7155Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_4_B
Reset:	soft
Address:	71568h-7156Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_4_B
Reset:	soft
Address:	71640h-71643h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_5_B
Reset:	soft
Address:	71644h-71647h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_5_B
Reset:	soft
Address:	71648h-7164Bh

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_5_B
Reset:	soft
Address:	7164Ch-7164Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_5_B
Reset:	soft
Address:	71650h-71653h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_5_B
Reset:	soft
Address:	71654h-71657h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_5_B
Reset:	soft
Address:	71658h-7165Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_5_B
Reset:	soft
Address:	7165Ch-7165Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_5_B
Reset:	soft
Address:	71668h-7166Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_5_B
Reset:	soft
Address:	71740h-71743h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_6_B
Reset:	soft
Address:	71744h-71747h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_6_B

PLANE_WM	
Reset:	soft
Address:	71748h-7174Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_6_B
Reset:	soft
Address:	7174Ch-7174Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_6_B
Reset:	soft
Address:	71750h-71753h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_6_B
Reset:	soft
Address:	71754h-71757h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_6_B
Reset:	soft
Address:	71758h-7175Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_6_B
Reset:	soft
Address:	7175Ch-7175Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_6_B
Reset:	soft
Address:	71768h-7176Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_6_B
Reset:	soft
Address:	71840h-71843h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_7_B
Reset:	soft
Address:	71844h-71847h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_7_B
Reset:	soft
Address:	71848h-7184Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_7_B
Reset:	soft
Address:	7184Ch-7184Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_7_B
Reset:	soft
Address:	71850h-71853h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_7_B
Reset:	soft
Address:	71854h-71857h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_7_B
Reset:	soft
Address:	71858h-7185Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_7_B
Reset:	soft
Address:	7185Ch-7185Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_7_B
Reset:	soft
Address:	71868h-7186Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_7_B
Reset:	soft
Address:	72540h-72543h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_4_C

PLANE_WM	
Reset:	soft
Address:	72544h-72547h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_4_C
Reset:	soft
Address:	72548h-7254Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_4_C
Reset:	soft
Address:	7254Ch-7254Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_4_C
Reset:	soft
Address:	72550h-72553h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_4_C
Reset:	soft
Address:	72554h-72557h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_4_C
Reset:	soft
Address:	72558h-7255Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_4_C
Reset:	soft
Address:	7255Ch-7255Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_4_C
Reset:	soft
Address:	72568h-7256Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_4_C
Reset:	soft
Address:	72640h-72643h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_5_C
Reset:	soft
Address:	72644h-72647h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_5_C
Reset:	soft
Address:	72648h-7264Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_5_C
Reset:	soft
Address:	7264Ch-7264Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_5_C
Reset:	soft
Address:	72650h-72653h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_5_C
Reset:	soft
Address:	72654h-72657h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_5_C
Reset:	soft
Address:	72658h-7265Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_5_C
Reset:	soft
Address:	7265Ch-7265Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_5_C
Reset:	soft
Address:	72668h-7266Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_5_C

PLANE_WM	
Reset:	soft
Address:	72740h-72743h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_6_C
Reset:	soft
Address:	72744h-72747h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_6_C
Reset:	soft
Address:	72748h-7274Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_6_C
Reset:	soft
Address:	7274Ch-7274Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_6_C
Reset:	soft
Address:	72750h-72753h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_6_C
Reset:	soft
Address:	72754h-72757h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_6_C
Reset:	soft
Address:	72758h-7275Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_6_C
Reset:	soft
Address:	7275Ch-7275Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_6_C
Reset:	soft
Address:	72768h-7276Bh

PLANE_WM	
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_6_C
Reset:	soft
Address:	72840h-72843h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_7_C
Reset:	soft
Address:	72844h-72847h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_7_C
Reset:	soft
Address:	72848h-7284Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_7_C
Reset:	soft
Address:	7284Ch-7284Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_7_C
Reset:	soft
Address:	72850h-72853h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_7_C
Reset:	soft
Address:	72854h-72857h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_7_C
Reset:	soft
Address:	72858h-7285Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_7_C
Reset:	soft
Address:	7285Ch-7285Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_7_C

PLANE_WM	
Reset:	soft
Address:	72868h-7286Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_7_C
Reset:	soft
Address:	73540h-73543h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_4_D
Reset:	soft
Address:	73544h-73547h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_4_D
Reset:	soft
Address:	73548h-7354Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_4_D
Reset:	soft
Address:	7354Ch-7354Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_4_D
Reset:	soft
Address:	73550h-73553h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_4_D
Reset:	soft
Address:	73554h-73557h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_4_D
Reset:	soft
Address:	73558h-7355Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_4_D
Reset:	soft
Address:	7355Ch-7355Fh
Name:	Plane Watermarks

PLANE_WM	
ShortName:	PLANE_WM_7_4_D
Reset:	soft
Address:	73568h-7356Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_4_D
Reset:	soft
Address:	73640h-73643h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_5_D
Reset:	soft
Address:	73644h-73647h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_5_D
Reset:	soft
Address:	73648h-7364Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_5_D
Reset:	soft
Address:	7364Ch-7364Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_5_D
Reset:	soft
Address:	73650h-73653h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_5_D
Reset:	soft
Address:	73654h-73657h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_5_D
Reset:	soft
Address:	73658h-7365Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_5_D
Reset:	soft

PLANE_WM	
Address:	7365Ch-7365Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_5_D
Reset:	soft
Address:	73668h-7366Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_5_D
Reset:	soft
Address:	73740h-73743h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_6_D
Reset:	soft
Address:	73744h-73747h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_6_D
Reset:	soft
Address:	73748h-7374Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_6_D
Reset:	soft
Address:	7374Ch-7374Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_6_D
Reset:	soft
Address:	73750h-73753h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_6_D
Reset:	soft
Address:	73754h-73757h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_6_D
Reset:	soft
Address:	73758h-7375Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_6_D

PLANE_WM	
Reset:	soft
Address:	7375Ch-7375Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_6_D
Reset:	soft
Address:	73768h-7376Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_6_D
Reset:	soft
Address:	73840h-73843h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_7_D
Reset:	soft
Address:	73844h-73847h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_7_D
Reset:	soft
Address:	73848h-7384Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_7_D
Reset:	soft
Address:	7384Ch-7384Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_7_D
Reset:	soft
Address:	73850h-73853h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_7_D
Reset:	soft
Address:	73854h-73857h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_7_D
Reset:	soft
Address:	73858h-7385Bh

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_7_D
Reset:	soft
Address:	7385Ch-7385Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_7_D
Reset:	soft
Address:	73868h-7386Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_7_D
Reset:	soft
Address:	70240h-70243h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_1_A
Reset:	soft
Address:	70244h-70247h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_1_A
Reset:	soft
Address:	70248h-7024Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_1_A
Reset:	soft
Address:	7024Ch-7024Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_1_A
Reset:	soft
Address:	70250h-70253h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_1_A
Reset:	soft
Address:	70254h-70257h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_1_A

PLANE_WM	
Reset:	soft
Address:	70258h-7025Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_1_A
Reset:	soft
Address:	7025Ch-7025Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_1_A
Reset:	soft
Address:	70268h-7026Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_1_A
Reset:	soft
Address:	70340h-70343h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_2_A
Reset:	soft
Address:	70344h-70347h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_2_A
Reset:	soft
Address:	70348h-7034Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_2_A
Reset:	soft
Address:	7034Ch-7034Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_2_A
Reset:	soft
Address:	70350h-70353h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_2_A
Reset:	soft
Address:	70354h-70357h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_2_A
Reset:	soft
Address:	70358h-7035Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_2_A
Reset:	soft
Address:	7035Ch-7035Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_2_A
Reset:	soft
Address:	70368h-7036Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_2_A
Reset:	soft
Address:	70440h-70443h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_3_A
Reset:	soft
Address:	70444h-70447h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_3_A
Reset:	soft
Address:	70448h-7044Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_3_A
Reset:	soft
Address:	7044Ch-7044Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_3_A
Reset:	soft
Address:	70450h-70453h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_3_A

PLANE_WM	
Reset:	soft
Address:	70454h-70457h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_3_A
Reset:	soft
Address:	70458h-7045Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_3_A
Reset:	soft
Address:	7045Ch-7045Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_3_A
Reset:	soft
Address:	70468h-7046Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_3_A
Reset:	soft
Address:	71240h-71243h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_1_B
Reset:	soft
Address:	71244h-71247h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_1_B
Reset:	soft
Address:	71248h-7124Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_1_B
Reset:	soft
Address:	7124Ch-7124Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_1_B
Reset:	soft
Address:	71250h-71253h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_1_B
Reset:	soft
Address:	71254h-71257h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_1_B
Reset:	soft
Address:	71258h-7125Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_1_B
Reset:	soft
Address:	7125Ch-7125Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_1_B
Reset:	soft
Address:	71268h-7126Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_1_B
Reset:	soft
Address:	71340h-71343h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_2_B
Reset:	soft
Address:	71344h-71347h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_2_B
Reset:	soft
Address:	71348h-7134Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_2_B
Reset:	soft
Address:	7134Ch-7134Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_2_B

PLANE_WM	
Reset:	soft
Address:	71350h-71353h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_2_B
Reset:	soft
Address:	71354h-71357h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_2_B
Reset:	soft
Address:	71358h-7135Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_2_B
Reset:	soft
Address:	7135Ch-7135Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_2_B
Reset:	soft
Address:	71368h-7136Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_2_B
Reset:	soft
Address:	71440h-71443h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_3_B
Reset:	soft
Address:	71444h-71447h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_3_B
Reset:	soft
Address:	71448h-7144Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_3_B
Reset:	soft
Address:	7144Ch-7144Fh

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_3_B
Reset:	soft
Address:	71450h-71453h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_3_B
Reset:	soft
Address:	71454h-71457h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_3_B
Reset:	soft
Address:	71458h-7145Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_3_B
Reset:	soft
Address:	7145Ch-7145Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_3_B
Reset:	soft
Address:	71468h-7146Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_3_B
Reset:	soft
Address:	72240h-72243h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_1_C
Reset:	soft
Address:	72244h-72247h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_1_C
Reset:	soft
Address:	72248h-7224Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_1_C

PLANE_WM	
Reset:	soft
Address:	7224Ch-7224Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_1_C
Reset:	soft
Address:	72250h-72253h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_1_C
Reset:	soft
Address:	72254h-72257h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_1_C
Reset:	soft
Address:	72258h-7225Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_1_C
Reset:	soft
Address:	7225Ch-7225Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_1_C
Reset:	soft
Address:	72268h-7226Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_1_C
Reset:	soft
Address:	72340h-72343h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_2_C
Reset:	soft
Address:	72344h-72347h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_2_C
Reset:	soft
Address:	72348h-7234Bh

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_2_C
Reset:	soft
Address:	7234Ch-7234Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_2_C
Reset:	soft
Address:	72350h-72353h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_2_C
Reset:	soft
Address:	72354h-72357h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_2_C
Reset:	soft
Address:	72358h-7235Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_2_C
Reset:	soft
Address:	7235Ch-7235Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_2_C
Reset:	soft
Address:	72368h-7236Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_2_C
Reset:	soft
Address:	72440h-72443h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_3_C
Reset:	soft
Address:	72444h-72447h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_3_C

PLANE_WM	
Reset:	soft
Address:	72448h-7244Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_3_C
Reset:	soft
Address:	7244Ch-7244Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_3_C
Reset:	soft
Address:	72450h-72453h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_3_C
Reset:	soft
Address:	72454h-72457h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_3_C
Reset:	soft
Address:	72458h-7245Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_3_C
Reset:	soft
Address:	7245Ch-7245Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_3_C
Reset:	soft
Address:	72468h-7246Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_3_C
Reset:	soft
Address:	73240h-73243h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_1_D
Reset:	soft
Address:	73244h-73247h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_1_D
Reset:	soft
Address:	73248h-7324Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_1_D
Reset:	soft
Address:	7324Ch-7324Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_1_D
Reset:	soft
Address:	73250h-73253h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_1_D
Reset:	soft
Address:	73254h-73257h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_1_D
Reset:	soft
Address:	73258h-7325Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_1_D
Reset:	soft
Address:	7325Ch-7325Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_1_D
Reset:	soft
Address:	73268h-7326Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_1_D
Reset:	soft
Address:	73340h-73343h
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_2_D

PLANE_WM	
Reset:	soft
Address:	73344h-73347h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_2_D
Reset:	soft
Address:	73348h-7334Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_2_D
Reset:	soft
Address:	7334Ch-7334Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_2_D
Reset:	soft
Address:	73350h-73353h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_2_D
Reset:	soft
Address:	73354h-73357h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_2_D
Reset:	soft
Address:	73358h-7335Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_2_D
Reset:	soft
Address:	7335Ch-7335Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_2_D
Reset:	soft
Address:	73368h-7336Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_2_D
Reset:	soft
Address:	73440h-73443h

PLANE_WM	
Name:	Plane Watermarks
ShortName:	PLANE_WM_0_3_D
Reset:	soft
Address:	73444h-73447h
Name:	Plane Watermarks
ShortName:	PLANE_WM_1_3_D
Reset:	soft
Address:	73448h-7344Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_2_3_D
Reset:	soft
Address:	7344Ch-7344Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_3_3_D
Reset:	soft
Address:	73450h-73453h
Name:	Plane Watermarks
ShortName:	PLANE_WM_4_3_D
Reset:	soft
Address:	73454h-73457h
Name:	Plane Watermarks
ShortName:	PLANE_WM_5_3_D
Reset:	soft
Address:	73458h-7345Bh
Name:	Plane Watermarks
ShortName:	PLANE_WM_6_3_D
Reset:	soft
Address:	7345Ch-7345Fh
Name:	Plane Watermarks
ShortName:	PLANE_WM_7_3_D
Reset:	soft
Address:	73468h-7346Bh
Name:	Plane Transition Watermarks
ShortName:	PLANE_WM_TRANS_3_D

PLANE_WM

Reset: soft

Programming Notes

There are eight regular watermarks and a transition watermark per plane/cursor. For YUV planar source formats, only the Y surface watermark value should be programmed. Watermark programming instructions are documented separately.

Restriction

For minimum watermark requirements refer to Display Watermark Programming section.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Enable** This field enables this watermark. All the watermarks at this level for all enabled planes must be enabled before the level will be used. Value: 1b — Name: Enable Value: 0b — Name: Disable
	30	**Reserved**
	29:27	**Reserved** Format: MBZ
	26:19	**Reserved** Format: MBZ
	18:14	**Lines** Default Value: 01h This field contains the watermark value in lines. Hardware ignores the lines for the transition watermark.
	13:12	**Reserved** Format: MBZ
	11	**Reserved** Format: MBZ
	10:0	**Blocks** Default Value: 007h This field contains the watermark value in blocks of 8 cachelines.

Plane ID To Function ID Mapping

Plane ID To Function ID Mapping	
Register Space:	MMIO: 0/2/0
Size (in bits):	64
Address:	126000h-126007h
Name:	PipeA Cursor
ShortName:	P2FUNCID_MAP_CUR_A
Address:	126008h-12600Fh
Name:	PipeA Plane1
ShortName:	P2FUNCID_MAP_PLANE_1_A
Address:	126010h-126017h
Name:	PipeA Plane2
ShortName:	P2FUNCID_MAP_PLANE_2_A
Address:	126018h-12601Fh
Name:	PipeA Plane3
ShortName:	P2FUNCID_MAP_PLANE_3_A
Address:	126020h-126027h
Name:	PipeA Plane4
ShortName:	P2FUNCID_MAP_PLANE_4_A
Address:	126028h-12602Fh
Name:	PipeA Plane5
ShortName:	P2FUNCID_MAP_PLANE_5_A
Address:	126030h-126037h
Name:	PipeA Plane6
ShortName:	P2FUNCID_MAP_PLANE_6_A
Address:	126038h-12603Fh
Name:	PipeA Plane7
ShortName:	P2FUNCID_MAP_PLANE_7_A
Address:	126080h-126087h
Name:	PipeB Cursor
ShortName:	P2FUNCID_MAP_CUR_B
Address:	126088h-12608Fh

Plane ID To Function ID Mapping	
Name:	PipeB Plane1
ShortName:	P2FUNCID_MAP_PLANE_1_B
Address:	126090h-126097h
Name:	PipeB Plane2
ShortName:	P2FUNCID_MAP_PLANE_2_B
Address:	126098h-12609Fh
Name:	PipeB Plane3
ShortName:	P2FUNCID_MAP_PLANE_3_B
Address:	1260A0h-1260A7h
Name:	PipeB Plane4
ShortName:	P2FUNCID_MAP_PLANE_4_B
Address:	1260A8h-1260AFh
Name:	PipeB Plane5
ShortName:	P2FUNCID_MAP_PLANE_5_B
Address:	1260B0h-1260B7h
Name:	PipeB Plane6
ShortName:	P2FUNCID_MAP_PLANE_6_B
Address:	1260B8h-1260BFh
Name:	PipeB Plane7
ShortName:	P2FUNCID_MAP_PLANE_7_B
Address:	126100h-126107h
Name:	PipeC Cursor
ShortName:	P2FUNCID_MAP_CUR_C
Address:	126108h-12610Fh
Name:	PipeC Plane1
ShortName:	P2FUNCID_MAP_PLANE_1_C
Address:	126110h-126117h
Name:	PipeC Plane2
ShortName:	P2FUNCID_MAP_PLANE_2_C
Address:	126118h-12611Fh
Name:	PipeC Plane3
ShortName:	P2FUNCID_MAP_PLANE_3_C
Address:	126120h-126127h

Plane ID To Function ID Mapping	
Name:	PipeC Plane4
ShortName:	P2FUNCID_MAP_PLANE_4_C
Address:	126128h-12612Fh
Name:	PipeC Plane5
ShortName:	P2FUNCID_MAP_PLANE_5_C
Address:	126130h-126137h
Name:	PipeC Plane6
ShortName:	P2FUNCID_MAP_PLANE_6_C
Address:	126138h-12613Fh
Name:	PipeC Plane7
ShortName:	P2FUNCID_MAP_PLANE_7_C
Address:	126180h-126187h
Name:	PipeD Cursor
ShortName:	P2FUNCID_MAP_CUR_D
Address:	126188h-12618Fh
Name:	PipeD Plane1
ShortName:	P2FUNCID_MAP_PLANE_1_D
Address:	126190h-126197h
Name:	PipeD Plane2
ShortName:	P2FUNCID_MAP_PLANE_2_D
Address:	126198h-12619Fh
Name:	PipeD Plane3
ShortName:	P2FUNCID_MAP_PLANE_3_D
Address:	1261A0h-1261A7h
Name:	PipeD Plane4
ShortName:	P2FUNCID_MAP_PLANE_4_D
Address:	1261A8h-1261AFh
Name:	PipeD Plane5
ShortName:	P2FUNCID_MAP_PLANE_5_D
Address:	1261B0h-1261B7h
Name:	PipeD Plane6
ShortName:	P2FUNCID_MAP_PLANE_6_D

Plane ID To Function ID Mapping

Address:	1261B8h-1261BFh
Name:	PipeD Plane7
ShortName:	P2FUNCID_MAP_PLANE_7_D

Address:	126780h-126787h
Name:	Widi Writeback Port0
ShortName:	P2FUNCID_MAP_WD_PORT_0

Address:	126788h-12678Fh
Name:	Widi Writeback Port1
ShortName:	P2FUNCID_MAP_WD_PORT_1

This register holds the Function Number assigned to each Display walker. When a Walker makes a top-level VTd translation request, Gunit uses the plane ID to look up the Function number.
34 registers - One per walker : 4 Pipes * (7 planes + cursor each) + 2 Wireless Write-back ports

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:0	**Walker Function Number** Default Value: 00000h Access: R/W This field holds the Function Number/PASID to which display walker (plane) is assigned.
1	31:0	**Reserved** Format: MBZ

PLL1_CNTR_XXXX_SETTINGS

PLL1_CNTR_XXXX_SETTINGS

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	168B9Ch-168B9Fh
Name:	PLL1_CNTR_BIST_SETTINGS_NULL
ShortName:	PLL1_CNTR_BIST_SETTINGS_NULL
Reset:	global

This register is not reset by the device 2 FLR.

DWord	Bit	Description
0	31:28	**RESERVED205** Access: RO
	27:24	**RESERVED204** Access: RO
	23	**RESERVED203** Access: RO
	22:21	**I_DFX_DIV_CKLO_1_0** Access: R/W
	20	**I_M1_LONGLOOP_SEL** Access: R/W
	19:18	**I_DITHER_DIV_1_0** Default Value: 01b Access: R/W
	17	**I_PLLLC_REG_LONGLOOPCLK_SEL** Access: R/W
	16	**AI_PLLLC_REG_FBCLKEXT_SEL** Access: R/W
	15	**RESERVED197** Access: RO
	14:10	**RESERVED196** Access: RO
	9:8	**I_IREFGEN_SETTLING_TIME_RO_STANDBY_1_0** Access: R/W

PLL1_CNTR_XXXX_SETTINGS		
	7:0	**I_IREFGEN_SETTLING_TIME_CNTR_7_0** Default Value: 0x30 Access: R/W

PM DFD RESTORE CFG LSB

DFD_RESTORE_CFG_LSB - PM DFD RESTORE CFG LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D34h
Name:	PM DFD RESTORE CFG LSB
ShortName:	DFD_RESTORE_CFG_LSB

Cfg register LSB for DFD restore feature

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:2	**Base address LSB** Access: R/W Lock This field defines the LSB of the Physical memory address from where DFD context to be restored
	1	**DFD Restore position in Boot** Access: R/W Lock 1'b0 : DFD restore happens at Earliest Possible Position in the boot sequence (default) 1'b1 : DFD restore happens at Closer to the end of the boot flow
	0	**DFD Restore Enable** Access: R/W Lock 1'b0 : DFD restore feature is disabled (default) 1'b1 : DFD restore feature is enabled

PM DFD RESTORE CFG MSB

DFD_RESTORE_CFG_MSB - PM DFD RESTORE CFG MSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D38h
Name:	PM DFD RESTORE CFG MSB
ShortName:	DFD_RESTORE_CFG_MSB

Cfg register MSB for DFD restore feature

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31	**Lock bit** Access: R/W Lock This bit implements the lock bit, once this is set it locks the rest of the fields to be programmed
	30:11	**Reserved** Format: MBZ
	10:0	**Base address MSB** Access: R/W Lock This field defines the MSB of the Physical memory address from where DFD context to be restored

POISON_DATA_HANDLING_ENABLE

POISON_DATA_HANDLING_ENABLE - POISON_DATA_HANDLING_ENABLE

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 100120h

This register holds the enable for Poison data detection and reporting for Gunit.

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**Reserved** Format: MBZ
	0	**LOCAL MEMORY POISON ENABLE** Access: R/W Enables the detection and reporting of poisoned data on the Local Memory interface, beyond what is required by the PCIe Spec. This bit has no effect on Poison Handling that is required by the PCIe Spec. Value / Name: 0b **[Default]** 1b

POISON_DATA_STATUS

POISON_DATA_STATUS - POISON_DATA_STATUS

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	100124h

This register holds the sticky bit which when set will indicate a Poisoned data has been received on IOSF-Primary.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**Reserved_2** Default Value: 0b Access: RO
	0	**ERROR STATUS** Access: R/W One Clear Set to 1 when Poisoned data has been received from IOSF-Primary. This sticky bit must survive secondary bus reset/FLR. 0b **[Default]** 1b

PORT_CL_DW5

PORT_CL_DW5		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	162014h-162017h	
Name:	PORT_CL_DW5	
ShortName:	PORT_CL_DW5_A	
Reset:	global	
Address:	6C014h-6C017h	
Name:	PORT_CL_DW5	
ShortName:	PORT_CL_DW5_B	
Reset:	global	
Address:	160014h-160017h	
Name:	PORT_CL_DW5	
ShortName:	PORT_CL_DW5_C	
Reset:	global	
Address:	161014h-161017h	
Name:	PORT_CL_DW5	
ShortName:	PORT_CL_DW5_D	
Reset:	global	

DWord	Bit	Description
0	31:24	**Force** Default Value: 00010010b
	23	**Reserved** Format: MBZ
	22	**Fusevalid Reset**
	21	**Fusevalid Override**
	20	**Fuse Repull**
	19:16	**CRI Clock Count Max** Default Value: 0100b
	15	**Reserved** Format: MBZ
	14:13	**IOSF PD Count**
	12	**Reserved**

PORT_CL_DW5

		Format: MBZ
	11:9	**IOSF ClkDiv Sel** Default Value: 010b
	8	**DL Broadcast Enable** This field causes all Tx's to get programmed when writing to a group access offset for a single Tx.
	7	**Reserved** Format: MBZ
	6	**Enable Port Staggering** Default Value: 1b
	5	**PG Staggering Control Disable** Default Value: 1b
	4	**CL Power Down Enable** Value: 0b — Name: Disable Value: 1b — Name: Enable
	3	**CRI Clock Select** Default Value: 1b
	2	**Phy Power Ack Override**
	1:0	**SUS Clock Config**

PORT_CL_DW10

PORT_CL_DW10	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162028h-16202Bh
Name:	PORT_CL_DW10
ShortName:	PORT_CL_DW10_A
Reset:	global
Address:	6C028h-6C02Bh
Name:	PORT_CL_DW10
ShortName:	PORT_CL_DW10_B
Reset:	global
Address:	160028h-16002Bh
Name:	PORT_CL_DW10
ShortName:	PORT_CL_DW10_C
Reset:	global
Address:	161028h-16102Bh
Name:	PORT_CL_DW10
ShortName:	PORT_CL_DW10_D
Reset:	global

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26:25	**PG Seq Delay Override** PG Sequential Delay Override
	24	**PG Seq Delay Override Enable** PG Sequential Delay Override Enable 0b: Disable 1b: Enable
	23	**ohvpg_ctrl_mipia** MIPI A HVPG Control
	22	**spare 22** Spare 22

PORT_CL_DW10

	21:16	**ospare_cri_ret** Default Value: 000011b ospare_cri_ret[6:0]
	15:12	**Reserved** Format: MBZ
	11	**Spare 11** Spare 11
	10	**Spare 10** Spare 10
	9	**Spare 9** Spare 9
	8	**Spare 8** Spare 8
	7:4	**Static Power Down** This field powers down individual lanes for the DDI that is accessed through this instance of the register. To save power, unused lanes should be powered down after link training is complete.

Value	Name	Description
0000b	Power up all lanes	Enable x4
1100b	Power down lanes 3,2	Enable x2
1110b	Power down lanes 3,2,1	Enable x1
0011b	Power down lanes 1,0	Enable x2 Reversed
0111b	Power down lanes 2,1,0	Enable x1 Reversed
1011b	Power down lanes 3,1,0	Enable DSI x1
1010b	Power down lanes 3,1	Enable DSI x2
1000b	Power down lane 3	Enable DSI x3

o_edp4k2k_mode_ovrd_en

eDP power optimized setting

Value	Name
1b	Enable **[Default]**
0b	Disable

o_edp4k2k_mode_ovrd_val

eDP power optimized setting. Valid only when corresponding enable bit (o_edp4k2k_mode_ovrd_en) is set and specific voltage swing programming is used.

Value	Name
1b	Optimized
0b	Non-optimized

PORT_CL_DW10

	1	**o_rterm100en_h_ovrd_en** rterm override enable **Value** / **Name** 1b / **[Default]** 0b /
	0	**o_rterm100en_h_ovrd_val** rterm override val valid only when corresponding enable bit (o_rterm100en_h_ovrd_en) is set. **Value** / **Name** 0b / 150 Ohms 1b / 100 Ohms

PORT_CL_DW12

PORT_CL_DW12

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	162030h-162033h
Name:	PORT_CL_DW12
ShortName:	PORT_CL_DW12_A
Reset:	global

Address:	6C030h-6C033h
Name:	PORT_CL_DW12
ShortName:	PORT_CL_DW12_B
Reset:	global

Address:	160030h-160033h
Name:	PORT_CL_DW12
ShortName:	PORT_CL_DW12_C
Reset:	global

Address:	161030h-161033h
Name:	PORT_CL_DW12
ShortName:	PORT_CL_DW12_D
Reset:	global

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**MIPI Lane Enable** 0b: Disable 1b: Enable
	28	**Reserved** Format: MBZ
	27	**MIPI Mode Override Enable** 0b: 1b:
	26	**MIPI Mode Override**

PORT_CL_DW12

		Value / **Name** 0b 1b
	25:12	**Reserved** Format: MBZ
	11	**Pwr Req Override AUX** **Value** / **Name** 0b 1b
	10	**Pwr Req Override Enable AUX** **Value**: 0b — **Name**: Disable **Value**: 1b — **Name**: Enable
	9:7	**Reserved** Format: MBZ
	6	**Phy Status AUX** Access: RO
	5	**Reserved** Format: MBZ
	4	**Power Ack AUX** Access: RO
	3:1	**Reserved** Format: MBZ
	0	**Lane Enable AUX** **Value**: 0b — **Name**: Disable **Value**: 1b — **Name**: Enable

PORT_CL_DW15

PORT_CL_DW15

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32

Address:	16203Ch-16203Fh
Name:	PORT_CL_DW15
ShortName:	PORT_CL_DW15_A
Reset:	global

Address:	6C03Ch-6C03Fh
Name:	PORT_CL_DW15
ShortName:	PORT_CL_DW15_B
Reset:	global

Address:	16003Ch-16003Fh
Name:	PORT_CL_DW15
ShortName:	PORT_CL_DW15_C
Reset:	global

Address:	16103Ch-16103Fh
Name:	PORT_CL_DW15
ShortName:	PORT_CL_DW15_D
Reset:	global

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**HVPG Power Ack** Access: RO Value / Name: 0b; 1b
	28	**HVPG Enable Status** Access: RO Value / Name: 0b; 1b

PORT_CL_DW15

	27	**Power Ack MIPI** Access: RO Value / Name 0b 1b
	26:22	**Reserved** Format: MBZ
	21	**Power Req AUX** Access: RO Value / Name 0b 1b
	20:18	**Reserved** Format: MBZ
	17	**Power Ack AUX** Access: RO Value / Name 0b 1b
	16:0	**Reserved** Format: MBZ

PORT_CL_DW16

PORT_CL_DW16		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	162040h-162043h	
Name:	PORT_CL_DW16	
ShortName:	PORT_CL_DW16_A	
Reset:	global	
Address:	6C040h-6C043h	
Name:	PORT_CL_DW16	
ShortName:	PORT_CL_DW16_B	
Reset:	global	
Address:	160040h-160043h	
Name:	PORT_CL_DW16	
ShortName:	PORT_CL_DW16_C	
Reset:	global	
Address:	161040h-161043h	
Name:	PORT_CL_DW16	
ShortName:	PORT_CL_DW16_D	
Reset:	global	

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**o_hd_ddib_sel_ovrden** DDI B HD Port select override enable
	14	**o_hd_ddib_sel_ovrd** DDI B HD Port select override
	13	**o_hd_ddic_sel_ovrden** DDI C HD Port select override enable
	12	**o_hd_ddic_sel_ovrd** DDI C HD Port select override
	11	**o_hd_ddid_sel_ovrden** DDI D HD Port select override enable
	10	**o_hd_ddid_sel_ovrd** DDI D HD Port select override
	9:8	**Reserved**

PORT_CL_DW16			
		Format:	MBZ
	7:4	**ospare_cri[3:0]** reserved	
	3	**o_comp_pwrdown_ovrd** Comp Power Down Override	
	2	**o_comp_pwrdown_ovrden** Comp Power Down Override Enable	
	1	**o_cri_wake_ovrd** CRI Wake Override	
	0	**o_cri_wake_ovrden** CRI Wake Override Enable	

PORT_COMP_DW0

PORT_COMP_DW0	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162100h-162103h
Name:	PORT_COMP_DW0
ShortName:	PORT_COMP_DW0_A
Reset:	global
Address:	6C100h-6C103h
Name:	PORT_COMP_DW0
ShortName:	PORT_COMP_DW0_B
Reset:	global
Address:	160100h-160103h
Name:	PORT_COMP_DW0
ShortName:	PORT_COMP_DW0_C
Reset:	global
Address:	161100h-161103h
Name:	PORT_COMP_DW0
ShortName:	PORT_COMP_DW0_D
Reset:	global

DWord	Bit	Description
0	31	**Comp Init**
	30:29	**Tx Slew Ctl**
	28:27	**Tx Drvsw On**
	26	**Tx Drvsw Ctl**
	25:24	**Comp Spare**
	23	**Procmon clock Sel**
	22:20	**Reserved** Format: MBZ
	19:8	**Periodic Comp Counter** Periodic comp programmable counter. Value: 05Fh — Name: 1.25ms **[Default]** — Description: Period of ~ 1.25ms w.r.t sus clock frequency of 19.2MHz.
	7:0	**Reserved** Format: MBZ

PORT_COMP_DW1

PORT_COMP_DW1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162104h-162107h
Name:	PORT_COMP_DW1
ShortName:	PORT_COMP_DW1_A
Reset:	global
Address:	6C104h-6C107h
Name:	PORT_COMP_DW1
ShortName:	PORT_COMP_DW1_B
Reset:	global
Address:	160104h-160107h
Name:	PORT_COMP_DW1
ShortName:	PORT_COMP_DW1_C
Reset:	global
Address:	161104h-161107h
Name:	PORT_COMP_DW1
ShortName:	PORT_COMP_DW1_D
Reset:	global

DWord	Bit	Description
0	31	**ldo_bypass** Default Value: 1b
	30	**fcomp_ovrd_en**
	29	**fcomp_capratio**
	28	**fcomp_bias_sel**
	27:26	**fcomp_inputsel_ovrd**
	25	**fcomp_polaritysel**
	24	**rcomp_en** Default Value: 1b
	23:22	**p_ref_highval[9:8]** Default Value: 01b
	21:20	**p_ref_lowval[9:8]**
	19:18	**n_ref_highval[9:8]** Default Value: 01b

PORT_COMP_DW1		
	17:16	**n_ref_lowval[9:8]**
	15:14	**phvt_ref_highval[9:8]**
	13:12	**phvt_ref_lowval[9:8]**
	11:10	**nhvt_ref_highval[9:8]** Default Value: 01h
	9:8	**nhvt_ref_lowval[9:8]**
	7:6	**plvt_ref_highval[9:8]** Default Value: 01b
	5:4	**plvt_ref_lowval[9:8]**
	3:2	**nlvt_ref_highval[9:8]** Default Value: 01b
	1:0	**nlvt_ref_lowval[9:8]**

PORT_COMP_DW3

PORT_COMP_DW3	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	16210Ch-16210Fh
Name:	PORT_COMP_DW3
ShortName:	PORT_COMP_DW3_A
Reset:	global
Address:	6C10Ch-6C10Fh
Name:	PORT_COMP_DW3
ShortName:	PORT_COMP_DW3_B
Reset:	global
Address:	16010Ch-16010Fh
Name:	PORT_COMP_DW3
ShortName:	PORT_COMP_DW3_C
Reset:	global
Address:	16110Ch-16110Fh
Name:	PORT_COMP_DW3
ShortName:	PORT_COMP_DW3_D
Reset:	global

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:26	**Process Info** 000b: dot-0 001b: dot-1 010b: dot-4
	25:24	**Voltage Info** 00b: 0.85V 01b: 0.95V 10b: 1.05
	23	**PLL DDI Pwr Ack**
	22	**First Comp Done**

PORT_COMP_DW3		
	21	**Procmon Done**
	20	**Icomp Code Maxout**
	19	**Icomp Code Minout**
	18:15	**Reserved** Format: MBZ
	14:8	**Icomp Code**
	7	**Lpdn Code Maxout**
	6	**Lpdn Code Minout**
	5:0	**MIPI Lpdn Code**

PORT_COMP_DW8

PORT_COMP_DW8	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162120h-162123h
Name:	PORT_COMP_DW8
ShortName:	PORT_COMP_DW8_A
Reset:	global
Address:	6C120h-6C123h
Name:	PORT_COMP_DW8
ShortName:	PORT_COMP_DW8_B
Reset:	global
Address:	160120h-160123h
Name:	PORT_COMP_DW8
ShortName:	PORT_COMP_DW8_C
Reset:	global
Address:	161120h-161123h
Name:	PORT_COMP_DW8
ShortName:	PORT_COMP_DW8_D
Reset:	global

DWord	Bit	Description
0	31:25	**Reserved** Format: MBZ
	24	**irefgen** 1b: Enable 0b: Disable
	23:15	**Reserved** Format: MBZ
	14	**prdic_icomp_dis** disable periodic icomp 0b: Enable 1b: Disable
	13:0	**Reserved**

PORT_COMP_DW8			
		Format:	MBZ

PORT_COMP_DW9

PORT_COMP_DW9			
Register Space:	MMIO: 0/2/0		
Access:	R/W		
Size (in bits):	32		
Address:	162124h-162127h		
Name:	PORT_COMP_DW9		
ShortName:	PORT_COMP_DW9_A		
Reset:	global		
Address:	6C124h-6C127h		
Name:	PORT_COMP_DW9		
ShortName:	PORT_COMP_DW9_B		
Reset:	global		
Address:	160124h-160127h		
Name:	PORT_COMP_DW9		
ShortName:	PORT_COMP_DW9_C		
Reset:	global		
Address:	161124h-161127h		
Name:	PORT_COMP_DW9		
ShortName:	PORT_COMP_DW9_D		
Reset:	global		
DWord	**Bit**	**Description**	
0	31:24	**n_ref_lowval[7:0]**	
		Default Value:	11011010b
	23:16	**n_ref_highval[7:0]**	
		Default Value:	10001100b
	15:8	**p_ref_lowval[7:0]**	
		Default Value:	11011100b
	7:0	**p_ref_highval[7:0]**	
		Default Value:	10100101b

PORT_COMP_DW10

PORT_COMP_DW10	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162128h-16212Bh
Name:	PORT_COMP_DW10
ShortName:	PORT_COMP_DW10_A
Reset:	global
Address:	6C128h-6C12Bh
Name:	PORT_COMP_DW10
ShortName:	PORT_COMP_DW10_B
Reset:	global
Address:	160128h-16012Bh
Name:	PORT_COMP_DW10
ShortName:	PORT_COMP_DW10_C
Reset:	global
Address:	161128h-16112Bh
Name:	PORT_COMP_DW10
ShortName:	PORT_COMP_DW10_D
Reset:	global

DWord	Bit	Description	
0	31:24	**nlvt_ref_lowval[7:0]**	
		Default Value:	10101010b
	23:16	**nlvt_ref_highval[7:0]**	
		Default Value:	00111101b
	15:8	**plvt_ref_lowval[7:0]**	
		Default Value:	10101000b
	7:0	**plvt_ref_highval[7:0]**	
		Default Value:	01010011b

PORT_PCS_DW1

PORT_PCS_DW1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162304h-162307h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_AUX_A
Reset:	global
Address:	162604h-162607h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_GRP_A
Reset:	global
Address:	162804h-162807h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN0_A
Reset:	global
Address:	162904h-162907h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN1_A
Reset:	global
Address:	162A04h-162A07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN2_A
Reset:	global
Address:	162B04h-162B07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN3_A
Reset:	global
Address:	6C304h-6C307h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_AUX_B
Reset:	global
Address:	6C604h-6C607h
Name:	PORT_PCS_DW1

PORT_PCS_DW1	
ShortName:	PORT_PCS_DW1_GRP_B
Reset:	global
Address:	6C804h-6C807h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN0_B
Reset:	global
Address:	6C904h-6C907h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN1_B
Reset:	global
Address:	6CA04h-6CA07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN2_B
Reset:	global
Address:	6CB04h-6CB07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN3_B
Reset:	global
Address:	160304h-160307h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_AUX_C
Reset:	global
Address:	160604h-160607h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_GRP_C
Reset:	global
Address:	160804h-160807h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN0_C
Reset:	global
Address:	160904h-160907h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN1_C
Reset:	global
Address:	160A04h-160A07h
Name:	PORT_PCS_DW1

PORT_PCS_DW1

ShortName:	PORT_PCS_DW1_LN2_C
Reset:	global
Address:	160B04h-160B07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN3_C
Reset:	global
Address:	161304h-161307h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_AUX_D
Reset:	global
Address:	161604h-161607h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_GRP_D
Reset:	global
Address:	161804h-161807h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN0_D
Reset:	global
Address:	161904h-161907h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN1_D
Reset:	global
Address:	161A04h-161A07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN2_D
Reset:	global
Address:	161B04h-161B07h
Name:	PORT_PCS_DW1
ShortName:	PORT_PCS_DW1_LN3_D
Reset:	global

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28	**cmnkeeper_enable_in_pg** Value: 1b — Name: enable **[Default]**

PORT_PCS_DW1

	0b	disable

27 pg_pwrdownen

PG Power Down Enable

Value	Name
1b	enable **[Default]**
0b	disable

26 cmnkeeper_enable

Common Keeper Enable

Value	Name
1b	enable **[Default]**
0b	disable

25:24 cmnkeep_biasctr

Common Keeper Bias Control

23:22 Reserved

Format:	MBZ

21:20 DCC Mode Select

Value	Name
00b	Run DCC once **[Default]**
01b	Run DCC every 100us
10b	Run DCC every 1ms
11b	Run DCC continuosly

19 reg_dcc_bypass

Default Value:	0b

Setting this bit will bypass the DCC calibration and will also bypass the DFx RX calibration since both are triggered using same signal in PCS

18 reg_dcc_calib_wake_en

Default Value:	0b

Asserting this bit will run DCC again during DL wake up from powerdown

17 tx_dcc_calib_enable

Default Value:	0b

Force Tx DCC Calibration Enable (Should be used only after initial boot is done)

16 Reserved

15:14 Reserved

Format:	MBZ

13:12 txhigh

PORT_PCS_DW1

	11:10	**Reserved** Format: MBZ
	9:8	**clkreq**
	7	**tbc_as_symbclk** Select tbc clock to be used as symbol clock internal to the data lane
	6	**txfifo_rst_main_ovrden** Override enable for Tx main resets
	5	**txfifo_rst_main_ovrd** Reset Main Override for Tx
	4	**txdeemp** Deemphasis Value
	3:2	**latencyoptim** Default Value: 01b Latency Optim
	1	**softreset_enable** Allow soft_reset_n to reset the lanes Value: 1b — Name: enable Value: 0b — Name: disable
	0	**soft_reset_n** Default Value: 1b Active low soft reset override

PORT_PCS_DW9

PORT_PCS_DW9	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162324h-162327h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_AUX_A
Reset:	global
Address:	162624h-162627h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_GRP_A
Reset:	global
Address:	162824h-162827h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN0_A
Reset:	global
Address:	162924h-162927h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN1_A
Reset:	global
Address:	162A24h-162A27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN2_A
Reset:	global
Address:	162B24h-162B27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN3_A
Reset:	global
Address:	6C324h-6C327h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_AUX_B
Reset:	global
Address:	6C624h-6C627h
Name:	PORT_PCS_DW9

PORT_PCS_DW9	
ShortName:	PORT_PCS_DW9_GRP_B
Reset:	global
Address:	6C824h-6C827h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN0_B
Reset:	global
Address:	6C924h-6C927h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN1_B
Reset:	global
Address:	6CA24h-6CA27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN2_B
Reset:	global
Address:	6CB24h-6CB27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN3_B
Reset:	global
Address:	160324h-160327h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_AUX_C
Reset:	global
Address:	160624h-160627h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_GRP_C
Reset:	global
Address:	160824h-160827h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN0_C
Reset:	global
Address:	160924h-160927h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN1_C
Reset:	global
Address:	160A24h-160A27h
Name:	PORT_PCS_DW9

PORT_PCS_DW9

ShortName:	PORT_PCS_DW9_LN2_C
Reset:	global

Address:	160B24h-160B27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN3_C
Reset:	global

Address:	161324h-161327h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_AUX_D
Reset:	global

Address:	161624h-161627h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_GRP_D
Reset:	global

Address:	161824h-161827h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN0_D
Reset:	global

Address:	161924h-161927h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN1_D
Reset:	global

Address:	161A24h-161A27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN2_D
Reset:	global

Address:	161B24h-161B27h
Name:	PORT_PCS_DW9
ShortName:	PORT_PCS_DW9_LN3_D
Reset:	global

DWord	Bit	Description
0	31:28	**Reserved** Format: MBZ
	27:16	**Strong CM Count Ovrd** Default Value: 301h
	15:11	**Reserved**

PORT_PCS_DW9			
		Format:	MBZ
	10:8	**Stagger Mult**	
		Default Value:	001b
	7:6	**Reserved**	
		Format:	MBZ
	5	**Stagger Override**	
	4:0	**Stagger**	

PORT_TX_DFLEXDPCSSS

PORT_TX_DFLEXDPCSSS		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	163894h-163897h	
Name:	PORT_TX_DFLEXDPCSSS	
ShortName:	PORT_TX_DFLEXDPCSSS_FIA1	
Reset:	global	
Address:	16E894h-16E897h	
Name:	PORT_TX_DFLEXDPCSSS	
ShortName:	PORT_TX_DFLEXDPCSSS_FIA2	
Reset:	global	
Address:	16F894h-16F897h	
Name:	PORT_TX_DFLEXDPCSSS	
ShortName:	PORT_TX_DFLEXDPCSSS_FIA3	
Reset:	global	

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**Display port Phy Mode Status for Type-C Connector 7** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 7.
	6	**Display port Phy Mode Status for Type-C Connector 6** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 6.
	5	**Display port Phy Mode Status for Type-C Connector 5** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 5.
	4	**Display port Phy Mode Status for Type-C Connector 4** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 4.

PORT_TX_DFLEXDPCSSS

	3	**Display port Phy Mode Status for Type-C Connector 3** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 3.
	2	**Display port Phy Mode Status for Type-C Connector 2** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 2.
	1	**Display port Phy Mode Status for Type-C Connector 1** Similar to register DFLEXDPCSSS.DPPMSTC0 but this register is for Type-C Connector 1.
	0	**Display port Phy Mode Status for Type-C Connector 0** Display port Phy Mode Status for Type-C Connector 0 (DPPMSTC0):

Value	Name
1b	DP Controller is not in safe state
0b	DP controller is in safe state

PORT_TX_DFLEXDPMLE1

PORT_TX_DFLEXDPMLE1 - PORT_TX_DFLEXDPMLE1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Reset:	soft

Address:	1638C0h-1638C3h
Name:	PORT_TX_DFLEXDPMLE1
ShortName:	PORT_TX_DFLEXDPMLE1_FIA1
Reset:	soft

Address:	16E8C0h-16E8C3h
Name:	PORT_TX_DFLEXDPMLE1
ShortName:	PORT_TX_DFLEXDPMLE1_FIA2
Reset:	soft

Address:	16F8C0h-16F8C3h
Name:	PORT_TX_DFLEXDPMLE1
ShortName:	PORT_TX_DFLEXDPMLE1_FIA3
Reset:	soft

Display Driver writes to these bits to tell FIA hardware which Main Links of the Display Port are enabled on Type-C Connector 0. FIA hardware uses this information for PHY to Controller signal mapping.
For example, in DP Pin Assignment C, the register DFLEXDPSP1.DPX4TXLATC0 tells Display Driver that all the 4 TX Lanes in PHY can be used. However, Display Driver may choose to use only x1, i.e. for ML0. Then Display Driver will program 0001b to this register. For x2 and x4, Display Driver will program 0011b and 1111b, respectively.
Note that display driver should not use its internal lane reversal feature with Type-C ALT connections.
Display Driver is expected to write to this register when the DDI Interface between DP Controller and FIA is in the Safe Mode, e.g. pllen=pwrreq=lane_enable=0. Display Driver writes to this register and then only it brings up the DP Controller, i.e. to bring the DDI interface out from Safe Mode.
A mode set is required to switch the number of DP lanes.
This register is applicable in both Type-C connector's Alternate mode and also DP connector mode.

DWord	Bit	Description
0	31:28	**Display port Main Link Enable for Type-C Connector 7** Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 7.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

PORT_TX_DFLEXDPMLE1 - PORT_TX_DFLEXDPMLE1

27:24 **Display port Main Link Enable for Type-C Connector 6**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 6.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

23:20 **Display port Main Link Enable for Type-C Connector 5**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 5.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

19:16 **Display port Main Link Enable for Type-C Connector 4**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 4.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

15:12 **Display port Main Link Enable for Type-C Connector 3**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 3.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

11:8 **Display port Main Link Enable for Type-C Connector 2**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 2.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

7:4 **Display port Main Link Enable for Type-C Connector 1**

Similar to register DFLEXDPMLE1.DPMLETC0 but this register is for Type-C Connector 1.

PORT_TX_DFLEXDPMLE1 - PORT_TX_DFLEXDPMLE1

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

3:0 **Display port Main Link Enable for Type-C Connector 0**

Display Port Main Link Enable for Type-C Connector 0 (DPMLETC0):
4 bits correspond to 4 Main Link in DP Controller. Bit [0] is ML0,bit [1] is ML1 and so on.
The Type-C Connector number is logical number. Its not physical lane numbers. Refer to the SOC block diagram for the mapping of Type-C Connector number to the actual physical lane number of the PHY.
Display Driver writes to these bits to tell FIA hardware which Main Links of the Display Port are enabled on Type-C Connector 0. FIA hardware use this information for PHY to Controller signal mapping.
For example, in DP Pin Assignment C, the register DFLEXDPSP1.DPX4TXLATC0 tells Display Driver that all the 4 TX Lane in PHY can be used. However, Display Driver may choose to use only x1, i.e. for ML0. Then Display Driver will program 0001b to this register. For x2 and x4, Display Driver will program 0011b and 1111b, respectively.

Value	Name	Description
0001b	ML0	
0011b	ML[1:0]	
1100b	ML[3:2]	This setting should not be used with Type-C ALT connections.
1111b	ML[3:0]	

PORT_TX_DFLEXDPPMS

PORT_TX_DFLEXDPPMS - PORT_TX_DFLEXDPPMS

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Reset:	soft

Address:	163890h-163893h
Name:	PORT_TX_DFLEXDPPMS
ShortName:	PORT_TX_DFLEXDPPMS_FIA1
Reset:	soft

Address:	16E890h-16E893h
Name:	PORT_TX_DFLEXDPPMS
ShortName:	PORT_TX_DFLEXDPPMS_FIA2
Reset:	soft

Address:	16F890h-16F893h
Name:	PORT_TX_DFLEXDPPMS
ShortName:	PORT_TX_DFLEXDPPMS_FIA3
Reset:	soft

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**Display Port PHY Mode status for Type-C connector 15** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 15.
	14	**Display Port PHY Mode status for Type-C connector 14** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 14.
	13	**Display Port PHY Mode status for Type-C connector 13** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 13.
	12	**Display Port PHY Mode status for Type-C connector 12** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 12.

PORT_TX_DFLEXDPPMS - PORT_TX_DFLEXDPPMS

	11	**Display Port PHY Mode status for Type-C connector 11** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 11.
	10	**Display Port PHY Mode status for Type-C connector 10** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 10.
	9	**Display Port PHY Mode status for Type-C connector 9** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 9.
	8	**Display Port PHY Mode status for Type-C connector 8** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 8.
	7	**Display Port PHY Mode status for Type-C connector 7** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 7.
	6	**Display Port PHY Mode status for Type-C connector 6** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 6.
	5	**Display Port PHY Mode status for Type-C connector 5** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 5.
	4	**Display Port PHY Mode status for Type-C connector 4** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 4.
	3	**Display Port PHY Mode status for Type-C connector 3** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 3.
	2	**Display Port PHY Mode status for Type-C connector 2** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 2.

PORT_TX_DFLEXDPPMS - PORT_TX_DFLEXDPPMS

	1	**Display Port PHY Mode status for Type-C connector 1** Similar to register DFLEXDPPMS.DPPMSTC0 but this register is for Type-C Connector 1.
	0	**Display Port PHY Mode status for Type-C connector 0** DFLEXDPPMS.DPPMSTC0 PD FW writes 1 to this bit to tell DP Driver that PHY is ready. PD FW writes '0' to this bit to tell DP Driver that PHY is not ready.

Value	Name
0b	Not Completed
1b	Completed

PORT_TX_DFLEXDPSP

PORT_TX_DFLEXDPSP - PORT_TX_DFLEXDPSP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Reset:	soft
Address:	1638A0h-1638A3h
Name:	PORT_TX_DFLEXDPSP1
ShortName:	PORT_TX_DFLEXDPSP1_FIA1
Reset:	soft
Address:	1638A4h-1638A7h
Name:	PORT_TX_DFLEXDPSP2
ShortName:	PORT_TX_DFLEXDPSP2_FIA1
Reset:	soft
Address:	1638A8h-1638ABh
Name:	PORT_TX_DFLEXDPSP3
ShortName:	PORT_TX_DFLEXDPSP3_FIA1
Reset:	soft
Address:	1638ACh-1638AFh
Name:	PORT_TX_DFLEXDPSP4
ShortName:	PORT_TX_DFLEXDPSP4_FIA1
Reset:	soft
Address:	16E8A0h-16E8A3h
Name:	PORT_TX_DFLEXDPSP1
ShortName:	PORT_TX_DFLEXDPSP1_FIA2
Reset:	soft
Address:	16E8A4h-16E8A7h
Name:	PORT_TX_DFLEXDPSP2
ShortName:	PORT_TX_DFLEXDPSP2_FIA2
Reset:	soft
Address:	16E8A8h-16E8ABh
Name:	PORT_TX_DFLEXDPSP3
ShortName:	PORT_TX_DFLEXDPSP3_FIA2
Reset:	soft
Address:	16E8ACh-16E8AFh

PORT_TX_DFLEXDPSP - PORT_TX_DFLEXDPSP

Name:	PORT_TX_DFLEXDPSP4
ShortName:	PORT_TX_DFLEXDPSP4_FIA2
Reset:	soft

Address:	16F8A0h-16F8A3h
Name:	PORT_TX_DFLEXDPSP1
ShortName:	PORT_TX_DFLEXDPSP1_FIA3
Reset:	soft

Address:	16F8A4h-16F8A7h
Name:	PORT_TX_DFLEXDPSP2
ShortName:	PORT_TX_DFLEXDPSP2_FIA3
Reset:	soft

Address:	16F8A8h-16F8ABh
Name:	PORT_TX_DFLEXDPSP3
ShortName:	PORT_TX_DFLEXDPSP3_FIA3
Reset:	soft

Address:	16F8ACh-16F8AFh
Name:	PORT_TX_DFLEXDPSP4
ShortName:	PORT_TX_DFLEXDPSP4_FIA3
Reset:	soft

Dynamic FlexIO DP Scratch Pad (Type-C)

See the TypeC Programming section for information on how the connector number here maps to the port instance.

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:29	**TC3 Live State** Value / Name / Description: 00b / No HPD / No HPD connect for TypeC (DP alternate) or TBT 01b / TypeC HPD / HPD connect for TypeC (DP alternate) 10b / TBT HPD / HPD connect for TBT 11b / Invalid / Invalid
	28	**Reserved** Format: MBZ
	27:24	**Display Port x4 TX Lane Assignment for Type-C Connector 3**

PORT_TX_DFLEXDPSP - PORT_TX_DFLEXDPSP

Same definition as DFLEXDPSP1.DPX4TXLATC0, but this register is for Type-C Connector 3.

Value	Name
0001b	PHY TX[0]
0010b	PHY TX[1]
0011b	PHY TX[1:0]
0100b	PHY TX[2]
0101b	PHY TX[2] TX[0]
1000b	PHY TX[3]
1100b	PHY TX[3:2]
1111b	PHY TX[3:0]

23 **Reserved**

Format:	MBZ

22:21 **TC2 Live State**

Value	Name	Description
00b	No HPD	No HPD connect for TypeC (DP alternate) or TBT
01b	TypeC HPD	HPD connect for TypeC (DP alternate)
10b	TBT HPD	HPD connect for TBT
11b	Invalid	Invalid

20 **Reserved**

Format:	MBZ

19:16 **Display Port x4 TX Lane Assignment for Type-C Connector 2**

Same definition as DFLEXDPSP1.DPX4TXLATC0, but this register is for Type-C Connector 2.

Value	Name
0001b	PHY TX[0]
0010b	PHY TX[1]
0011b	PHY TX[1:0]
0100b	PHY TX[2]
0101b	PHY TX[2] TX[0]
1000b	PHY TX[3]
1100b	PHY TX[3:2]
1111b	PHY TX[3:0]

15 **Reserved**

Format:	MBZ

14:13 **TC1 Live State**

PORT_TX_DFLEXDPSP - PORT_TX_DFLEXDPSP

Value	Name	Description
00b	No HPD	No HPD connect for TypeC (DP alternate) or TBT
01b	TypeC HPD	HPD connect for TypeC (DP alternate)
10b	TBT HPD	HPD connect for TBT
11b	Invalid	Invalid

12 **Reserved**

Format:	MBZ

11:8 **Display Port x4 TX Lane Assignment for Type-C Connector 1**

Same definition as DFLEXDPSP1.DPX4TXLATC0, but this register is for Type-C Connector 1.

Value	Name
0001b	PHY TX[0]
0010b	PHY TX[1]
0011b	PHY TX[1:0]
0100b	PHY TX[2]
0101b	PHY TX[2] TX[0]
1000b	PHY TX[3]
1100b	PHY TX[3:2]
1111b	PHY TX[3:0]

7 **Reserved**

Format:	MBZ

6:5 **TC0 Live state**

Value	Name	Description
00b	No HPD	No HPD connect for TypeC (DP alternate) or TBT
01b	TypeC HPD	HPD connect for TypeC (DP alternate)
10b	TBT HPD	HPD connect for TBT
11b	Invalid	Invalid

4 **Modular FIA (MF)**

Description
This bit is set by IOM FW and read by Display Driver. It tells the Display Driver if Modular FIA is used in the SOC. If Modular FIA is used in the SOC, then Display Driver will access the additional instances of FIA based on pre-assigned offset in GTTMADDR space. Each Modular FIA instance houses only 2 Type-C Ports.

PORT_TX_DFLEXDPSP - PORT_TX_DFLEXDPSP

		If Modular FIA is not used in the SOC, then a single monolithic FIA is used to house all the Type-C Ports which has only one IOSF Sideband Port ID. Modular FIA is always used. IOM FW will program the MF bit in all FIA instances. **Value** / **Name** 0b / Monolithic FIA 1b / Modular FIA
	3:0	**Display Port x4 TX Lane Assignment for Type-C Connector 0** DPX4TXLATC0 SOC FW writes to these bits to tell display software the Lane Assignment, which it generates based on the DP Pin Assignment and the Connector Orientation. Display software uses this value to determine the number of lanes that can be enabled, and along with other registers, to determine the DP mode programming. See the Typec PHY DDI Buffer page for DP mode programming. The 4 bits correspond to 4 TX, i.e. TX[3:0] Lane in PHY. Lower 2 bits correspond to the 2 lower TX lane on the PHY of Type-C connector. Upper 2 bits correspond to the upper 2 TX lane on the PHY of Type-C connector. For example, in DP Pin Assignment D (Multi function) and Flip case, the x2 TX lane are on the upper TypeC Lane, hence the value written into this register will be 1100b. Another example, in DP Pin Assignment B (Multi function) Active Gen2 cable and Flip case, the x1 TX lane is on the 1st TX of upper TypeC Lane, hence the value written into this register will be 0100b. **Value** / **Name** 0001b / PHY TX[0] 0010b / PHY TX[1] 0011b / PHY TX[1:0] 0100b / PHY TX[2] 0101b / PHY TX[2] TX[0] 1000b / PHY TX[3] 1100b / PHY TX[3:2] 1111b / PHY TX[3:0]

PORT_TX_DFLEXNPCPMS

PORT_TX_DFLEXNPCPMS - PORT_TX_DFLEXNPCPMS	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Reset:	soft
Address:	163480h-163483h
Name:	PORT_TX_DFLEXNPCPMS
ShortName:	PORT_TX_DFLEXNPCPMS_FIA1
Reset:	soft
Address:	16E480h-16E483h
Name:	PORT_TX_DFLEXNPCPMS
ShortName:	PORT_TX_DFLEXNPCPMS_FIA2
Reset:	soft
Address:	16F480h-16F483h
Name:	PORT_TX_DFLEXNPCPMS
ShortName:	PORT_TX_DFLEXNPCPMS_FIA3
Reset:	soft

SW writes to these bits to control the Combo Ports mode. This register governs the Phy status tracking handling that could be different for different controllers.

DWord	Bit	Description
0	31:28	**Combo Port 7 Next Phy Combo Port Mode Select (CP7NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 7.
	27:24	**Combo Port 6 Next Phy Combo Port Mode Select (CP6NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 6.
	23:20	**Combo Port 5 Next Phy Combo Port Mode Select (CP5NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 5.
	19:16	**Combo Port 4 Next Phy Combo Port Mode Select (CP4NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 4.
	15:12	**Combo Port 3 Next Phy Combo Port Mode Select (CP3NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 3.
	11:8	**Combo Port 2 Next Phy Combo Port Mode Select (CP2NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 2.
	7:4	**Combo Port 1 Next Phy Combo Port Mode Select (CP1NPCPMS):** Similar to register DFLEXNPCPMS1.CP0NPCPMS but this register is for Combo Port 1.
	3:0	**Combo Port 0 Next Phy Combo Port Mode Select (CP0NPCPMS):** The Combo Port number is logical. Its not physical lane numbers. 0h: Port Mode is NoOwner_USB3. FIA will keep the Lane in Reset state. PhyMode=USB3

PORT_TX_DFLEXNPCPMS - PORT_TX_DFLEXNPCPMS		
		1h: Port Mode is Owner 1 (default owner) 2h: Port Mode is Owner 2 3h: Port Mode is Owner 3 4h: Port Mode is Owner 4 5h: Port Mode is Owner 5 6h-Fh: Reserved Others: Reserved SW mode: SW writes to these bits to control the Combo Ports mode. This register governs the Phy status tracking handling that could be different for different controller. HW mode: These bits have no impact to HW when written. The reset default is dependent on the internal HW mux select bits though its being indicated as soft-straps. The mux select bits retain their context across Sx and will be reloaded back into this field.

PORT_TX_DFLEXPA1

PORT_TX_DFLEXPA1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	163880h-163883h
Name:	PORT_TX_DFLEXPA1
ShortName:	PORT_TX_DFLEXPA1_FIA1
Reset:	global
Address:	16E880h-16E883h
Name:	PORT_TX_DFLEXPA1
ShortName:	PORT_TX_DFLEXPA1_FIA2
Reset:	global
Address:	16F880h-16F883h
Name:	PORT_TX_DFLEXPA1
ShortName:	PORT_TX_DFLEXPA1_FIA3
Reset:	global

FIA has per Connector register to govern the Pin Assignment of each Type-C Connector. For example, DFLEXPA1.DPPATC0 is used to govern the Pin Assignment of Type-C Connector 0. The Type-C Connector number (e.g. "0" in register DPPATC0) is logical number.

DWord	Bit	Description
0	31:28	**Display port Pin Assignment for Type-C Connector 7** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 7.
	27:24	**Display port Pin Assignment for Type-C Connector 6** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 6.
	23:20	**Display port Pin Assignment for Type-C Connector 5** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 5.
	19:16	**Display port Pin Assignment for Type-C Connector 4** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 4.
	15:12	**Display port Pin Assignment for Type-C Connector 3** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 3.
	11:8	**Display port Pin Assignment for Type-C Connector 2** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 2.
	7:4	**Display port Pin Assignment for Type-C Connector 1** Similar to register DFLEXPA1.DPPATC0 but this register is for Type-C Connector 1.
	3:0	**Display port Pin Assignment for Type-C Connector 0** Display Port Pin Assignment for Type-C Connector 0 (DPPATC0): Assignments A, C, and E have 4 lanes for DP alternate mode.

PORT_TX_DFLEXPA1

Assignments B, D, and F have 2 lanes for DP alternate mode.

Value	Name
0000b	No Pin Assignment (For Non Type-C DP)
0001b	Pin Assignment A
0010b	Pin Assignment B
0011b	Pin Assignment C
0100b	Pin Assignment D
0101b	Pin Assignment E
0110b	Pin Assignment F

PORT_TX_DFLEXPA2

PORT_TX_DFLEXPA2 - PORT_TX_DFLEXPA2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Reset:	soft
Address:	163884h-163887h
Name:	PORT_TX_DFLEXPA2
ShortName:	PORT_TX_DFLEXPA2_FIA1
Reset:	soft
Address:	16E884h-16E887h
Name:	PORT_TX_DFLEXPA2
ShortName:	PORT_TX_DFLEXPA2_FIA2
Reset:	soft
Address:	16F884h-16F887h
Name:	PORT_TX_DFLEXPA2
ShortName:	PORT_TX_DFLEXPA2_FIA3
Reset:	soft

FIA has per Connector register to govern the Pin Assignment of each Type-C Connector. For example, DFLEXPA1.DPPATC0 is used to govern the Pin Assignment of Type-C Connector 0.The Type-C Connector number (e.g. 0 in register DPPATC0) is logical number.

DWord	Bit	Description
0	31:28	**Display port Pin Assignment for Type-C Connector 15** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 15.
	27:24	**Display port Pin Assignment for Type-C Connector 14** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 14.
	23:20	**Display port Pin Assignment for Type-C Connector 13** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 13.
	19:16	**Display port Pin Assignment for Type-C Connector 12** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 12.
	15:12	**Display port Pin Assignment for Type-C Connector 11** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 11.
	11:8	**Display port Pin Assignment for Type-C Connector 10** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 10.
	7:4	**Display port Pin Assignment for Type-C Connector 9** Similar to register DFLEXPA2.DPPATC8 but this register is for Type-C Connector 9.
	3:0	**Display port Pin Assignment for Type-C Connector 8** Display Port Pin Assignment for Type-C Connector 8 (DPPATC8):

PORT_TX_DFLEXPA2 - PORT_TX_DFLEXPA2		
		0000 : No Pin Assignment (For Non Type-C DP) 0001 : Pin Assignment A 0010 : Pin Assignment B 0011 : Pin Assignment C 0100 : Pin Assignment D 0101 : Pin Assignment E 0110 : Pin Assignment F 0111-1111 : Reserved

PORT_TX_DW0

PORT_TX_DW0	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162380h-162383h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_AUX_A
Reset:	global
Address:	162680h-162683h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_GRP_A
Reset:	global
Address:	162880h-162883h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN0_A
Reset:	global
Address:	162980h-162983h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN1_A
Reset:	global
Address:	162A80h-162A83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN2_A
Reset:	global
Address:	162B80h-162B83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN3_A
Reset:	global
Address:	6C380h-6C383h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_AUX_B
Reset:	global
Address:	6C680h-6C683h

PORT_TX_DW0	
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_GRP_B
Reset:	global
Address:	6C880h-6C883h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN0_B
Reset:	global
Address:	6C980h-6C983h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN1_B
Reset:	global
Address:	6CA80h-6CA83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN2_B
Reset:	global
Address:	6CB80h-6CB83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN3_B
Reset:	global
Address:	160380h-160383h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_AUX_C
Reset:	global
Address:	160680h-160683h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_GRP_C
Reset:	global
Address:	160880h-160883h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN0_C
Reset:	global
Address:	160980h-160983h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN1_C
Reset:	global
Address:	160A80h-160A83h

PORT_TX_DW0

Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN2_C
Reset:	global

Address:	160B80h-160B83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN3_C
Reset:	global

Address:	161380h-161383h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_AUX_D
Reset:	global

Address:	161680h-161683h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_GRP_D
Reset:	global

Address:	161880h-161883h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN0_D
Reset:	global

Address:	161980h-161983h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN1_D
Reset:	global

Address:	161A80h-161A83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN2_D
Reset:	global

Address:	161B80h-161B83h
Name:	PORT_TX_DW0
ShortName:	PORT_TX_DW0_LN3_D
Reset:	global

This register controls Tx Equalization within the Combo-PHY's AFE.

Restriction : Do not change the default Cursor Coefficient values within this register since that will change the equalization being applied by the PHY

DWord	Bit	Description
0	31	**MIPI EQ Select**

PORT_TX_DW0

This bit controls the Tx Equalization level of the PHY
This bit is equivalent to the **TxEqLevelHS** PPI pin, but it is only used by the PHY when both the MIPI EQ Override Enable and MIPI EQ Enable bits are set.

Value	Name
0b	Low Levlel Equalization (3.5 dB)
1b	High Level Equalization (7 dB)

30 **MIPI EQ Enable**

This bit represents the Tx Equalization active state (i.e. enable)
This bit is equivalent to the **TxEqActiveHS** PPI pin, but it is only used by the PHY when the MIPI EQ Override Enable is set

Value	Name
0b	Tx Equalization Disabled
1b	Tx Equalization Enabled

29:24 **Post Cursor Coeff 0**

Default Value:	bh Default post cursor coeff

Restriction : Do not change the default value

23 **MIPI EQ Override Enable**

This bit controls whether the PPI Tx Equalization pins are driving the equalization logic, or the override bits from this register

Value	Name
0b	PPI inputs drive EQ logic
1b	This register drives EQ logic

22:6 **Reserved**

Format:	MBZ

5:0 **Cursor Coeff 0**

Default Value:	34h Default cursor coeff

Restriction : Do not change the default value

PORT_TX_DW1

PORT_TX_DW1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162384h-162387h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_AUX_A
Reset:	global
Address:	162684h-162687h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_GRP_A
Reset:	global
Address:	162884h-162887h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN0_A
Reset:	global
Address:	162984h-162987h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN1_A
Reset:	global
Address:	162A84h-162A87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN2_A
Reset:	global
Address:	162B84h-162B87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN3_A
Reset:	global
Address:	6C384h-6C387h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_AUX_B
Reset:	global
Address:	6C684h-6C687h
Name:	PORT_TX_DW1

PORT_TX_DW1	
ShortName:	PORT_TX_DW1_GRP_B
Reset:	global
Address:	6C884h-6C887h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN0_B
Reset:	global
Address:	6C984h-6C987h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN1_B
Reset:	global
Address:	6CA84h-6CA87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN2_B
Reset:	global
Address:	6CB84h-6CB87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN3_B
Reset:	global
Address:	160384h-160387h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_AUX_C
Reset:	global
Address:	160684h-160687h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_GRP_C
Reset:	global
Address:	160884h-160887h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN0_C
Reset:	global
Address:	160984h-160987h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN1_C
Reset:	global
Address:	160A84h-160A87h
Name:	PORT_TX_DW1

PORT_TX_DW1

ShortName:	PORT_TX_DW1_LN2_C
Reset:	global
Address:	160B84h-160B87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN3_C
Reset:	global
Address:	161384h-161387h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_AUX_D
Reset:	global
Address:	161684h-161687h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_GRP_D
Reset:	global
Address:	161884h-161887h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN0_D
Reset:	global
Address:	161984h-161987h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN1_D
Reset:	global
Address:	161A84h-161A87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN2_D
Reset:	global
Address:	161B84h-161B87h
Name:	PORT_TX_DW1
ShortName:	PORT_TX_DW1_LN3_D
Reset:	global

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**o_iref_config** ICOMP Config bit from COMP routed to Txana
	6:5	**o_iref_ctrl**

PORT_TX_DW1		
		control to change the ratio of tx iboost
	4:3	**o_tx_slew_ctrl** Used for MIPI HSTX Slew rate control config
	2	**o_vref_low_en** LDO Feedback path enable for low vref
	1	**o_vref_hi_en** LDO Feedback path enable for hi vref
	0	**o_vref_nom_en** LDO Feedback path enable for nominal vref

PORT_TX_DW2

PORT_TX_DW2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162388h-16238Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_AUX_A
Reset:	global
Address:	162688h-16268Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_GRP_A
Reset:	global
Address:	162888h-16288Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN0_A
Reset:	global
Address:	162988h-16298Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN1_A
Reset:	global
Address:	162A88h-162A8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN2_A
Reset:	global
Address:	162B88h-162B8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN3_A
Reset:	global
Address:	6C388h-6C38Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_AUX_B
Reset:	global
Address:	6C688h-6C68Bh
Name:	PORT_TX_DW2

PORT_TX_DW2	
ShortName:	PORT_TX_DW2_GRP_B
Reset:	global
Address:	6C888h-6C88Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN0_B
Reset:	global
Address:	6C988h-6C98Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN1_B
Reset:	global
Address:	6CA88h-6CA8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN2_B
Reset:	global
Address:	6CB88h-6CB8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN3_B
Reset:	global
Address:	160388h-16038Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_AUX_C
Reset:	global
Address:	160688h-16068Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_GRP_C
Reset:	global
Address:	160888h-16088Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN0_C
Reset:	global
Address:	160988h-16098Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN1_C
Reset:	global
Address:	160A88h-160A8Bh
Name:	PORT_TX_DW2

PORT_TX_DW2

ShortName:	PORT_TX_DW2_LN2_C
Reset:	global
Address:	160B88h-160B8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN3_C
Reset:	global
Address:	161388h-16138Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_AUX_D
Reset:	global
Address:	161688h-16168Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_GRP_D
Reset:	global
Address:	161888h-16188Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN0_D
Reset:	global
Address:	161988h-16198Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN1_D
Reset:	global
Address:	161A88h-161A8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN2_D
Reset:	global
Address:	161B88h-161B8Bh
Name:	PORT_TX_DW2
ShortName:	PORT_TX_DW2_LN3_D
Reset:	global

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**swing_sel upper** Swing_sel bit 3
	14	**cmnmode_sel**

PORT_TX_DW2		
		Select one of the weak common modes.
	13:11	**swing_sel lower** Default Value: 010b Select the voltage swing level. Note that this field has swing_sel bits 2:0 and bit 3 is in swing_sel upper, which is not adjacent.
	10:8	**frclatencyoptim** Enables forcing the latency optimized value for the FIFO.
	7:0	**Rcomp scalar** Default Value: 10011000b Also called Swing Scalar. Scalar to be applied to comp code to get required termination.

PORT_TX_DW4

PORT_TX_DW4	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162390h-162393h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_AUX_A
Reset:	global
Address:	162690h-162693h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_GRP_A
Reset:	global
Address:	162890h-162893h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN0_A
Reset:	global
Address:	162990h-162993h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN1_A
Reset:	global
Address:	162A90h-162A93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN2_A
Reset:	global
Address:	162B90h-162B93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN3_A
Reset:	global
Address:	6C390h-6C393h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_AUX_B
Reset:	global
Address:	6C690h-6C693h
Name:	PORT_TX_DW4

PORT_TX_DW4	
ShortName:	PORT_TX_DW4_GRP_B
Reset:	global
Address:	6C890h-6C893h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN0_B
Reset:	global
Address:	6C990h-6C993h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN1_B
Reset:	global
Address:	6CA90h-6CA93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN2_B
Reset:	global
Address:	6CB90h-6CB93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN3_B
Reset:	global
Address:	160390h-160393h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_AUX_C
Reset:	global
Address:	160690h-160693h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_GRP_C
Reset:	global
Address:	160890h-160893h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN0_C
Reset:	global
Address:	160990h-160993h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN1_C
Reset:	global
Address:	160A90h-160A93h
Name:	PORT_TX_DW4

PORT_TX_DW4

ShortName:	PORT_TX_DW4_LN2_C
Reset:	global

Address:	160B90h-160B93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN3_C
Reset:	global

Address:	161390h-161393h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_AUX_D
Reset:	global

Address:	161690h-161693h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_GRP_D
Reset:	global

Address:	161890h-161893h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN0_D
Reset:	global

Address:	161990h-161993h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN1_D
Reset:	global

Address:	161A90h-161A93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN2_D
Reset:	global

Address:	161B90h-161B93h
Name:	PORT_TX_DW4
ShortName:	PORT_TX_DW4_LN3_D
Reset:	global

DWord	Bit	Description
0	31	**Loadgen Select**
	30:24	**Spare**
	23	**BS Comp Ovrd**
	22:18	**Rterm Limit** Default Value: 10000b

PORT_TX_DW4		
	17:12	**Post Cursor 1** o_txscaling_coeff[17:12]
	11:6	**Post Cursor 2** o_txscaling_coeff[11:6]
	5:0	**Cursor Coeff** Default Value: 011000b o_txscaling_coeff[5:0]

PORT_TX_DW5

PORT_TX_DW5	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162394h-162397h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_AUX_A
Reset:	global
Address:	162694h-162697h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_GRP_A
Reset:	global
Address:	162894h-162897h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN0_A
Reset:	global
Address:	162994h-162997h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN1_A
Reset:	global
Address:	162A94h-162A97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN2_A
Reset:	global
Address:	162B94h-162B97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN3_A
Reset:	global
Address:	6C394h-6C397h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_AUX_B
Reset:	global
Address:	6C694h-6C697h
Name:	PORT_TX_DW5

PORT_TX_DW5	
ShortName:	PORT_TX_DW5_GRP_B
Reset:	global
Address:	6C894h-6C897h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN0_B
Reset:	global
Address:	6C994h-6C997h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN1_B
Reset:	global
Address:	6CA94h-6CA97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN2_B
Reset:	global
Address:	6CB94h-6CB97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN3_B
Reset:	global
Address:	160394h-160397h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_AUX_C
Reset:	global
Address:	160694h-160697h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_GRP_C
Reset:	global
Address:	160894h-160897h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN0_C
Reset:	global
Address:	160994h-160997h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN1_C
Reset:	global
Address:	160A94h-160A97h
Name:	PORT_TX_DW5

PORT_TX_DW5

ShortName:	PORT_TX_DW5_LN2_C
Reset:	global
Address:	160B94h-160B97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN3_C
Reset:	global
Address:	161394h-161397h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_AUX_D
Reset:	global
Address:	161694h-161697h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_GRP_D
Reset:	global
Address:	161894h-161897h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN0_D
Reset:	global
Address:	161994h-161997h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN1_D
Reset:	global
Address:	161A94h-161A97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN2_D
Reset:	global
Address:	161B94h-161B97h
Name:	PORT_TX_DW5
ShortName:	PORT_TX_DW5_LN3_D
Reset:	global

DWord	Bit	Description
0	31	**TX Training Enable** Value: 1b — Name: enable Value: 0b — Name: disable
	30	**Disable 2tap**

PORT_TX_DW5

		ospare2[5] **Value** / **Name** 0b – Enable 1b – Disable
	29	**Disable 3tap** ospare2[5] **Value** / **Name** 0b – Enable 1b – Disable
	28:27	**Spare 28 27** ospare2[4:3]
	26	**Cursor Program** ospare2[2] **Value** / **Name** 0b – Enable 1b – Disable
	25	**Coeff Polarity** ospare2[1] **Value** / **Name** 0b – Enable 1b – Disable
	24	**Spare 24** ospare2[0]
	23:21	**Reserved** Format: MBZ
	20:18	**Scaling Mode Sel** Default Value: 010b
	17:16	**Decode Timer Sel** Default Value: 01b
	15:11	**CR Scaling Coef**
	10:6	**Spare 10 6** o_tx_vswing[10:6]
	5:3	**Rterm Select** o_tx_vswing[5:3]
	2:0	**Spare 2 0** o_tx_vswing[2:0]

PORT_TX_DW6

PORT_TX_DW6 - PORT_TX_DW6	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	162398h-16239Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_AUX_A
Reset:	global
Address:	162698h-16269Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_GRP_A
Reset:	global
Address:	162898h-16289Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN0_A
Reset:	global
Address:	162998h-16299Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN1_A
Reset:	global
Address:	162A98h-162A9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN2_A
Reset:	global
Address:	162B98h-162B9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN3_A
Reset:	global
Address:	6C398h-6C39Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_AUX_B
Reset:	global
Address:	6C698h-6C69Bh
Name:	PORT_TX_DW6

PORT_TX_DW6 - PORT_TX_DW6	
ShortName:	PORT_TX_DW6_GRP_B
Reset:	global
Address:	6C898h-6C89Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN0_B
Reset:	global
Address:	6C998h-6C99Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN1_B
Reset:	global
Address:	6CA98h-6CA9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN2_B
Reset:	global
Address:	6CB98h-6CB9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN3_B
Reset:	global
Address:	160398h-16039Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_AUX_C
Reset:	global
Address:	160698h-16069Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_GRP_C
Reset:	global
Address:	160898h-16089Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN0_C
Reset:	global
Address:	160998h-16099Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN1_C
Reset:	global
Address:	160A98h-160A9Bh
Name:	PORT_TX_DW6

PORT_TX_DW6 - PORT_TX_DW6

ShortName:	PORT_TX_DW6_LN2_C
Reset:	global

Address:	160B98h-160B9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN3_C
Reset:	global

Address:	161398h-16139Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_AUX_D
Reset:	global

Address:	161698h-16169Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_GRP_D
Reset:	global

Address:	161898h-16189Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN0_D
Reset:	global

Address:	161998h-16199Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN1_D
Reset:	global

Address:	161A98h-161A9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN2_D
Reset:	global

Address:	161B98h-161B9Bh
Name:	PORT_TX_DW6
ShortName:	PORT_TX_DW6_LN3_D
Reset:	global

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**o_func_ovrd_en** ovrd enable signal
	6:1	**o_ldo_ref_sel_cri**

PORT_TX_DW6 - PORT_TX_DW6		
		ovrd for ldo_ref_sel
	0	**o_ldo_bypass_cri** ovrd for ldo bypass

PORT_TX_DW7

PORT_TX_DW7	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	16239Ch-16239Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_AUX_A
Reset:	global
Address:	16269Ch-16269Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_GRP_A
Reset:	global
Address:	16289Ch-16289Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN0_A
Reset:	global
Address:	16299Ch-16299Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN1_A
Reset:	global
Address:	162A9Ch-162A9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN2_A
Reset:	global
Address:	162B9Ch-162B9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN3_A
Reset:	global
Address:	6C39Ch-6C39Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_AUX_B
Reset:	global
Address:	6C69Ch-6C69Fh
Name:	PORT_TX_DW7

PORT_TX_DW7	
ShortName:	PORT_TX_DW7_GRP_B
Reset:	global
Address:	6C89Ch-6C89Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN0_B
Reset:	global
Address:	6C99Ch-6C99Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN1_B
Reset:	global
Address:	6CA9Ch-6CA9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN2_B
Reset:	global
Address:	6CB9Ch-6CB9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN3_B
Reset:	global
Address:	16039Ch-16039Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_AUX_C
Reset:	global
Address:	16069Ch-16069Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_GRP_C
Reset:	global
Address:	16089Ch-16089Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN0_C
Reset:	global
Address:	16099Ch-16099Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN1_C
Reset:	global
Address:	160A9Ch-160A9Fh
Name:	PORT_TX_DW7

PORT_TX_DW7

ShortName:	PORT_TX_DW7_LN2_C
Reset:	global

Address:	160B9Ch-160B9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN3_C
Reset:	global

Address:	16139Ch-16139Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_AUX_D
Reset:	global

Address:	16169Ch-16169Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_GRP_D
Reset:	global

Address:	16189Ch-16189Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN0_D
Reset:	global

Address:	16199Ch-16199Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN1_D
Reset:	global

Address:	161A9Ch-161A9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN2_D
Reset:	global

Address:	161B9Ch-161B9Fh
Name:	PORT_TX_DW7
ShortName:	PORT_TX_DW7_LN3_D
Reset:	global

DWord	Bit	Description
0	31	**Spare 31**
	30:24	**N Scalar** Default Value: 7Fh
	23:0	**Spare 23 0**

PORT_TX_DW8

PORT_TX_DW8	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1623A0h-1623A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_AUX_A
Reset:	global
Address:	1626A0h-1626A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_GRP_A
Reset:	global
Address:	1628A0h-1628A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN0_A
Reset:	global
Address:	1629A0h-1629A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN1_A
Reset:	global
Address:	162AA0h-162AA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN2_A
Reset:	global
Address:	162BA0h-162BA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN3_A
Reset:	global
Address:	6C3A0h-6C3A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_AUX_B
Reset:	global
Address:	6C6A0h-6C6A3h
Name:	PORT_TX_DW8

PORT_TX_DW8	
ShortName:	PORT_TX_DW8_GRP_B
Reset:	global
Address:	6C8A0h-6C8A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN0_B
Reset:	global
Address:	6C9A0h-6C9A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN1_B
Reset:	global
Address:	6CAA0h-6CAA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN2_B
Reset:	global
Address:	6CBA0h-6CBA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN3_B
Reset:	global
Address:	1603A0h-1603A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_AUX_C
Reset:	global
Address:	1606A0h-1606A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_GRP_C
Reset:	global
Address:	1608A0h-1608A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN0_C
Reset:	global
Address:	1609A0h-1609A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN1_C
Reset:	global
Address:	160AA0h-160AA3h
Name:	PORT_TX_DW8

PORT_TX_DW8

ShortName:	PORT_TX_DW8_LN2_C
Reset:	global

Address:	160BA0h-160BA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN3_C
Reset:	global

Address:	1613A0h-1613A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_AUX_D
Reset:	global

Address:	1616A0h-1616A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_GRP_D
Reset:	global

Address:	1618A0h-1618A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN0_D
Reset:	global

Address:	1619A0h-1619A3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN1_D
Reset:	global

Address:	161AA0h-161AA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN2_D
Reset:	global

Address:	161BA0h-161BA3h
Name:	PORT_TX_DW8
ShortName:	PORT_TX_DW8_LN3_D
Reset:	global

DWord	Bit	Description
0	31	**odcc_clksel** Default Value: 0b DCC clock select
	30:29	**odcc_clk_div_sel**

PORT_TX_DW8		
		Value: 00b,01b — Name: div2 Value: 10b — Name: div4 **[Default]** Value: 11b — Name: div8
	28:24	**odcc_code_ovrd** Default Value: 10000b
	23	**odcc_code_ovrd_en**
	22	**odccfuse_en**
	21	**Reserved**
	20:16	**odcc_lower_limit** Default Value: 00011b
	15	**Reserved**
	14:13	**idcc_code_therm_4_3** Default Value: 10b
	12:8	**idcc_code** Default Value: 10000b
	7:5	**idcc_code_therm_2_0**
	4:0	**odcc_upper_limit** Default Value: 11100b

POSH LRCA

POSH_LRCA - POSH LRCA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	021B0h-021B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_RCSUNIT
Address:	181B0h-181B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_POCSUNIT
Address:	221B0h-221B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_BCSUNIT
Address:	1C01B0h-1C01B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT0
Address:	1C41B0h-1C41B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT1
Address:	1C81B0h-1C81B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VECSUNIT0
Address:	1D01B0h-1D01B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT2
Address:	1D41B0h-1D41B3h

POSH_LRCA - POSH LRCA

Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT3

Address:	1D81B0h-1D81B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VECSUNIT1

Address:	1E01B0h-1E01B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT4

Address:	1E41B0h-1E41B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT5

Address:	1E81B0h-1E81B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VECSUNIT2

Address:	1F01B0h-1F01B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT6

Address:	1F41B0h-1F41B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VCSUNIT7

Address:	1F81B0h-1F81B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_VECSUNIT3

Address:	1A1B0h-1A1B3h
Name:	POSH LRCA
ShortName:	POSH_LRCA_CCSUNIT0

This register contains the LRCA address for the POSH pipe to which POCS does context save/restore. LRCA

POSH_LRCA - POSH LRCA

address programmed in this register is only effective when "POSH Enable" field is set in CTX_SR_CTL register. This register is not functional and must not be programmed for VideoCS, VideoEnhacementCS, BlitterCS.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:12	**POSH Logical Ring Context Address**
	11:0	**Reserved** Format: MBZ

Power Clock State Register

PWR_CLK_STATE - Power Clock State Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	020C8h-020CBh
Name:	PWR_CLK_STATE
ShortName:	PWR_CLK_STATE_RCSUNIT_BE_COMPUTE

Address:	1A0C8h-1A0CBh
Name:	PWR_CLK_STATE
ShortName:	PWR_CLK_STATE_CCSUNIT_BE_COMPUTE0

This register contains the mode selection for configuring render engine to attain desired performance and power requirements for a given context. This register is render context save/restored. This register must be initialized correctly when the context is submitted for the first time. This register is context save/restored as part of Exec-List context image in both Exec-List and Ring-Buffer mode of scheduling. This register contents are valid only when "Enable" bit [31] of the register is set.

Programming Notes

This register is only functional for RenderCS. This register must not be exercised in VideoCS, BlitterCS and VideoEnhancementCS.

This register must not be programmed directly through CPU MMIO cycle.
Exec-List Scheduling Mode: Every context can have its own required render engine configuration by programming this register appropriately in the logical render context image in memory (LRCA) before submitting the context to the execlist submit port. This register must not be programmed using MI_LOAD_REGISTER_IMM command in ring buffer or in batch buffer.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Reserved** Format: PBC

Power Context Save request

GTIPCTXSAVEREQ - Power Context Save request

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 08110h

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request bit** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

Power Management Capabilities

PMCAP_0_2_0_PCI - Power Management Capabilities

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	000D2h

This register provides information on the capabilities of the function related to power management.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:11	**PME Support** Default Value: 01001b Access: RO This field indicates the power states in which the IGD may assert PME#. Hardwired to 01001 to indicate we support sending out PME messages when device is in D3hot or D0.
	10	**D2 Support** Default Value: 0b Access: RO Hardwired to 0 to indicate the D2 power management state is not supported.
	9	**D1 Support** Default Value: 0b Access: RO Hardwired to 0 to indicate that the D1 power management state is not supported.
	8:6	**Reserved** Format: MBZ
	5	**Device Specific Initialization** Default Value: 0b Access: RO Hardwired to 0 to indicate that special initialization of the IGD is **not** required before generic class device driver is to use it.
	4	**Reserved**

PMCAP_0_2_0_PCI - Power Management Capabilities

	Format:	MBZ
3	**PME Clock**	
	Default Value:	0b
	Access:	RO
	Hardwired to 0 to indicate IGD does not support PME# generation.	
2:0	**Version**	
	Access:	RO

Description
Hardwired to 010b to indicate that there are 4 bytes of power management registers implemented and that this device complies with revision 1.1 of the PCI Power Management Interface Specification.

Value	Name
010b	**[Default]**

Power Management Capabilities ID

PMCAPID_0_2_0_PCI - Power Management Capabilities ID

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	000D0h

This register contains the PCI Power Management Capability ID and the next capability pointer.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:8	**Next Capability Pointer** Default Value: 00000000b Access: RO This is a hardwired pointer to the next item in the capabilities list.
	7:0	**Capability Identifier** Default Value: 00000001b Access: RO Hardwired to 01h for power management.

Power Management Control and Status

PMCS_0_2_0_PCI - Power Management Control and Status

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	000D4h

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15	**PME Status** Default Value: 0b Access: RO This bit is hardwired to 0 to indicate that IGD does not support PME# generation from D3 (cold).
	14:13	**Data Scale** Default Value: 00b Access: RO This field is hardwired to 00 to indicate IGD does not support data register.
	12:9	**Data Select** Default Value: 0000b Access: RO This field is hardwired to 0h to indicate IGD does not support data register.
	8	**PME Enable** Default Value: 0b Access: R/W PME events are supported and Punit can send the PME message out on a D3hot exit
	7:4	**Reserved** Format: MBZ
	3	**Reserved** Format: MBZ
	2	**Reserved** Format: MBZ

PMCS_0_2_0_PCI - Power Management Control and Status

	1:0	**Power State** Default Value: 00b Access: R/W Variant This field indicates the current power state of the IGD and can be used to set the IGD into a new power state. If software attempts to write an unsupported state to this field, write operation must complete normally on the bus, but the data is discarded and no state change occurs. Behavior of the graphics controller in supported states is detailed in the power management section of the Bspec.Bits[1:0]Power state00:D0Default01:D1Not Supported10:D2Not Supported11:D3

PP_CONTROL

PP_CONTROL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	C7204h-C7207h
Name:	Panel Power Control
ShortName:	PP_CONTROL
Reset:	soft

DWord	Bit	Description
0	31:16	**Reserved**
	15:9	**Reserved** Format: MBZ
	8:4	**Power Cycle Delay** This field provides the delay for the eDP T12 time; the shortest time from panel power disable to power enable. If panel power power state target is set to on during this delay, the power on sequence will not commence until the delay is complete. The value should be programmed to (desired delay / 100 milliseconds) + 1. Writing a value of 0 selects no delay or is used to abort the delay if it is active. Value: 00000b — Name: No delay Value: 00101b — Name: 400 mS Restriction: A correct value must be programmed before enabling panel power.
	3	**VDD Override** This bit is used to force on VDD for the embedded Display port panel so AUX transactions can occur without enabling the panel power sequence. This is intended for panels that require VDD to be asserted before accessing AUX port on the receiver. Value: 0b — Name: Not Force Value: 1b — Name: Force Restriction: When software clears this bit from '1' to '0' (disable VDD override) it must ensure that T4 power cycle delay is met before setting this bit to '1' again.
	2	**Backlight Enable**

PP_CONTROL

This field enables the backlight when hardware is in the correct panel power sequence state.

Value	Name
0b	Disable
1b	Enable

1 **Power Down on Reset**

This field selects whether the panel will run the power down sequence when a reset is detected

Value	Name
0b	Do not run power down on reset
1b	Run power down on reset

Programming Notes
Setting power down on reset is recommended for panel protection.

0 **Power State Target**

This field sets the panel power state target. It can be written at any time and takes effect at the completion of any current power cycle.

Value	Name	Description
0b	Off	If panel power is currently on, the power off sequence starts immediately. If a power on sequence is currently in progress, the power off sequence starts after the power on state is reached, which may include a power cycle delay.
1b	On	If panel power is currently off, the power on sequence starts immediately. If a power off sequence is currently in progress, the power on sequence starts after the power off state is reached and the power cycle delay is met.

Restriction
A correct Power Cycle Delay value must be programmed before enabling panel power.

PP_OFF_DELAYS

PP_OFF_DELAYS		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	C720Ch-C720Fh	
Name:	Panel Power Off Sequencing Delays	
ShortName:	PP_OFF_DELAYS	
Reset:	soft	

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Power Down delay** This fields provides the delay during power down. Software programs this field with the time delay for the eDP T10 time value; the time from source ending valid video data to source disabling panel power. Software controls the source valid video data output. The time unit is 100us.
	15:13	**Reserved** Format: MBZ
	12:0	**Backlight Off to Power Down** This field provides the backlight off to power down delay. Software programs this field with the time delay for the eDP T9 time value; the time from backlight disable to source ending valid video data. Software controls the backlight disable and source valid video data output. The time unit is 100us.

PP_ON_DELAYS

PP_ON_DELAYS		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	C7208h-C720Bh	
Name:	Panel Power On Sequencing Delays	
ShortName:	PP_ON_DELAYS	
Reset:	soft	

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Power Up Delay** This field provides the delay during panel power up. Software programs this field with the delay for eDP T3; the time from enabling panel power to when the sink HPD and AUX channel should be ready. Software controls when AUX channel transactions start. The time unit is 100us.
	15:13	**Reserved** Format: MBZ
	12:0	**Power On to Backlight On** This field provides the power on to backlight enable delay. Software controls the source valid video data output and can enable backlight after this delay has been met. Hardware will not allow the backlight to enable until after the power up delay (eDP T3) and this delay have passed. The time unit is 100us.

PP_STATUS

PP_STATUS

Register Space: MMIO: 0/2/0

Access: RO

Size (in bits): 32

Address: C7200h-C7203h

Name: Panel Power Status

ShortName: PP_STATUS

Reset: soft

DWord	Bit	Description
0	31	**Panel Power On Status** Value / Name / Description: 0b / Off / Panel power down has completed. A power cycle delay may be currently active. 1b / On / Panel is currently powered up or is currently in the power down sequence. **Programming Notes** Software is responsible for enabling the embedded panel display only at the correct point as defined in the mode set sequence.
	30	**Reserved** Format: MBZ
	29:28	**Power Sequence Progress** Value / Name / Description: 00b / None / Panel is not in a power sequence 01b / Power Up / Panel is in a power up sequence (may include power cycle delay) 10b / Power Down / Panel is in a power down sequence 11b / Reserved / Reserved
	27	**Power Cycle Delay Active** Power cycle delays occur after a panel power down sequence or after a hardware reset. Value / Name: 0b / Not Active **[Default]** 1b / Active
	26:4	**Reserved** Format: MBZ
	3:0	**Reserved**

PPPR

PPPR - PPPR

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	124824h

GT uses this register to post pending page requests to software, such as x86 page faults.
A write to this register triggers an MSI per the registers PRESTS, PRECTL, PREDATA, PREADR, and PREUADR.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**POST PENDING PAGE REQUEST** Default Value: 0h Access: WO Post Pending Page Request

PPRO

PPRO - PPRO

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	124820h

GT uses this register to post Page Request Queue overflow faults

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**POST PAGE REQUEST OVERFLOW FAULT** Default Value: 0h Access: WO Post Page Request overflow fault

PRE_CSC_GAMC_DATA

PRE_CSC_GAMC_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	4A488h-4A48Bh
Name:	Pipe Pre CSC Gamma Data
ShortName:	PRE_CSC_GAMC_DATA_A
Reset:	soft
Address:	4AC88h-4AC8Bh
Name:	Pipe Pre CSC Gamma Data
ShortName:	PRE_CSC_GAMC_DATA_B
Reset:	soft
Address:	4B488h-4B48Bh
Name:	Pipe Pre CSC Gamma Data
ShortName:	PRE_CSC_GAMC_DATA_C
Reset:	soft
Address:	4BC88h-4BC8Bh
Name:	Pipe Pre CSC Gamma Data
ShortName:	PRE_CSC_GAMC_DATA_D
Reset:	soft

Description

PRE_CSC_GAMC_INDEX and PRE_CSC_GAMC_DATA registers are used to program the values that determine the characteristics of the gamma correction for the pipe pixel data before Color Space Conversion. Additional gamma correction can be done after the Color Space Conversion Gamma if desired.
The gamma correction curve is represented by specifying a set of gamma entry reference points spaced equally along the curve for values between -1 and 1. For extended values there are extended gamma entry reference points. All input values are clamped to the greater than -7.0 and less than 7.0 range before the gamma calculation.
For input values greater than or equal to 0 and less than 1.0, the input value is used to linearly interpolate between two adjacent points of the first 33 gamma entries to create the result value. The first 32 entries are stored as16 bits per color in an unsigned 0.16 format with 0 integer and 16 fractional. The 33rd, 34th and 35th entries are stored as 19 bits per color in an unsigned 3.16 format with 3 integer and 16 fractional bits.
For input values greater than or equal to 1.0 and less than 3.0, the input value is used to linearly interpolate between the 33rd and 34th gamma entries to create the result value.
For input values greater than or equal to 3.0 and less than 7.0, the input value is used to linearly interpolate between the 34th and 35th gamma entries to create the result value.
For negative input values, gamma is mirrored along the X-axis, giving the same result as positive input values, except for a negative sign. When gamma input may be negative, the first gamma point should be programmed

PRE_CSC_GAMC_DATA

to a value of 0.0 in order to have a symmetric mirroring.
Pre-CSC Gamma correction gets enabled or disabled based on the "Pipe CSC Enable" bit in the PLANE_COLOR_CTL register. The same set of values is used for gamma correction of the red, blue and green channels.
See Pipe Gamma for an example gamma curve diagram.

Programming Notes

To program the gamma correction entries, calculate the desired gamma curve for inputs from 0 to 7.0. For inputs of 0 to 1.0, multiply the input value by 32 to find the gamma entry number, then store the desired gamma result in that entry. For inputs greater than 1.0 and less than or equal to 3.0, store the result for an input of 3.0 in the 34th gamma entry. For inputs greater than 3.0 and less than or equal to 7.0, store the result for an input of 7.0 in the 35th gamma entry.
Recommended sRGB degamma programming:

Index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Values	0	9F	153	253	3AC	565	783	A0C	D06	1076	145F	18C8	1DB3	2325	2922	2FAE	36CB	3E7E	46CA	4FB1	5938	6361	6E2E	79A4	85C4	9292	A00F	AE3F	BD25	CCC2	DD19	EE2D	10000

Restriction

The gamma curve must be flat or increasing, never decreasing.The gamma correction registers should only be updated when the plane is off, otherwise screen artifacts may show temporarily.

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26:19	**Reserved** Format: MBZ
	18:0	**Gamma Value** Default Value: 00000000000000000b Format: U3.16

PRE_CSC_GAMC_INDEX

PRE_CSC_GAMC_INDEX

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	4A484h-4A487h
Name:	Pipe Pre CSC Gamma Index
ShortName:	PRE_CSC_GAMC_INDEX_A
Reset:	soft

Address:	4AC84h-4AC87h
Name:	Pipe Pre CSC Gamma Index
ShortName:	PRE_CSC_GAMC_INDEX_B
Reset:	soft

Address:	4B484h-4B487h
Name:	Pipe Pre CSC Gamma Index
ShortName:	PRE_CSC_GAMC_INDEX_C
Reset:	soft

Address:	4BC84h-4BC87h
Name:	Pipe Pre CSC Gamma Index
ShortName:	PRE_CSC_GAMC_INDEX_D
Reset:	soft

DWord	Bit	Description
0	31:11	**Reserved** Format: MBZ
	10	**Index Auto Increment** This field enables the index auto increment. Value / Name / Description: 0b / No Increment / Do not automatically increment the index value. 1b / Auto Increment **[Default]** / Increment the index value with each read or write to the data register.
	9:8	**Reserved** Format: MBZ
	7:6	**Reserved** Format: MBZ
	5:0	**Index Value**

PRE_CSC_GAMC_INDEX

Access:	Write/Read Status

This index controls access to the array of pipe pre color space conversion gamma values.
This value can be automatically incremented by a read or a write to the data register if the index auto increment bit is set.
When automatically incrementing, the index will roll over to 0 after writing or reading the entire allowed range.
While in auto increment mode, after performing reads or writes to only part of the range, the auto increment bit must be cleared before resetting the index value.

Value	Name
[0,34]	

Predicate Rendering Data Result

MI_PREDICATE_RESULT - Predicate Rendering Data Result

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: PBC
	0	**MI_PREDICATE_RESULT** This bit is the result of the last MI_PREDICATE.

Predicate Rendering Data Result 1

MI_PREDICATE_RESULT_1 - Predicate Rendering Data Result 1	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0241Ch-0241Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_RCSUNIT
Address:	1841Ch-1841Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_POCSUNIT
Address:	2241Ch-2241Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_BCSUNIT
Address:	1C041Ch-1C041Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT0
Address:	1C441Ch-1C441Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT1
Address:	1C841Ch-1C841Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VECSUNIT0
Address:	1D041Ch-1D041Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT2
Address:	1D441Ch-1D441Fh
Name:	Predicate Rendering Data Result 1

MI_PREDICATE_RESULT_1 - Predicate Rendering Data Result 1

ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT3

Address:	1D841Ch-1D841Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VECSUNIT1

Address:	1E041Ch-1E041Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT4

Address:	1E441Ch-1E441Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT5

Address:	1E841Ch-1E841Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VECSUNIT2

Address:	1F041Ch-1F041Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT6

Address:	1F441Ch-1F441Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VCSUNIT7

Address:	1F841Ch-1F841Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_VECSUNIT3

Address:	1A41Ch-1A41Fh
Name:	Predicate Rendering Data Result 1
ShortName:	MI_PREDICATE_RESULT_1_CCSUNIT0

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: PBC
	0	**MI_PREDICATE_RESULT_1** This bit is used to predicate MI_BATCH_BUFFER_START commands in the RCS command stream. Usage Model: MI_MATH command will be used to do some ALU operations over GPR followed by a MI_LOAD_REGISTER_REGISTER to move the result from GPR to MI_PREDICATE_RESULT_1.

Predicate Rendering Data Result 2

MI_PREDICATE_RESULT_2 - Predicate Rendering Data Result 2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	023BCh-023BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_RCSUNIT
Address:	183BCh-183BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_POCSUNIT
Address:	223BCh-223BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_BCSUNIT
Address:	1C03BCh-1C03BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT0
Address:	1C43BCh-1C43BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT1
Address:	1C83BCh-1C83BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VECSUNIT0
Address:	1D03BCh-1D03BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT2
Address:	1D43BCh-1D43BFh
Name:	Predicate Rendering Data Result 2

MI_PREDICATE_RESULT_2 - Predicate Rendering Data Result 2	
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT3
Address:	1D83BCh-1D83BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VECSUNIT1
Address:	1E03BCh-1E03BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT4
Address:	1E43BCh-1E43BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT5
Address:	1E83BCh-1E83BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VECSUNIT2
Address:	1F03BCh-1F03BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT6
Address:	1F43BCh-1F43BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VCSUNIT7
Address:	1F83BCh-1F83BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_VECSUNIT3
Address:	1A3BCh-1A3BFh
Name:	Predicate Rendering Data Result 2
ShortName:	MI_PREDICATE_RESULT_2_CCSUNIT0

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**MI_PREDICATE_RESULT_2** This bit must be loaded with by SW based on GT mode of operation. This register must be loaded appropriately before using MI_SET_PREDICATE command. Value / Name / Description 0h / **[Default]** / Indicates GT2 mode and lower slice is disabled. 1h / / Indicates GT3 mode and lower slice is enabled.

Predicate Rendering Data Storage

MI_PREDICATE_DATA - Predicate Rendering Data Storage

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:32	**MI_PREDICATE_DATA_UDW** This register is used either as computed value based off the MI_PREDICATE_SRC0 and MI_PREDICATE_SRC1 or a temporary register. See Predicate Rendering section for more details.
	31:0	**MI_PREDICATE_DATA_LDW** This register is used either as computed value based off the MI_PREDICATE_SRC0 and MI_PREDICATE_SRC1 or a temporary register. See Predicate Rendering section for more details.

Predicate Rendering Temporary Register0

MI_PREDICATE_SRC0 - Predicate Rendering Temporary Register0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:0	**MI_PREDICATE_SRC0** This register is a temporary register for Predicate Rendering. See Predicate Rendering section for more details.

Predicate Rendering Temporary Register1

MI_PREDICATE_SRC1 - Predicate Rendering Temporary Register1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:0	**MI_PREDICATE_SRC1** This register is a temporary register for Predicate Rendering. See Predicate Rendering section for more details.

Preemption Hint

PREEMPTION_HINT - Preemption Hint	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	024BCh-024BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_RCSUNIT
Address:	184BCh-184BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_POCSUNIT
Address:	224BCh-224BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_BCSUNIT
Address:	1C04BCh-1C04BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT0
Address:	1C44BCh-1C44BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT1
Address:	1C84BCh-1C84BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VECSUNIT0
Address:	1D04BCh-1D04BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT2
Address:	1D44BCh-1D44BFh
Name:	Preemption Hint

PREEMPTION_HINT - Preemption Hint

ShortName:	PREEMPTION_HINT_VCSUNIT3

Address:	1D84BCh-1D84BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VECSUNIT1

Address:	1E04BCh-1E04BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT4

Address:	1E44BCh-1E44BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT5

Address:	1E84BCh-1E84BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VECSUNIT2

Address:	1F04BCh-1F04BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT6

Address:	1F44BCh-1F44BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VCSUNIT7

Address:	1F84BCh-1F84BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_VECSUNIT3

Address:	1A4BCh-1A4BFh
Name:	Preemption Hint
ShortName:	PREEMPTION_HINT_CCSUNIT0

Description

PREEMPTION_HINT - Preemption Hint

This register contains the Head pointer offset in to the Ring Buffer or the Dword aligned Graphics address in to the Batch Buffer corresponding to either MI_ARB_CHECK called Preemption Hint Address. When Preemption Hint Address is enabled, RCS will honor UHPTR only on parsing MI_ARB_CHK at Preemption Hint Address.

This register contains the Head pointer offset into the Ring Buffer or the Dword aligned Graphics address into the Batch Buffer corresponding to the below listed commands in execlist mode of operation

- MI_ARB_CHECK
- MI_WAIT_FOR_EVENT
- MI_SEMAPHORE_WAIT
- 3D_PRIMITIVE
- GPGPU_WALKER
- MEDIA_STATE_FLUSH
- PIPE_CONTROL (Only in GPGPU mode of pipeline selection)
- MI_ATOMIC (Post Sync Operation set in GPGPU mode of pipeline selection)
- MI_SEMAPHORE_SIGNAL (Post Sync Operation set in GPGPU mode of pipeline selection)

This register contains the Head pointer offset into the Ring Buffer or the Dword aligned Graphics address into the Batch Buffer corresponding to the below listed commands in execlist mode of operation

- MI_ARB_CHECK
- MI_SEMAPHORE_WAIT
- 3D_PRIMITIVE
- 3DSTATE_PTBR_TILE_PASS_INFO

This register contains the Head pointer offset into the Ring Buffer or the Dword aligned Graphics address into the Batch Buffer corresponding to the below listed commands in execlist mode of operation

- MI_ARB_CHECK
- MI_WAIT_FOR_EVENT
- MI_SEMAPHORE_WAIT

Programming Notes

Programming Restriction:
Ring BUffer Mode Of Scheduling: This register must NEVER be programmed in functional mode, this should be used only in validation mode to achieve deterministic behavior of UHPTR being sampled by a given MI_ARB_CHECK in command stream. Programmer has to ensure that RCS Preemption Hint register gets programmed before UHPTR is programmed and well before RCS crosses the corresponding execution point. Preemption hint for both RingBuffer and Batch Buffer can't be enabled simultaneously.

This register must NEVER be programmed in functional mode, this should be used only in validation mode to achieve deterministic behavior of preemption to match behavioral functional models.
User must ensure the Preempted Hint Address programmed matches either Ring Head Offset or Batch Buffer Graphics Virtual Address and not both of them.
User must also ensure the Preempted Hint Address[19:0] programmed matches either Ring Head Offset[19:0]or Batch Buffer Graphics Virtual Address[19:0] and not both of them.

PREEMPTION_HINT - Preemption Hint

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:2	**Preempted Hint Address** Format: U30 Format: GraphicsAddress[31:2] This field contains the Head offset in to the Ring Buffer when Preemption Hint is set to Ring Buffer and Dword aligned Graphics Address in to the batch buffer when Preemption Hint is set to Batch Buffer.
	1	**Batch Buffer Preemption Hint** Value / Name / Description 0h / Disabled / Preemption hint is disabled in batch buffer. 1h / Enabled / Preemption hint is enabled in ring buffer and preemption hint address corresponds to the instruction in Batch Buffer.
	0	**Ring Preemption Hint** Value / Name / Description 0h / Disable / Preemption hint is disabled in ring buffer. 1h / Enabled / Preemption hint is enabled in ring buffer and preemption hint address corresponds to the instruction in Ring Buffer.

Preemption Hint Upper DWord

PREEMPTION_HINT_UDW - Preemption Hint Upper DWord	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	024C8h-024CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_RCSUNIT
Address:	184C8h-184CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_POCSUNIT
Address:	224C8h-224CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_BCSUNIT
Address:	1C04C8h-1C04CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT0
Address:	1C44C8h-1C44CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT1
Address:	1C84C8h-1C84CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VECSUNIT0
Address:	1D04C8h-1D04CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT2
Address:	1D44C8h-1D44CBh
Name:	Preemption Hint Upper DWord

PREEMPTION_HINT_UDW - Preemption Hint Upper DWord

ShortName:	PREEMPTION_HINT_UDW_VCSUNIT3
Address:	1D84C8h-1D84CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VECSUNIT1
Address:	1E04C8h-1E04CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT4
Address:	1E44C8h-1E44CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT5
Address:	1E84C8h-1E84CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VECSUNIT2
Address:	1F04C8h-1F04CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT6
Address:	1F44C8h-1F44CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VCSUNIT7
Address:	1F84C8h-1F84CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_VECSUNIT3
Address:	1A4C8h-1A4CBh
Name:	Preemption Hint Upper DWord
ShortName:	PREEMPTION_HINT_UDW_CCSUNIT0

This register contains the 4GB aligned base address of gfx 4GB virtual address space within the host's 64-bit virtual address space of the Batch Buffer corresponding to MI_ARB_CHECK command called Preemption Hint

PREEMPTION_HINT_UDW - Preemption Hint Upper DWord

Address.

Programming Notes
This register should NEVER be programmed in functional mode, this should be used only in validation mode to achieve deterministic behavior of UHPTR being sampled by a given MI_ARB_CHK in command stream.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:25	**Reserved** Format: MBZ
	24:16	**Reserved** Format: MBZ
	15:0	**Preempted Hint Address Upper DWORD** Format: GraphicsAddress[47:32]

Preemption Status

PREEMPTION_STATUS - Preemption Status	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	025ACh-025AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_RCSUNIT
Address:	185ACh-185AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_POCSUNIT
Address:	225ACh-225AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_BCSUNIT
Address:	1C05ACh-1C05AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT0
Address:	1C45ACh-1C45AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT1
Address:	1C85ACh-1C85AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VECSUNIT0
Address:	1D05ACh-1D05AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT2
Address:	1D45ACh-1D45AFh

PREEMPTION_STATUS - Preemption Status

Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT3

Address:	1D85ACh-1D85AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VECSUNIT1

Address:	1E05ACh-1E05AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT4

Address:	1E45ACh-1E45AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT5

Address:	1E85ACh-1E85AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VECSUNIT2

Address:	1F05ACh-1F05AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT6

Address:	1F45ACh-1F45AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VCSUNIT7

Address:	1F85ACh-1F85AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_VECSUNIT3

Address:	1A5ACh-1A5AFh
Name:	PREEMPTION_STATUS
ShortName:	PREEMPTION_STATUS_CCSUNIT0

This register captures the context switch status on a context switch and gets saved as part of the context image.

PREEMPTION_STATUS - Preemption Status

This register doesnt get restored on a context restore.
This register is for HW internal purpose and must not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:13	**CS Engine ID** This field holds the EngineID of the command streamer on which the context got recently executed.
	12:7	**CS Instance ID** This field holds the InstanceID of the command streamer on which the context got recently executed.
	6:4	**Reserved** Format: MBZ
	3:2	**Context Switch Status** This field indicates the preemption boundary and must be inferred based on the value in "Pipeline Selection" field.
	1:0	**Pipeline Selection**

Value	Name	Description	Exists If
0h		**Command Boundary:** Context switched out on a clean command boundary with no work pending from the commands executed.	
1h		**Thread Group Boundary:** Context got switched out in middle of workload (Media/GPGPU Walker) execution in Media or GPGPU mode of operation. Workload got preempted on a thread group boundary. HW will resume from the point it got preempted on resubmission of the context.	//PipelineSelection != 0
1h		**Object Boundary:** Context got switch out in middle of workload (3DPRIMTIVE) execution in 3D mode of operation. Workload got preempted on an object level boundary. HW will resume from the point it got preempted on resubmission of the context.	//PipelineSelection == 0
2h		**Mid Thread Boundary:**Context got switched out in middle of workload (Media/GPGPU Walker) execution in Media or GPGPU mode of operation. Workload got preempted in middle of thread execution (mid-thread boundary). HW will resume from the point it got preempted on resubmission of the context.	//PipelineSelection != 0
3h	Reserved		

PREEMPTION_STATUS - Preemption Status

Access:	RO
Format:	U2

This bit indicates the pipeline select mode (PIPELINE_SELECT) at the time of context switch.

Value	Name	Description
0h		3D mode of operation.
1h		Media mode of operation.
2h		GPGPU mode of operation.
3h	Reserved	

PRERESETMessagingRegister

MSG_RESET_PRE_GCP - PRERESETMessagingRegister		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	0866Ch	
PRE RESET Messaging Register for Clocking Unit		

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**Request to Prepare for GSC Reset** Access: R/W Prepare for cgscrst_b Domain Reset (GSC).
	28:21	**Reserved** Format: MBZ
	20	**Request to Prepare for VEBox3 Reset** Access: R/W Prepare for cvrst_b Domain Reset (vecs3unit).
	19	**Request to Prepare for VEBox2 Reset** Access: R/W Prepare for cvrst_b Domain Reset (vecs2unit).
	18	**Request to Prepare for VEBox1 Reset** Access: R/W Prepare for cvrst_b Domain Reset (vecs1unit).
	17	**Request to Prepare for VEBox0 Reset** Access: R/W Prepare for cvrst_b Domain Reset (vecs0unit).
	16	**Request to Prepare for SFC3 Reset** Access: R/W Prepare for csfcrst_b Domain Reset (vecs0unit).
	15	**Request to Prepare for SFC2 Reset** Access: R/W

MSG_RESET_PRE_GCP - PRERESETMessagingRegister		
		Prepare for csfcrst_b Domain Reset (vecs0unit).
	14	**Request to Prepare for SFC1 Reset** Access: R/W Prepare for csfcrst_b Domain Reset (vecs0unit).
	13	**Request to Prepare for SFC0 Reset** Access: R/W Prepare for csfcrst_b Domain Reset (vecs0unit).
	12	**Request to Prepare for Media7 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs7unit).
	11	**Request to Prepare for Media6 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs6unit).
	10	**Request to Prepare for Media5 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs5unit).
	9	**Request to Prepare for Media4 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs4unit).
	8	**Request to Prepare for Media3 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs3unit).
	7	**Request to Prepare for Media2 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs2unit).
	6	**Request to Prepare for Media1 Reset** Access: R/W Prepare for cmrst_b Domain Reset (vcs1unit).
	5	**Request to Prepare for Media0 Reset** Access: R/W

MSG_RESET_PRE_GCP - PRERESETMessagingRegister		
		Prepare for cmrst_b Domain Reset (vcs0unit).
	4	**Request to Prepare for Render Reset** Access: R/W Prepare for crrst_b Domain Reset (csunit).
	3	**Reserved**
	2	**Request to Prepare for Blitter Reset** Access: R/W Prepare for crblitrst_b Domain Reset (bcsunit).
	1	**Request to Prepare for Full Reset** Access: R/W Prepare for all the soft Domain Reset (csunit).
	0	**Request to Prepare for FLR** Access: R/W Prepare for devrst_b Domain Reset (FLR) Note: All resets except busrst_b are asserted for an FLR.

Primitives Generated By VF

IA_PRIMITIVES_COUNT - Primitives Generated By VF

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02318h-0231Fh
Name:	Primitives Generated By VF
ShortName:	IA_PRIMITIVES_COUNT_RCSUNIT_BE_GEOMETRY
Address:	18318h-1831Fh
Name:	Primitives Generated By VF
ShortName:	IA_PRIMITIVES_COUNT_POCSUNIT_BE_GEOMETRY

This register stores the count of primitives generated by VF. This register is part of the context save and restore. More details about the precise event counted by this register are located **here.**

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	63:32	**IA Primitives Count Report UDW** Total number of primitives output by the Vertex Fetch (IA) stage. This count is updated for every primitive output by the VF stage, as long as Statistics Enable is set in VF_STATE (see the Vertex Fetch Chapter in the 3D Volume.)
	31:0	**IA Primitives Count Report LDW** Total number of primitives output by the Vertex Fetch (IA) stage. This count is updated for every primitive output by the VF stage, as long as Statistics Enable is set in VF_STATE (see the Vertex Fetch Chapter in the 3D Volume.)

PRMRR_BASE_LSB

PRMRR_BASE_LSB - PRMRR_BASE_LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04CD8h

The PMRR range is used to protect Xucode memory from unauthorized reads and writes.
This register controls the location of the PRMRR range by indicating its starting address. It functions in tandem with the PRMRR mask register.
This register is a LOCAL CR register and not an MMIO register

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:12	**RANGE_BASE** Default Value: 00000h Access: R/W This field corresponds to bits 38:12 of the base address memory range which is allocated to EMRR memory.
	11:4	**Reserved** Format: MBZ
	3	**CONFIGURED** Default Value: 0h Access: R/W This bitfield is required to enable the PRMRR range
	2:0	**Reserved** Format: MBZ

PRMRR_BASE_MSB

PRMRR_BASE_MSB - PRMRR_BASE_MSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04CDCh

The PMRR range is used to protect Xucode memory from unauthorized reads and writes.
This register controls the location of the PRMRR range by indicating its starting address. It functions in tandem with the PRMRR mask register.
This register is a LOCAL CR register and not an MMIO register

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**RANGE_BASE** Default Value: 00h Access: R/W This field corresponds to bits 63:32 of the base address memory range which is allocated to EMRR memory.

PRMRR_MASK_LSB

PRMRR_MASK_LSB - PRMRR_MASK_LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04CE0h

This register controls the size of the PRMRR range by indicating which address bits must match the PRMRR base register value.
This register is a LOCAL CR register and not an MMIO register

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:12	**RANGE_MASK** Default Value: 00000h Access: R/W This field indicates which address bits must match PRMRR base in order to qualify as an PRMRR access.
	11	**RANGE_EN** Default Value: 0b Access: R/W Indicates whether the EMRR range is enabled and valid.
	10	**SPARE** Default Value: 0b Access: R/W This was lock bit.
	9	**IWB_EN** Default Value: 0b Access: R/W Implicit Writeback enable. Used by the System agent with memory tracing.
	8	**Reserved**
	7:0	**Reserved** Format: MBZ

PRMRR_MASK_MSB

PRMRR_MASK_MSB - PRMRR_MASK_MSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04CE4h

This register controls the size of the PRMRR range by indicating which address bits must match the PRMRR base register value.
This register is a LOCAL CR register and not an MMIO register

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**RANGE_MASK** Default Value: 00h Access: R/W This field indicates which address bits must match PRMRR base in order to qualify as an PRMRR access.

PS_ADAPTIVE_CTRL

PS_ADAPTIVE_CTRL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of horizontal blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	681A8h-681ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_1_A
Reset:	soft
Address:	681ACh-681AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_1_A
Reset:	soft
Address:	682A8h-682ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_2_A
Reset:	soft
Address:	682ACh-682AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_2_A
Reset:	soft
Address:	689A8h-689ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_1_B
Reset:	soft
Address:	689ACh-689AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_1_B
Reset:	soft
Address:	68AA8h-68AABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_2_B

PS_ADAPTIVE_CTRL	
Reset:	soft
Address:	68AACh-68AAFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_2_B
Reset:	soft
Address:	691A8h-691ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_1_C
Reset:	soft
Address:	691ACh-691AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_1_C
Reset:	soft
Address:	692A8h-692ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_2_C
Reset:	soft
Address:	692ACh-692AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_2_C
Reset:	soft
Address:	699A8h-699ABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_1_D
Reset:	soft
Address:	699ACh-699AFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_1_D
Reset:	soft
Address:	69AA8h-69AABh
Name:	PS Adaptive Control Set 0 1
ShortName:	PS_ADAPTIVE_CTRL_SET_0_2_D
Reset:	soft
Address:	69AACh-69AAFh
Name:	PS Adaptive Control Set 1 1
ShortName:	PS_ADAPTIVE_CTRL_SET_1_2_D

PS_ADAPTIVE_CTRL

Reset: soft

Programming Notes

Recommended threshold programming:
Threshold 1: 1Eh
Threshold 2: 2Dh
Threshold 3: 3Ch

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:16	**Threshold 3** This field specifies the third threshold value used in adaptive filtering.
	15:8	**Threshold 2** This field specifies the second threshold value used in adaptive filtering.
	7:0	**Threshold 1** This field specifies the first threshold value used in adaptive filtering.

PS_COEF_DATA

PS_COEF_DATA	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of horizontal blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	6819Ch-6819Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_1_A
Reset:	soft
Address:	681A4h-681A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_1_A
Reset:	soft
Address:	6829Ch-6829Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_2_A
Reset:	soft
Address:	682A4h-682A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_2_A
Reset:	soft
Address:	6899Ch-6899Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_1_B
Reset:	soft
Address:	689A4h-689A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_1_B
Reset:	soft
Address:	68A9Ch-68A9Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_2_B

PS_COEF_DATA	
Reset:	soft
Address:	68AA4h-68AA7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_2_B
Reset:	soft
Address:	6919Ch-6919Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_1_C
Reset:	soft
Address:	691A4h-691A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_1_C
Reset:	soft
Address:	6929Ch-6929Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_2_C
Reset:	soft
Address:	692A4h-692A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_2_C
Reset:	soft
Address:	6999Ch-6999Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_1_D
Reset:	soft
Address:	699A4h-699A7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_1_D
Reset:	soft
Address:	69A9Ch-69A9Fh
Name:	PS Coeffecient Set 0 Data 1
ShortName:	PS_COEF_SET_0_DATA_2_D
Reset:	soft
Address:	69AA4h-69AA7h
Name:	PS Coeffecient Set 1 Data 1
ShortName:	PS_COEF_SET_1_DATA_2_D

PS_COEF_DATA

Reset: soft

These are the coefficient values for scaler.
The scaler coefficient Index indicates the coefficients array location to be accessed through this register.
The contents of the coefficient array is uninitialized until Software loads the array (i.e. the array is not resettable). Use of the coefficient array or reading from the coefficient array before Software has initialized it will result in non-deterministic behavior or read back data.

Restriction
This register must be written only as a full 32 bit dword. Byte or word writes are not supported.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Coefficient2** Format: SCALER_COEFFICIENT_FORMAT Specifies the value for the second coefficient stored in this dword.
	15:0	**Coefficient1** Format: SCALER_COEFFICIENT_FORMAT Specifies the value for the first coefficient stored in this dword.

PS_COEF_INDEX

PS_COEF_INDEX	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	68198h-6819Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_1_A
Reset:	soft
Address:	681A0h-681A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_1_A
Reset:	soft
Address:	68298h-6829Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_2_A
Reset:	soft
Address:	682A0h-682A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_2_A
Reset:	soft
Address:	68998h-6899Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_1_B
Reset:	soft
Address:	689A0h-689A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_1_B
Reset:	soft
Address:	68A98h-68A9Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_2_B
Reset:	soft
Address:	68AA0h-68AA3h
Name:	PS Coeffecient Set 1 Index 1

PS_COEF_INDEX

ShortName:	PS_COEF_SET_1_INDEX_2_B
Reset:	soft
Address:	69198h-6919Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_1_C
Reset:	soft
Address:	691A0h-691A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_1_C
Reset:	soft
Address:	69298h-6929Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_2_C
Reset:	soft
Address:	692A0h-692A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_2_C
Reset:	soft
Address:	69998h-6999Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_1_D
Reset:	soft
Address:	699A0h-699A3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_1_D
Reset:	soft
Address:	69A98h-69A9Bh
Name:	PS Coeffecient Set 0 Index 1
ShortName:	PS_COEF_SET_0_INDEX_2_D
Reset:	soft
Address:	69AA0h-69AA3h
Name:	PS Coeffecient Set 1 Index 1
ShortName:	PS_COEF_SET_1_INDEX_2_D
Reset:	soft

DWord	Bit	Description
0	31:11	**Reserved**

PS_COEF_INDEX

	Format:	MBZ

10 Index Auto Increment

Access:	R/W

This field enables the index auto increment.

Value	Name	Description
0b	No Increment	Do not automatically increment the index value.
1b	Auto Increment **[Default]**	Increment the index value with each read or write to the data register.

9:6 Reserved

Format:	MBZ

5:0 Index Value

Access:	R/W

This index controls access to the array of scaler coefficient values.

Value	Name
[0,59]	

PS_CTRL

PS_CTRL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68180h-68183h
Name:	PS Control 1
ShortName:	PS_CTRL_1_A
Reset:	soft
Address:	68280h-68283h
Name:	PS Control 1
ShortName:	PS_CTRL_2_A
Reset:	soft
Address:	68980h-68983h
Name:	PS Control 1
ShortName:	PS_CTRL_1_B
Reset:	soft
Address:	68A80h-68A83h
Name:	PS Control 1
ShortName:	PS_CTRL_2_B
Reset:	soft
Address:	69180h-69183h
Name:	PS Control 1
ShortName:	PS_CTRL_1_C
Reset:	soft
Address:	69280h-69283h
Name:	PS Control 1
ShortName:	PS_CTRL_2_C
Reset:	soft
Address:	69980h-69983h
Name:	PS Control 1
ShortName:	PS_CTRL_1_D

PS_CTRL

Reset:	soft

Address:	69A80h-69A83h
Name:	PS Control 1
ShortName:	PS_CTRL_2_D
Reset:	soft

Description

The pipe scalers are used to scale the output of a display pipe or of a display plane. All pipes have two scalers each.
The scaler preserves 8 bits of alpha and 10 bits of each color channel for plane scaling and 12 bits of each color channel for pipe scaling.
The scalers can be assigned to any plane (except cursor) output or the output of the display pipe (after blending and color correction, before dithering and color clamping).
Downscale usages have scale factor restrictions:

- All scaler modes support a downscale factor of less than 3.0 in each direction.
- Pipe YUV 420 encoding for port output supports Y downscale factor of less than 1.5 in each direction.

Beyond the restrictions of the Scaler output fitting within the destination window size, there are effectively no upscale restrictions except for the following:
(Scale Factor) * 2^{15} >= 1.0
Where the Scale Factor = (Source Size) / (Destination Size)

The scalers support horizontal source sizes up to 5120 and vertical source sizes up to 4096.

Programming Notes

The scalers must not be enabled when the horizontal source sizes are greater than 5120 and the vertical sizes greater than 4320.

Driver is responsible for making sure all the plane, pipe, and scaler size registers are programmed appropriately and gets applied atomically to the same frame since hardware does not ensure an atomic update of plane, scaler, and pipe source size registers.

When scaling a pipe, the scaler window size and position must fit within the pipe active size. If there is a seam present (i.e. PIPE_SEAM_EXCESS is non-zero), then the pipe's horizontal active size that the scaler sees is the horizontal active size defined within the TRANS_HTOTAL register plus the amount(s) specified within the PIPE_SEAM_EXCESS.
Pipe Horizontal Active = Horizontal Active + Left Excess Amount + Right Excess Amount

Refer to 'YUV 420 Support' page for scaler restrictions with YUV 420 pipe output.

Restriction

Down scaling (scaler input size is larger than scaler window size) can reduce the maximum supported pixel rate for a pipe as well as increase the watermark and data buffer requirements. Refer to the Display Resolution Support page and Watermark Calculations page for detailed calculations.

Scaler 1 and 2 must not be both scaling the same plane output.
When scaling a pipe, the scaler window size and position must fit within the pipe active size.

PS_CTRL

When scaling a plane, the plane position must be programmed to 0 and the scaler window size and position must fit within the pipe source size.
When scaling is enabled, the scaler input width should be a minimum of 8 pixels and the height should be minimum of 8 scanlines.
When the plane scaling is used with YUV 420 planar formats, the height should be a minimum of 16 scanlines.
When using down scaling (scaler input size is larger than scaler output size) the maximum supported pixel rate will be reduced by the down scale amount.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Enable Scaler** This field enables the scaler. Value: 0b = Disable; 1b = Enable
	30	**Reserved** Format: MBZ
	29	**Scaler Mode** The Planar mode must be used when non-HDR capable planes are using YUV 420 planar surface formats. In this configuration, the scaler takes care of both the chroma upsampling and scaling. The Planar mode must not be used for the HDR capable planes. They have dedicated chroma upsamplers and only use the scaler in Normal mode for scaling. Value: 0b = Normal; 1b = Planar
	28	**Adaptive Filtering** This field enables the scaler adaptive vertical and horizontal filtering. When adaptive filtering is enabled, the adaptive threshold values must be programmed in the PS_ADAPTIVE_CTRL register and the Filter Set Select bits should be programmed. Value: 0h = Disable; 1h = Enable
	27:25	**Scaler Binding** This field selects the where the scaling operation is done. When scaling a pipe, the pipe source size specifies the input size to the scaler. When scaling a plane, the PLANE_SIZE specifies the input size to the scaler. Any border around a scaled plane window will become transparent at the plane blender. Value: 000b = Pipe Scaler

	001b	Plane 1 Scaler
	010b	Plane 2 Scaler
	011b	Plane 3 Scaler
	100b	Plane 4 Scaler
	101b	Plane 5 Scaler
	110b	Plane 6 Scaler
	111b	Plane 7 Scaler

Programming Notes

When plane scaling is enabled on planes 1 through 3, make sure that the *PLANE_CUS_CTL.Plane Scaling Enabled* (bit 30) is programmed correctly.

Restriction

The scaler input size should be at least 8 scanlines.
Plane/Pipe scaling is not compatible with interlaced fetch mode.
Plane up and down scaling is not compatible with keying. Keying can be enabled with 1:1 plane scaling.
Plane scaling is not compatible with the Indexed 8-bit, XR_BIAS, or any pixel values less than 0 or greater than 1.

24:23 **FILTER SELECT**

This field selects filter coefficients. The medium coefficients will provide an unfiltered image when the scale factor is 1:1.

In the programmed mode, the filter coefficients must be programmed using the PS_COEF_INDEX and PS_COEF_DATA registers and the Filter Set Select bits should be programmed.

Value	Name
00b	Medium
01b	Programmed
10b	Edge Enhance
11b	Bilinear

22 **ADAPTIVE FILTER SELECT**

This field selects the filter coefficients used for adaptive filtering. The field is ignored when adaptive filtering is not enabled.

Value	Name
0b	Medium
1b	Edge Enhance

21 **Pipe Scaler Location**

This field selects where the pipe scaling is done in the pipe.

PS_CTRL

Value	Name	Description
0b	After Output CSC	This is a non-linear tap point
1b	After CSC	This is a linear tap point

20	**Reserved**
19	**Reserved** | | |
18	**Reserved** Format: | MBZ
17	**Reserved**
16	**Reserved** Format: | MBZ
15	**Reserved** | | |
14	**Reserved** Format: | MBZ
13:12	**Reserved** | | |
11:10	**Reserved** Format: | MBZ
9	**Allow Double Buffer Update Disable** | | Access: | R/W This field controls whether double buffer updates are allowed to be disabled for this scaler. The DOUBLE_BUFFER_CTL register can be configured to globally disable double buffer updates for resources that allow them to be disabled.
8	**Reserved**
7:5	**Scaler Binding Y** | | | This field selects where the planar YUV420 Y plane scaling operation is done. This field is ignored if planar YUV420 plane scaling is not used. This field is used only for planes 4-7 when the plane scaler is used for chroma upsampling. Planes 1-3 must use the dedicated chroma up sampler (programmed in PLANE_CUS_CTL)for YUV 444 up conversion.

Value	Name
0b	Not Allowed
1b	Allowed **[Default]**

PS_CTRL

Value	Name
110b	Plane 6 Scaler
111b	Plane 7 Scaler

Restriction
The scaler input size should be at least 16 scanlines.

4 **Y Vert Filter Set Sel**

This field selects the programmed coefficient set and/or the adaptive threshold set used by the Y component vertical filter when filtering YUV planar formats. This field is ignored with other formats.

Value	Name
0b	Set 0 **[Default]**
1b	Set 1

3 **Y Horz Filter Set Sel**

This field selects the programmed coefficient set and/or the adaptive threshold set used by the Y component horizontal filter when filtering YUV hybrid planar formats. This field is ignored with other formats.

Value	Name
0b	Set 0 **[Default]**
1b	Set 1

2 **UV Vert Filter Set Sel**

This field selects the programmed coefficient set and/or the adaptive threshold set used by the UV component vertical filter when filtering YUV hybrid planar formats. With other formats, this field selects the coefficient set and/or the adaptive threshold set used by the vertical filter.

Value	Name
0b	Set 0 **[Default]**
1b	Set 1

1 **UV Horz Filter Set Sel**

This field selects the programmed coefficient set and/or the adaptive threshold set used by the UV component horizontal filter when filtering YUV hybrid planar formats. With other formats, this field selects the coefficient set and/or the adaptive threshold set used by the horizontal filter.

Value	Name
0b	Set 0 **[Default]**
1b	Set 1

0 **Reserved**

Format:	MBZ

PS_ECC_STAT

PS_ECC_STAT	
Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32
Address:	681D0h-681D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_1_A
Reset:	soft
Address:	682D0h-682D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_2_A
Reset:	soft
Address:	689D0h-689D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_1_B
Reset:	soft
Address:	68AD0h-68AD3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_2_B
Reset:	soft
Address:	691D0h-691D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_1_C
Reset:	soft
Address:	692D0h-692D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_2_C
Reset:	soft
Address:	699D0h-699D3h
Name:	PS ECC Status 1
ShortName:	PS_ECC_STAT_1_D
Reset:	soft
Address:	69AD0h-69AD3h
Name:	PS ECC Status 1

PS_ECC_STAT

ShortName: PS_ECC_STAT_2_D

Reset: soft

Each of these fields is a sticky bit that gives the ECC error status for a particular memory bank. A '1' in a bit indicates that ECC detected an error. A write of '1' to a bit will clear the bit. Single errors are corrected by ECC. Double errors are not correctable.

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16	**Double Error Detected**
	15:1	**Reserved** Format: MBZ
	0	**Single Error Detected**

PS_HPHASE

PS_HPHASE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of horizontal blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68194h-68197h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_1_A
Reset:	soft
Address:	68294h-68297h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_2_A
Reset:	soft
Address:	68994h-68997h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_1_B
Reset:	soft
Address:	68A94h-68A97h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_2_B
Reset:	soft
Address:	69194h-69197h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_1_C
Reset:	soft
Address:	69294h-69297h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_2_C
Reset:	soft
Address:	69994h-69997h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_1_D

PS_HPHASE

Reset:	soft

Address:	69A94h-69A97h
Name:	PS Horizontal Phase 1
ShortName:	PS_HPHASE_2_D
Reset:	soft

Description
This register programs the scaler horizontal filtering initial phase. The initial phase within the -0.5 to 1.5 range is supported. Refer to PS_VPHASE for programming details.
The programming of this register is ignored by the pipe scaler when the pipe is in the Full Blend YUV420 mode. The scaler hardware is responsible for calculating and applying the appropriate horizontal phase when encoding the YUV420 format.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Y Initial HPhase Int** This field specifies the integer part of the Y horizontal filtering initial phase when the scaler is operating on YUV420 hybrid planar formats. This field is ignored for non-YUV420 pixel formats.
	29:17	**Y Initial HPhase Frac** This field specifies the most significant 13 bits of the fractional part of the Y horizontal filtering initial phase when the scaler is operating onYUV420 hybrid planar formats. This field should be programmed with the fractional portion of the initial phase multiplied by 2^13. This field is ignored for non-YUV420 pixel formats.
	16	**Y Initial HPhase Trip** This field specifies whether the initial trip, that may occur while applying the initial phase, is used in Y horizontal filtering. This field is ignored for non-YUV420 pixel formats. Value: 1b — Name: Enable Value: 0b — Name: Disable
	15:14	**UV or RGB Initial HPhase Int** This field specifies the integer part of the UV or RGB horizontal filtering initial phase.
	13:1	**UV or RGB Initial HPhase Frac** This field specifies the most significant 13 bits of the fractional part of the UV or RGB horizontal filtering initial phase. This field should be programmed with the fractional portion of the initial phase multiplied by 2^13.
	0	**UV or RGB Initial HPhase Trip** This field specifies whether the initial trip, that may occur while applying the initial phase, is used in UV or RGB horizontal filtering. Value — Name

PS_HPHASE			
		1b	Enable
		0b	Disable

PS_HSCALE

PS_HSCALE	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	68190h-68193h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_1_A
Reset:	soft
Address:	68290h-68293h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_2_A
Reset:	soft
Address:	68990h-68993h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_1_B
Reset:	soft
Address:	68A90h-68A93h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_2_B
Reset:	soft
Address:	69190h-69193h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_1_C
Reset:	soft
Address:	69290h-69293h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_2_C
Reset:	soft
Address:	69990h-69993h
Name:	PS Horizontal Scale 1
ShortName:	PS_HSCALE_1_D
Reset:	soft
Address:	69A90h-69A93h
Name:	PS Horizontal Scale 1

PS_HSCALE

ShortName: PS_HSCALE_2_D

Reset: soft

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17:15	**HScale Int** Access: RO This field gives the integer part of the horizontal scaling factor divided by the oversampling rate. HSCALE_INT = int(src width/dest width)
	14:0	**HScale Frac** Access: RO This field gives the fractional part of the horizontal scaling factor divided by the oversampling rate. HSCALE_FRAC = int((((src width/dest width)-HSCALE_INT) * 2^^15) + 0.5)

PS_PROG_HSCALE

PS_PROG_HSCALE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68168h-6816Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_1_A
Reset:	soft
Address:	68268h-6826Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_2_A
Reset:	soft
Address:	68968h-6896Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_1_B
Reset:	soft
Address:	68A68h-68A6Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_2_B
Reset:	soft
Address:	69168h-6916Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_1_C
Reset:	soft
Address:	69268h-6926Bh

PS_PROG_HSCALE

Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_2_C
Reset:	soft
Address:	69968h-6996Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_1_D
Reset:	soft
Address:	69A68h-69A6Bh
Name:	PS Programmed Horizontal Scale 1
ShortName:	PS_PROG_HSCALE_2_D
Reset:	soft

This register is used to specify the horizontal scale factor when Programmable Scale Factor is enabled.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17:15	**HScale Int** This field gives the integer part of the horizontal scaling factor divided by the oversampling rate. HSCALE_INT = int(src width/dest width)
	14:0	**HScale Frac** This field gives the fractional part of the horizontal scaling factor divided by the oversampling rate. HSCALE_FRAC = int(((src width/dest width)-HSCALE_INT)*2^^15)

PS_PROG_VSCALE

PS_PROG_VSCALE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68164h-68167h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_1_A
Reset:	soft
Address:	68264h-68267h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_2_A
Reset:	soft
Address:	68964h-68967h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_1_B
Reset:	soft
Address:	68A64h-68A67h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_2_B
Reset:	soft
Address:	69164h-69167h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_1_C
Reset:	soft
Address:	69264h-69267h

PS_PROG_VSCALE

Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_2_C
Reset:	soft
Address:	69964h-69967h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_1_D
Reset:	soft
Address:	69A64h-69A67h
Name:	PS Programmed Vertical Scale 1
ShortName:	PS_PROG_VSCALE_2_D
Reset:	soft

This register is used to specify the vertical scale factor when Programmable Scale Factor is enabled.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17:15	**VScale Int** This field gives the integer part of the vertical scale factor. VSCALE_INT = int(src height/(interlace x dest height)) Interlace = 1/2 in interlace modes, 1 in progressive modes.
	14:0	**VScale Frac** This field gives the fractional part of the vertical scale factor. VSCALE_FRAC = int((src height/(interlace x dest height)-VSCALE_INT)*2^^15) Interlace = 1/2 in interlace modes, 1 in progressive modes.

PS_PWR_GATE

PS_PWR_GATE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68160h-68163h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_1_A
Reset:	soft
Address:	68260h-68263h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_2_A
Reset:	soft
Address:	68960h-68963h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_1_B
Reset:	soft
Address:	68A60h-68A63h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_2_B
Reset:	soft
Address:	69160h-69163h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_1_C
Reset:	soft
Address:	69260h-69263h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_2_C
Reset:	soft
Address:	69960h-69963h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_1_D

PS_PWR_GATE

Reset:	soft
Address:	69A60h-69A63h
Name:	Power Gate Control 1
ShortName:	PS_PWR_GATE_2_D
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Reserved**
	30	**Reserved** Format: MBZ
	29:6	**Reserved** Format: MBZ
	5	**Dynamic Pwr Gate Disable** Disables the dynamic power gate of unused EBB's when processing low resolution source images. Value: 0b — Name: Do Not Disable **[Default]** Value: 1b — Name: Disable
	4:3	**Reserved**
	2	**Reserved** Format: MBZ
	1:0	**Reserved**

PS_VPHASE

PS_VPHASE	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68188h-6818Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_1_A
Reset:	soft
Address:	68288h-6828Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_2_A
Reset:	soft
Address:	68988h-6898Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_1_B
Reset:	soft
Address:	68A88h-68A8Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_2_B
Reset:	soft
Address:	69188h-6918Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_1_C
Reset:	soft
Address:	69288h-6928Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_2_C
Reset:	soft
Address:	69988h-6998Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_1_D

PS_VPHASE

Reset:	soft

Address:	69A88h-69A8Bh
Name:	PS Vertical Phase 1
ShortName:	PS_VPHASE_2_D
Reset:	soft

Description

This register programs the scaler vertical filtering initial phase. The programming of this register is ignored in the pipe scaler PF/ID fetch mode, and the pipe scaler is responsible for applying the appropriate vertical phase to the proper frame when interlacing.
The initial phase within the -0.5 to 1.5 range is supported.
Programming +ve intital phase:

- Initial Phase Trip = 1b
- Initial Phase Int = Desired Initial Phase Int
- Initial Phase Frac = Desired Initial Phase Frac

Programming -ve initial phase:

- Initial Phase Trip = 0b
- Initial Phase Int = 00b
- Initial Phase Frac = 1 - Desired Initial Phase Frac

For example, -0.25 initial phase should be programmed as

- Initial Phase Trip = 0b
- Initial Phase Int = 00b
- Initial Phase Frac = 1 - 0.25 = 0.75

The following table shows phase programming for frequently used YUV420 to YUV444 chroma upsampling scenarios (chroma being filtered to the center of the pixel).

YUV 420 Chroma Siting	H Phase	V Phase	Programmed H Initial Phase	Programmed H Initial Trip	Programmed V Initial Phase	Programmed V Initial Trip
Top Left	0.25	0.25	0.25	1	0.25	1
Bottom Right (MPEG-1)	-0.25	-0.25	0.75	0	0.75	0
Bottom Center (MPEG-2)	0	-0.25	0	0	0.75	0

The programming of this register is ignored by a pipe scaler when the pipe is in the Full Blend YUV420 mode. The scaler hardware is responsible for calculating and applying the appropriate vertical phase when encoding the YUV420 format.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint

PS_VPHASE

Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Y Initial VPhase Int** This field specifies the integer part of the Y vertical filtering initial phase when the scaler is operating on YUV420 hybrid planarformats.This field is ignored for non-YUV420 pixel formats.
	29:17	**Y Initial VPhase Frac** This field specifies the most significant 13 bits of the fractional part of the Y vertical filtering initial phase when the scaler is operating on YUV420 hybrid planar formats. This field should be programmed with the fractional portion of the initial phase multiplied by 2^13. This field is ignored for non-YUV420 pixel formats.
	16	**Y Initial VPhase Trip** This field specifies whether the initial trip, that may occur while applying the initial phase, is used in Y vertical filtering. This field is ignored for non-YUV420 pixel formats. Value: 1b — Name: Used Value: 0b — Name: Not Used
	15:14	**UV or RGB Initial VPhase Int** This field specifies the integer part of the UV or RGB vertical filtering initial phase.
	13:1	**UV or RGB Initial VPhase Frac** This field specifies the most significant 13 bits of the fractional part of the UV or RGB vertical filtering initial phase. This field should be programmed with the fractional portion of the initial phase multiplied by 2^13.
	0	**UV or RGB Initial VPhase Trip** This field specifies whether the initial trip, that may occur while applying the initial phase, is used in UV or RGB vertical filtering. Value: 1b — Name: Used Value: 0b — Name: Not Used

PS_VSCALE

PS_VSCALE	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	68184h-68187h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_1_A
Reset:	soft
Address:	68284h-68287h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_2_A
Reset:	soft
Address:	68984h-68987h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_1_B
Reset:	soft
Address:	68A84h-68A87h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_2_B
Reset:	soft
Address:	69184h-69187h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_1_C
Reset:	soft
Address:	69284h-69287h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_2_C
Reset:	soft
Address:	69984h-69987h
Name:	PS Vertical Scale 1
ShortName:	PS_VSCALE_1_D
Reset:	soft
Address:	69A84h-69A87h
Name:	PS Vertical Scale 1

PS_VSCALE

ShortName: PS_VSCALE_2_D

Reset: soft

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17:15	**VScale Int** Access: RO This field gives the integer part of the vertical scale factor. VSCALE_INT = int(src height/(interlace x dest height)) Interlace = 1/2 in interlace modes, 1 in progressive modes.
	14:0	**VScale Frac** Access: RO This field gives the fractional part of the vertical scale factor. VSCALE_FRAC = int(((src height/(interlace x dest height)-VSCALE_INT) * 2^^15) + 0.5) Interlace = 1/2 in interlace modes, 1 in progressive modes.

PS_WIN_POS

PS_WIN_POS	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank after armed
Double Buffer Armed By:	Write to PS_WIN_SZ
Address:	68170h-68173h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_1_A
Reset:	soft
Address:	68270h-68273h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_2_A
Reset:	soft
Address:	68970h-68973h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_1_B
Reset:	soft
Address:	68A70h-68A73h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_2_B
Reset:	soft
Address:	69170h-69173h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_1_C
Reset:	soft
Address:	69270h-69273h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_2_C
Reset:	soft
Address:	69970h-69973h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_1_D

PS_WIN_POS

Reset:	soft

Address:	69A70h-69A73h
Name:	PS Window Position 1
ShortName:	PS_WIN_POS_2_D
Reset:	soft

Coordinates are determined with a value of (0,0) being the upper left corner of the display device (rotation does not affect this).

Restriction

When scaling a pipe, the scaled output must fit inside the pipe active area, so Pipe active size >= PS window position + PS window size. When scaling a plane, the scaled output must fit inside the pipe source area, so Pipe source size >= PS window position + PS window size.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**XPOS** This field specifies the horizontal coordinate in pixels of the upper left most pixel of the scaled output window. Restriction : This field must be even when the scaler is delivering YUV420 format for HDMI output.
	15:13	**Reserved** Format: MBZ
	12:0	**YPOS** This field specifies the vertical coordinate in lines of the upper left most pixel of the scaled output window. **Restriction** Bit 0 must be zero for interlaced modes. This field must be even when the scaler is delivering YUV420 format for HDMI output.

PS_WIN_SZ

PS_WIN_SZ	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank
Address:	68174h-68177h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_1_A
Reset:	soft
Address:	68274h-68277h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_2_A
Reset:	soft
Address:	68974h-68977h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_1_B
Reset:	soft
Address:	68A74h-68A77h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_2_B
Reset:	soft
Address:	69174h-69177h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_1_C
Reset:	soft
Address:	69274h-69277h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_2_C
Reset:	soft
Address:	69974h-69977h
Name:	PS Window Size 1
ShortName:	PS_WIN_SZ_1_D
Reset:	soft
Address:	69A74h-69A77h

PS_WIN_SZ

Name: PS Window Size 1

ShortName: PS_WIN_SZ_2_D

Reset: soft

This register specifies the size in pixels of the scaled output window. A programmed value of (100, 100) will result in scaled output window of size 100x100 pixels.

Writes to this register arm PS registers on this pipe. After arming, any write to other PS registers will disarm all PS registers. Subsequent write to this register will arm them again.

Restriction

When scaling a pipe, the scaled output must fit inside the pipe active area, so Pipe active size >= PS window position + PS window size. When scaling a plane, the scaled output must fit inside the pipe source area, so Pipe source size >= PS window position + PS window size.

_Custom_Display_DoubleBufferUpdatePoint

Unspecified

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**XSIZE** This field specifies the horizontal size in pixels of the scaled output window. Restriction : When the pipe scalar is configured to output YUV 420, the X size must be even.
	15:13	**Reserved** Format: MBZ
	12:0	**YSIZE** This field specifies the vertical size in scan lines of the scaled output window. Restriction : Bit 0 must be zero for interlaced modes. **Restriction** When the pipe scalar is configured to output YUV 420, the Y size must be even.

PS Depth Count

PS_DEPTH_COUNT - PS Depth Count	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02350h

This register stores the value of the count of samples that have passed the depth test. This register is part of the context save and restore. Note that the value of this register can be obtained in a pipeline-synchronous fashion without a pipeline flush by using the 3DCONTROL command. See 3D Overview in the 3D volume.
More details about the precise event counted by this register are located **here.**

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the total number of samples that have passed the depth test (i.e., will be visible). All samples are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Samples that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the total number of samples that have passed the depth test (i.e., will be visible). All samples are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Samples that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice0

PS_DEPTH_COUNT_SLICE0 - PS Depth Count for Slice0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	022D8h
Name:	PS Depth Count for Slice0
ShortName:	PS_DEPTH_COUNT_SLICE0

This register stores the value of the count of pixels that have passed the depth test in Slice0. This register is part of the context save and restore. This register should not be programmed by SW.Note: In GT3 mode there are two slices Slice0 (Upper Slice) and Slice1 (Lower slice).

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the total number of pixels that have passed the depth test in Slice0(i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the total number of pixels that have passed the depth test in Slice0(i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice1

PS_DEPTH_COUNT_SLICE1 - PS Depth Count for Slice1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	022F8h
Name:	PS Depth Count for Slice1
ShortName:	PS_DEPTH_COUNT_SLICE1

This register stores the value of the count of pixels that have passed the depth test in Slice1. This register is part of the context save and restore. This register should not be programmed by SW.Note: In GT3 mode there are two slices Slice0 (Upper Slice) and Slice1 (Lower slice).

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the total number of pixels that have passed the depth test in Slice1(i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the total number of pixels that have passed the depth test in Slice1(i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice2

PS_DEPTH_COUNT_SLICE2 - PS Depth Count for Slice2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02450h
Name:	PS Depth Count for Slice2
ShortName:	PS_DEPTH_COUNT_SLICE2

This register stores the value of the count of pixels that have passed the depth test in Slice2. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice2 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice2 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice3

PS_DEPTH_COUNT_SLICE3 - PS Depth Count for Slice3	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02460h
Name:	PS Depth Count for Slice3
ShortName:	PS_DEPTH_COUNT_SLICE3

This register stores the value of the count of pixels that have passed the depth test in Slice3. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice3 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice3 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice4

PS_DEPTH_COUNT_SLICE4 - PS Depth Count for Slice4	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02470h
Name:	PS Depth Count for Slice4
ShortName:	PS_DEPTH_COUNT_SLICE4

This register stores the value of the count of pixels that have passed the depth test in Slice4. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice4 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice4 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice5

PS_DEPTH_COUNT_SLICE5 - PS Depth Count for Slice5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	024A8h
Name:	PS Depth Count for Slice5
ShortName:	PS_DEPTH_COUNT_SLICE5

This register stores the value of the count of pixels that have passed the depth test in Slice5. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice6

PS_DEPTH_COUNT_SLICE6 - PS Depth Count for Slice6	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	025B0h
Name:	PS Depth Count for Slice6
ShortName:	PS_DEPTH_COUNT_SLICE6

This register stores the value of the count of pixels that have passed the depth test in Slice6. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Depth Count for Slice7

PS_DEPTH_COUNT_SLICE7 - PS Depth Count for Slice7

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	025B8h
Name:	PS Depth Count for Slice7
ShortName:	PS_DEPTH_COUNT_SLICE7

This register stores the value of the count of pixels that have passed the depth test in Slice7. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**Depth Count UDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.
	31:0	**Depth Count LDW** This register reflects the depth test in slice5 (i.e., will be visible). All pixels are counted when Statistics Enable is set in the Windower State. See the Windower chapter of the 3D volume for details. Pixels that pass the depth test but fail the stencil test will not be counted.

PS Invocation Count

PS_INVOCATION_COUNT - PS Invocation Count	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02348h

More details about the precise event counted by this register are located **here.**

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice0

PS_INVOCATION_COUNT_SLICE0 - PS Invocation Count for Slice0

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	022C8h
Name:	PS Invocation Count for Slice0
ShortName:	PS_INVOCATION_COUNT_SLICE0

This register stores the value of the count of pixels that get shaded in Slice0. This register is part of the context save and restore. This register should not be programmed by SW.Note: In GT3 mode there are two slices Slice0 (Upper Slice) and Slice1 (Lower slice).

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice0. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice0. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice1

PS_INVOCATION_COUNT_SLICE1 - PS Invocation Count for Slice1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	022F0h
Name:	PS Invocation Count for Slice1
ShortName:	PS_INVOCATION_COUNT_SLICE1

This register stores the value of the count of pixels that get shaded in Slice0. This register is part of the context save and restore. This register should not be programmed by SW.Note: In GT3 mode there are two slices Slice0 (Upper Slice) and Slice1 (Lower slice).

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice1. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice1. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice2

PS_INVOCATION_COUNT_SLICE2 - PS Invocation Count for Slice2

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02448h
Name:	PS Invocation Count for Slice2
ShortName:	PS_INVOCATION_COUNT_SLICE2

This register stores the value of the count of pixels that get shaded in Slice2. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice2. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice2. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice3

PS_INVOCATION_COUNT_SLICE3 - PS Invocation Count for Slice3

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02458h
Name:	PS Invocation Count for Slice3
ShortName:	PS_INVOCATION_COUNT_SLICE3

This register stores the value of the count of pixels that get shaded in Slice3. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice3. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice3. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice4

PS_INVOCATION_COUNT_SLICE4 - PS Invocation Count for Slice4

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02468h
Name:	PS Invocation Count for Slice4
ShortName:	PS_INVOCATION_COUNT_SLICE4

This register stores the value of the count of pixels that get shaded in Slice4. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice5

PS_INVOCATION_COUNT_SLICE5 - PS Invocation Count for Slice5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	024A0h
Name:	PS Invocation Count for Slice5
ShortName:	PS_INVOCATION_COUNT_SLICE5

This register stores the value of the count of pixels that get shaded in Slice5. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice6

PS_INVOCATION_COUNT_SLICE6 - PS Invocation Count for Slice6

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	025D0h
Name:	PS Invocation Count for Slice6
ShortName:	PS_INVOCATION_COUNT_SLICE6

This register stores the value of the count of pixels that get shaded in Slice6. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PS Invocation Count for Slice7

PS_INVOCATION_COUNT_SLICE7 - PS Invocation Count for Slice7

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	025D8h
Name:	PS Invocation Count for Slice7
ShortName:	PS_INVOCATION_COUNT_SLICE7

This register stores the value of the count of pixels that get shaded in Slice7. This register is part of the render context save and restore. This register should not be programmed by SW.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**PS Invocation Count UDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.
	31:0	**PS Invocation Count LDW** Reflects a count of the total number of pixels (including unlit "helper pixels" within a subspan that need to go through the PS shader to provide 2x2 gradients) that are dispatched to pixel shader invocations while Statistics Enable is set in the Windower in Slice4. See the Windower chapter of the 3D volume for details. This count will generally be much greater than the actual count of PS threads since a single thread may process up to 32 pixels.

PSR_EVENT

PSR_EVENT

Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32
Address:	60848h-6084Bh
Name:	Transcoder PSR Event
ShortName:	PSR_EVENT_A
Reset:	soft
Address:	61848h-6184Bh
Name:	Transcoder PSR Event
ShortName:	PSR_EVENT_B
Reset:	soft
Address:	62848h-6284Bh
Name:	Transcoder PSR Event
ShortName:	PSR_EVENT_C
Reset:	soft
Address:	63848h-6384Bh
Name:	Transcoder PSR Event
ShortName:	PSR_EVENT_D
Reset:	soft

This register captures the event that caused an exit from PSR or PSR2. The exit events will be set by hardware. Software will need to clear these events.

DWord	Bit	Description
0	31:18	**Reserved** Format: MBZ
	17	**PSR2 watch dog timer expire** Access: R/WC This is a sticky bit which is set when the PSR2 watch dog timer expires, causing PSR exit. Clear by writing with a 1. Value: 0b — Condition Not Detected Value: 1b — Condition Detected
	16	**PSR2 Disable** Access: R/WC This is a sticky bit which is set when the PSR2 is disabled, causing PSR exit. Clear by writing with a 1.

PSR_EVENT

Value	Name
0b	Condition Not Detected
1b	Condition Detected

15 **Selective Update Dirty FIFO Underrun**

Access:	R/WC

This is a sticky bit which is set when the selective update dirty/clean FIFO Underruns, causing PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

14 **Selective Update CRC FIFO Underrun**

Access:	R/WC

This is a sticky bit which is set when the selective update CRC FIFO Underruns, causing PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

13 **Reserved**

Format:	MBZ

12 **Graphics Reset**

Access:	R/WC

This is a sticky bit which is set when a graphics reset causes PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

11 **PCH Interrupt**

Access:	R/WC

This is a sticky bit which is set when a PCH Interrupt causes PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

10 **Memory Up**

Access:	R/WC

This is a sticky bit which is set when a PCU memup up event causes PSR exit. Clear by writing with a 1.

Value	Name

PSR_EVENT

	0b	Condition Not Detected
	1b	Condition Detected

9 Front Buffer Modify

Access:	R/WC

This is a sticky bit which is set when a front buffer modify causes PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

8 Watch dog timer expire

Access:	R/WC

This is a sticky bit which is set when the PSR watch dog timer expires, causing PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

7 Reserved

Format:	MBZ

6 Pipe Registers Update

Access:	R/WC

This is a sticky bit which is set when a display pipe register update causes PSR exit. Clear by writing with a 1.

5 Reserved

Format:	MBZ

4 Reserved

3 KVMR session enable

Access:	R/WC

This is a sticky bit which is set when a KVMR session is enabled, causing PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

2 VBI enable

Access:	R/WC

This is a sticky bit which is set when vblank or vsync interrupt is enabled, causing PSR exit. Clear by writing with a 1.

Value	Name

PSR_EVENT

		0b: Condition Not Detected 1b: Condition Detected
	1	**Reserved** Format: MBZ
	0	**SRD disable** Access: R/WC This is a sticky bit which is set when SRD enable is cleared, causing PSR exit. Clear by writing with a 1. 0b: Condition Not Detected 1b: Condition Detected

PSR_IIR

PSR_IIR

Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32

Address:	60818h-6081Bh
Name:	Transcoder PSR Interrupt Identity
ShortName:	PSR_IIR_A
Reset:	soft

Address:	61818h-6181Bh
Name:	Transcoder PSR Interrupt Identity
ShortName:	PSR_IIR_B
Reset:	soft

Address:	62818h-6281Bh
Name:	Transcoder PSR Interrupt Identity
ShortName:	PSR_IIR_C
Reset:	soft

Address:	63818h-6381Bh
Name:	Transcoder PSR Interrupt Identity
ShortName:	PSR_IIR_D
Reset:	soft

This register holds the persistent values of the PSR interrupt bits which are unmasked by PSR_IMR. Bits set in this register will propagate to the PSR/SRD interrupt in the Display Engine Miscellaneous Interrupts.

DWord	Bit	Description
0	31:4	**Reserved** Format: MBZ
	3	**Push Done** Access: R/WC This is a sticky bit which is set after double buffer update or Push done. After this interrupt, Logic is ready to receive another push frame indication. Clear by writing with a 1. 0b – Condition Not Detected 1b – Condition Detected
	2	**PSR Aux Error** Access: R/WC This is a sticky bit which is set on the rising edge of the PSR Aux error (receive error or timeout) indication. Clear by writing with a 1.

PSR_IIR

Value	Name
0b	Condition Not Detected
1b	Condition Detected

1 **PSR Exit**

Access:	R/WC

This is a sticky bit which is set on the first blank start after PSR exit. Clear by writing with a 1.

Value	Name
0b	Condition Not Detected
1b	Condition Detected

0 **PSR PreWarn**

Access:	R/WC

This is a sticky bit which is set two display frames prior to entering PSR. Clear by writing with a 1.

Value	Name
0b	Not Detected
1b	Condition Detected

PSR_IMR

PSR_IMR	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60814h-60817h
Name:	Transcoder PSR Interrupt Mask
ShortName:	PSR_IMR_A
Reset:	soft
Address:	61814h-61817h
Name:	Transcoder PSR Interrupt Mask
ShortName:	PSR_IMR_B
Reset:	soft
Address:	62814h-62817h
Name:	Transcoder PSR Interrupt Mask
ShortName:	PSR_IMR_C
Reset:	soft
Address:	63814h-63817h
Name:	Transcoder PSR Interrupt Mask
ShortName:	PSR_IMR_D
Reset:	soft

This register contains a bit mask which selects the PSR events that will be reported in the PSR_IIR.

DWord	Bit	Description
0	31:4	**Reserved** Format: MBZ
	3	**Mask Push Done** 0b: Not Masked 1b: Masked **[Default]**
	2	**Mask PSR Aux Error** 0b: Not Masked 1b: Masked **[Default]**
	1	**Mask PSR Exit** 0b: Not Masked

<table>
<tr><th colspan="3">PSR_IMR</th></tr>
<tr><td rowspan="2"></td><td></td><td><table><tr><td>1b</td><td>Masked [Default]</td></tr></table></td></tr>
<tr><td>0</td><td>Mask PSR PreWarn<table><tr><th>Value</th><th>Name</th></tr><tr><td>0b</td><td>Not Masked</td></tr><tr><td>1b</td><td>Masked [Default]</td></tr></table></td></tr>
</table>

PSR_MASK

PSR_MASK	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60860h-60863h
Name:	Transcoder PSR Event Mask
ShortName:	PSR_MASK_A
Reset:	soft
Address:	61860h-61863h
Name:	Transcoder PSR Event Mask
ShortName:	PSR_MASK_B
Reset:	soft
Address:	62860h-62863h
Name:	Transcoder PSR Event Mask
ShortName:	PSR_MASK_C
Reset:	soft
Address:	63860h-63863h
Name:	Transcoder PSR Event Mask
ShortName:	PSR_MASK_D
Reset:	soft

Some of the masking is controlled here and some in the PIPE_MISC register.

Restriction
Only bit 30 (Idle Frame Override) can be changed while PSR or PSR2 is enabled. The other fields must not be changed while PSR or PSR2 is enabled.

DWord	Bit	Description
0	31:30	**Idle Frame Override** This field overrides the entry/exit conditions to force PSR or PSR2 Deep Sleep entry/exit.

Value	Name	Description
00b,01b	No Override	Do not override. Use regular entry and exit conditions.
10b	Force Idle Frame	Force Idle Frames to force PSR entry or PSR2 Deep Sleep
11b	Force Non-Idle Frame	Force Non-Idle Frames to force PSR exit or exit from PSR2 Deep Sleep

29	**Reserved**
Format:	MBZ
28	**Mask Max Sleep**

PSR_MASK

This field controls the mask for the max sleep time event.

Value	Name
0b	Not Masked
1b	Masked

27 **Mask LPSP**

This field controls the mask for the low power single pipe event. This field is ignored by transcoder A/B/C.

Value	Name
0b	Not masked
1b	Masked

26 **Mask Memup**

This field controls the mask for the memory up event.

Value	Name	Description
0b	Not Masked	
1b	Masked **[Default]**	Masked - will not be considered in PSR idleness tracking (default)

25 **Mask Hotplug**

This field controls the mask for the hotplug event.Not used in PSR2 Deep Sleep entry/exit.

Value	Name
0b	Not Masked
1b	Masked

24 **Mask FBC Modify**

This field controls the mask for the FBC front buffer modify event.

Value	Name
0b	Not Masked
1b	Masked

23:16 **Reserved**

Format:	MBZ

15 **Exit on Pixel Underrun**

This field controls the mask for exit on pixel underrun.

Value	Name
0b	Not Masked
1b	Masked **[Default]**

14:1 **Reserved**

Format:	MBZ

0 **Global Mask**

This field is no longer used. The global mask function moved to 0x42084 bit 0.

Value	Name

PSR_MASK			
		0b	Not Masked
		1b	Masked

PSR2_CTL

PSR2_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60900h-60903h
Name:	PSR2 Control
ShortName:	PSR2_CTL_A
Reset:	soft

Programming Notes

To use FBC modification tracking for idleness calculations when FBC is disabled, program FBC_CTL CPU Fence Enable, FBC_CONTROL_SA_REGISTER, FBC_CPU_FENCE_OFFSET_REGISTER, FBC_RT_BASE_ADDR_REGISTER, and BLITTER_TRACKING_REGISTER as they are programmed when FBC is enabled.

Restriction

PSR needs to be enabled only when at least one plane is enabled.

PSR2 is limited to 30bpp 10:10:10, even when using the manual tracking mode.

Only the PSR2 Enable can be changed while PSR2 is enabled. The other fields must not be changed while PSR2 is enabled. Selective Update Tracking Enable must be set before or along with PSR2 enable

PSR2 is supported for pipe active sizes up to 5120 pixels wide and 3200 lines tall.

DWord	Bit	Description
0	31	**PSR2 Enable** This bit enables Revision 2.0 of the Panel Self Refresh function. Updates will take place at the start of the next vertical blank. The port will send PSR2 VDMs while enabled.

Value	Name
0b	Disable
1b	Enable

Programming Notes

Clear the register field SRD_CTL [TP2 TP3 Select]before enabling this bit.
Do not set the register field SRD_CTL [TP2 TP3 Select] while PSR2 is enabled.

Restriction

PSR2 must not be enabled when the PSR Setup time from DPCD 00071h is greater than the time for vertical blank minus one line.

PSR2 must not be enabled together with Interlacing, Black Frame Insertion (BFI), Compression Mode, or S3D.

	30	**Selective Update Tracking Enable**

PSR2_CTL

Access:	Double Buffered	
Double Buffer Update Point:	Start of vertical blank OR transcoder disabled	

This field enables the Selective Update Tracking Mechanism. Updates to this field will take effect at the next vertical blank.

Value	Name
0b	Disable
1b	Enable

Restriction
This field must be enabled anytime before PSR2 Enable. It must be disabled anytime after PSR2 disable.

29 **Context restore to PSR2 Deep Sleep State**

This field restores PSR2 into Deep Sleep State

Value	Name
0b	Disable
1b	Enable

Restriction
This bit should only be used with context save restore.

28 **Block count number**

This field selects block count number before SU turn on sequence

Value	Name
0b	2 blocks
1b	3 blocks

27 **Aux Frame Sync Enable**

This field selects whether the frame sync will be sent on Aux channel.

Value	Name
1b	Enable
0b	Disable

Restriction
Must be programmed to match the panel's requirements.

26:25 **Reserved**

Format:	MBZ

24:20 **Max SU Disable Time**

Default Value:	00000b Disabled

PSR2_CTL

This field is the maximum time to spend in PSR2 Selective update without fetching a full frame. It is programmed in increments of sixty frames. Programming all 1s gives 31x60 frames time.

Restriction
Programming all 0s disable the forced fetch of a full frame in SU.

19	**Reserved**
18	**PSR2 RAM power state**
Access:	RO
17:16	**Reserved**
15:13	**IO buffer Wake** This field selects the number of lines before the Selective Update Region to wake the IO Buffers.

Value	Name
000b	5 lines
001b	6 lines
010b	7 lines **[Default]**
011b	8 lines
100b	9 lines
101b	10 lines
110b	11 lines
111b	12 lines

Restriction
To program line 9 to 12, block count number bit [28] must be set.

12:10 **Fast Wake**

This field selects the number of lines before the Selective Update Region to send the Fast Wake.

Value	Name
000b	5 lines
001b	6 lines
010b	7 lines **[Default]**
011b	8 lines
100b	9 lines
101b	10 lines
110b	11 lines

PSR2_CTL

		111b: 12 lines **Restriction** To program line 9 to 12, block count number bit [28] must be set.
	9:8	**TP2 Time** This field selects the TP2 time when training the link on exit from PSR2 DeepSleep (waking). **Value** / **Name** 00b: 500us 01b: 100us 10b: 2.5ms 11b: 50us
	7:4	**Frames Before SU Entry** Default Value: 0001b 1 Frames Before SU Entry This field is the number of frames it takes to enter into Selective Update when PSR2 is enabled. Note: HW takes a minimum of 2frames, so'0' and '1' are are not valid entries for this field.
	3:0	**Idle Frames** This field is the number of idle frames required before entering PSR2 Deep Sleep. Write to this field doesn't cause a PSR2 exit and frame update. **Value** / **Name** 0000b: Deep Sleep Disabled 0001b: 1 idle frame **[Default]**

PSR2_MAN_TRK_CTL

PSR2_MAN_TRK_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60910h-60913h
Name:	PSR2 Manual Tracking Control
ShortName:	PSR2_MAN_TRK_CTL_A
Reset:	soft

Programming Notes

The frame is divided into blocks of four scan lines each. The blocks are addressed starting from 1 for the first block of the frame and ending with ROUNDUP[(TRANS_VTOTAL Vertical Active + 1) / 4]for the last block of the frame.
Software must provide the starting and ending block address of the selective update region.
The SU Region Start Address is programmed to the first block of the selective update region.
The SU Region End Address is programmed to the final block of the selective update region + 1.
There can be only one selective update region in a frame.
To disable selective update, set the selective update region to the full frame by programming SU Region Start Address to the startof the frame and SU Region End Address to the end of the frame.

DWord	Bit	Description
0	31	**PSR2 Manual Tracking Enable** This bit enables the manual tracking mode for PSR2 Selective Update. Restriction : This field cannot be modified while PSR2_CTL bit [30] is "1'. SW must make sure PSR2_CTL bit [30] is disabled before this bit is disabled. Restriction : This bit should not be modified without a modeset. 0b: Disable 1b: Enable
	30:21	**SU Region Start Address** This field indicates the starting block address of the selective update region.
	20:11	**SU Region End Address** This field indicates the ending block address of the selective update region.

PSR2_MAN_TRK_CTL

	10:4	**Reserved** Format: MBZ
	3	**SF Single full frame** Access: R/W Set This bit will select for a single a full frame fetch, using the regular plane and cursor registers (not SEL_FETCH registers), and update when Selective Fetch is enabled. It is cleared on vblank. Do not set this bit to 1 if Selective Fetch is not enabled.
	2	**SF Continuous full frame** This bit will select for full frame fetches, using the regular plane and cursor registers (not SEL_FETCH registers), and updates continuously when Selective Fetch is enabled, until disabled by software. Do not set this bit to 1 if Selective Fetch is not enabled.
	1	**SF Partial Frame Enable** This field enables the planes to use the SEL_FETCH registers for selective fetch on selective update frames.

Value	Name
0b	Disable
1b	Enable

	0	**Allow Double Buffer Update Disable** This field controls whether double buffer updates are allowed to be disabled for this register.

Value	Name
0b	Not Allowed
1b	Allowed

PSR2_STATUS

PSR2_STATUS

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	60940h-60943h
Name:	PSR2 Status
ShortName:	PSR2_STATUS_A
Reset:	soft

DWord	Bit	Description
0	31:28	**PSR2 State** Access: RO This field indicates the live state of PSR2

Value	Name	Description
0000b	IDLE	Reset state
0001b	CAPTURE	Send capture frame
0010b	CPTURE_FS	Fast sleep after capture frame is sent
0011b	SLEEP	Selective Update
0100b	BUFON_FW	Turn Buffer on and Send Fast wake
0101b	ML_UP	Turn Main link up and send SR
0110b	SU_STANDBY	Selective update or Standby state
0111b	FAST_SLEEP	Send Fast sleep
1000b	DEEP_SLEEP	Enter Deep sleep
1001b	BUF_ON	Turn ON IO Buffer
1010b	TG_ON	Turn ON Timing Generator
1011b	BUFON_FW_2	Turn Buffer on and Send Fast wake for 3 Block case
Others	Reserved	Reserved

	27:26	**Link Status** Access: RO This field indicates the live status of the link.

Value	Name	Description
00b	Full Off	Link is fully off
01b	Full On	Link is fully on
11b	Reserved	Reserved

	25	**Reserved** Format: MBZ

PSR2_STATUS

24:20 Max Sleep Time Counter

Access:	RO

This field provides the live status of the sleep time counter.

19:16 PSR2 Deep Sleep Entry Count

Access:	RO

The value in this register represents the number of times PSR2 Deep Sleep has been entered. The count will increment with each entry. After reaching the maximum count value the counter will rollover and continue from 0.

15:12 Reserved

Format:	MBZ

11:10 Reserved

Format:	MBZ

9 PSR2 idle frame indication

Access:	RO

This bit gets set when DP link goes to sleep state and gets reset on PSR2 exit.

8 Sending TP2

Access:	RO

Description
This field indicates if TP2 is currently being sent.
Recommendation is to not use this status bit.

Value	Name	Description
0b	Not Sending	Not sending TP2
1b	Sending	Sending TP2

7 Reserved

6 Reserved

5 PSR2 deep Sleep Entry Completion

Access:	R/WC

This is a sticky bit which is set on PSR2 deep sleep entry completion. Clear this bit by writing a 1b to it.

Value	Name
0b	Not complete

PSR2_STATUS

		1b: Complete
	4	**PSR2 SU Entry Completion** Access: R/WC This is a sticky bit which is set on PSR2 SU entry completion. Clear this bit by writing a 1b to it. 0b: Not complete 1b: Complete
	3:0	**Idle Frame Counter** Access: RO This field provides the live status of the idle frame counter.

PSR2_SU_ECC_STAT

PSR2_SU_ECC_STAT

Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32
Address:	60A64h-60A67h
Name:	PSR2 Selective Update ECC Status
ShortName:	PSR2_SU_ECC_STAT_A
Reset:	soft

Each of these fields is a sticky bit that gives the ECC error status for any PSR2 memory bank.

A '1' in a bit indicates that ECC detected an error. A write of '1' to a bit will clear the bit. Single errors are corrected by ECC. Double errors are not correctable.

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16	**Double Error Any Bank** Description: Errors in banks 8-13 are missed and not reported.
	15:1	**Reserved** Format: MBZ
	0	**Single Error Any Bank** Description: Errors in banks 8-13 are missed and not reported.

PSR2_SU_STATUS

PSR2_SU_STATUS	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	96
Address:	60914h-6091Fh
Name:	PSR2 Selective Update Status
ShortName:	PSR2_SU_STATUS_A
Reset:	soft

A frame is divided into selective update blocks of four scan lines each. This register provides the count of the number of selective update blocks per frame, for the last eight frames

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:20	**Number of SU blocks in frame N - 2** This field indicates the number of selective update blocks in frame N - 1.
	19:10	**Number of SU blocks in frame N - 1** This field indicates the number of selective update blocks in frame N - 1.
	9:0	**Number of SU blocks in frame N** This field indicates the number of selective update blocks in frame N.
1	31:30	**Reserved** Format: MBZ
	29:20	**Number of SU blocks in frame N - 5** This field indicates the number of selective update blocks in frame N - 1.
	19:10	**Number of SU blocks in frame N - 4** This field indicates the number of selective update blocks in frame N - 1.
	9:0	**Number of SU blocks in frame N - 3** This field indicates the number of selective update blocks in frame N.
2	31:20	**Reserved** Format: MBZ
	19:10	**Number of SU blocks in frame N - 7** This field indicates the number of selective update blocks in frame N - 1.
	9:0	**Number of SU blocks in frame N - 6** This field indicates the number of selective update blocks in frame N.

PTBR Number Of Pages Recorded

PTBR_NUM_PAGES_RECORDED_REGISTER - PTBR Number Of Pages Recorded

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	18594h
Name:	Register Template Address
ShortName:	PTBR_NUM_PAGES_RECORDED_REGISTER

This is a running count of number of pages allocated by the OVR unit for the visibility data. This includes pages that could have been allocated but were not allocated because the OVR unit early terminated the pages with out of memory marker.This register is engine context save/restored.

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16:0	**PTBR_NUM_PAGES_RECORDED** Default Value: 0h Access: R/W Format: U17 This is a running count of number of pages allocated by the OVR unit for the visibility data. This includes pages that could have been allocated but were not allocated because the OVR unit early terminated the pages with out of memory marker. **Programming Notes** SW must not write to this register.

PTBR Page Pool Size Register

PTBR_PAGE_POOL_SIZE_REGISTER - PTBR Page Pool Size Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	18590h
Name:	Register Template Address
ShortName:	PTBR_PAGE_POOL_SIZE_REGISTER

Indicates the size of the PTBR Page Pool Size allocated by SW. The page pool size is with respect to the PTBR_PAGE_POOL_BASE_ADDRESS programmed through 3DSTATE_PTBR_PAGE_POOL_BASE_ADDRESS command. SW can do multiple writes to this register with the increased page pool size as it allocates more pages to the PTBR page pool.
Coming out of reset or on executing PTBR_PAGE_POOL_RESTART by 3DSTATE_PTRB_PAGE_POOL_BASE_ADDRESS command, HW initializes PTBR_PAGE_POOL_SIZE to 0x0. HW on detecting a write to this register compares its current PTBR_PAGE_POOL_SIZE with that of the value programmed in this register to add more pages to the Free-List and updates itself with the latest value.
This is an non-privileged register and engine context save/restored by HW.

Programming Notes

- SW must not write a value to this register less than the existing value. SW must use the Restart field of the 3DSTATE_PTBR_PAGE_POOL_ADDRESS command to decrease the size of the pool.
- SW must always program PTBR_PAGE_POOL_SIZE_REGISTER through MI_LOAD_REGISTER_IMM command or anyother MI command to load register in the command sequence.
- SW must ensure following state are set in HW prior to programming this register: 3DSTATE_PTBR_PAGE_POOL_BASE_ADDRESS 3DSTATE_PTBR_FEE_LIST_BASE_ADDRESS

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**PTBR_PAGE_POOL_SIZE** Default Value: 0h Access: R/W Format: U16-1 Indicates the PTBR page pool size (4KB granularity). A value of '0x0' indicates a single page and a value of 99h indicates 154 pages are available in the page pool for use by HW. Valid Range [0..65534].

PTE SW Fault Repair High

PTESWC_H - PTE SW Fault Repair High

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEF0h

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Repair Address High** Default Value: 00000000h Access: R/W Fixed PTE entry is written by SW here.

PTE SW Fault Repair Low

PTESWC_L - PTE SW Fault Repair Low	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEF4h

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Repair Address Low** Access: R/W Fixed PTE entry is written by SW here.

PWR_WELL_CTL

PWR_WELL_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	45400h-45403h
Name:	Power Well Control 1
ShortName:	PWR_WELL_CTL1
Reset:	soft

Address:	45404h-45407h
Name:	Power Well Control 2
ShortName:	PWR_WELL_CTL2
Reset:	soft

This register is used for display power control. There are multiple instances of this register format to allow software components to have parallel control of the display power.
PWR_WELL_CTL1 is generally used for BIOS to control power.
PWR_WELL_CTL2 is generally used for driver to control power.
The power enable requests from all sources are logically ORd together to enable the power, so the power will only disable after all sources have requested the power to disable.
When a power well is disabled (powered down), access to any registers in the power well will complete, but write data will be dropped and read data will be all zeroes.
The display connections diagram indicates which functional blocks are contained in each power well. The display MMIO register specification has a field for each register to indicate which power well it is in.

Restriction
The power request field must not be changed for a resource while a power enable/disable for that resource is currently in progress, as indicated by power well state for that resource.
Power wells must be enabled and disabled following the display initialization and mode set sequences.

DWord	Bit	Description
0	31:22	**Reserved** Format: MBZ
	21:10	**Reserved** Format: MBZ
	9	**Power Well 5 Request** Access: R/W This field requests power well to enable or disable. 0b: Disable

PWR_WELL_CTL

	1b	Enable

8 Power Well 5 State

Access:	RO

This field indicates the status of power well.

Value	Name
0b	Disabled
1b	Enabled

7 Power Well 4 Request

Access:	R/W

This field requests power well to enable or disable.

Value	Name
0b	Disable
1b	Enable

6 Power Well 4 State

Access:	RO

This field indicates the status of power well.

Value	Name
0b	Disabled
1b	Enabled

5 Power Well 3 Request

Access:	R/W

This field requests power well to enable or disable.

Value	Name
0b	Disable
1b	Enable

4 Power Well 3 State

Access:	RO

This field indicates the status of power well.

Value	Name
0b	Disabled
1b	Enabled

3 Power Well 2 Request

PWR_WELL_CTL

		Access: R/W
		This field requests power well to enable or disable.

Value	Name
0b	Disable
1b	Enable

	2	**Power Well 2 State**
		Access: RO
		This field indicates the status of power well.

Value	Name
0b	Disabled
1b	Enabled

	1	**Power Well 1 Request**
		Access: R/W
		This field requests power well to enable or disable.

Value	Name
0b	Disable
1b	Enable

	0	**Power Well 1 State**
		Access: RO
		This field indicates the status of power well.

Value	Name
0b	Disabled
1b	Enabled

PWR_WELL_CTL_AUX

PWR_WELL_CTL_AUX

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	45440h-45443h
Name:	Power Well Control AUX 1
ShortName:	PWR_WELL_CTL_AUX1
Reset:	soft
Address:	45444h-45447h
Name:	Power Well Control AUX 2
ShortName:	PWR_WELL_CTL_AUX2
Reset:	soft

This register is used for display power control. There are multiple instances of this register format to allow software components to have parallel control of the display power.
PWR_WELL_CTL_AUX1 is generally used for BIOS to control power.
PWR_WELL_CTL_AUX2 is generally used for driver to control power.
The power enable requests from all sources are logically ORd together to enable the power, so the power will only disable after all sources have requested the power to disable.
When a power well is disabled (powered down), access to any registers in the power well will complete, but write data will be dropped and read data will be all zeroes.
The display connections diagram indicates which functional blocks are contained in each power well. The display MMIO register specification has a field for each register to indicate which power well it is in.

Restriction

The power request field must not be changed for a resource while a power enable/disable for that resource is currently in progress, as indicated by power well state for that resource.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**AUX TBT6 IO Power Request** Access: R/W This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode. 0b – Disable 1b – Enable

PWR_WELL_CTL_AUX

28 **AUX TBT6 IO Power State**

Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

27 **AUX TBT5 IO Power Request**

Access:	R/W

This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

26 **AUX TBT5 IO Power State**

Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

25 **AUX TBT4 IO Power Request**

Access:	R/W

This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

24 **AUX TBT4 IO Power State**

Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

23 **AUX TBT3 IO Power Request**

PWR_WELL_CTL_AUX

Access:	R/W

This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

22 **AUX TBT3 IO Power State**

Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

21 **AUX TBT2 IO Power Request**

Access:	R/W

This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

20 **AUX TBT2 IO Power State**

Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

19 **AUX TBT1 IO Power Request**

Access:	R/W

This field requests power for this Thunderbolt Aux IO to enable or disable. This is used for typeC ports that are in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

18 **AUX TBT1 IO Power State**

PWR_WELL_CTL_AUX

	Access:	RO

This field indicates the status of power for this Thunderbolt Aux IO.

Value	Name
0b	Disable
1b	Enable

17 **USBC6 IO Power Request**

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

16 **USBC6 IO Power State**

Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disable
1b	Enable

15 **USBC5 IO Power Request**

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

14 **USBC5 IO Power State**

Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disable
1b	Enable

13 **USBC4 IO Power Request**

PWR_WELL_CTL_AUX

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

12 USBC4 IO Power State

Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disable
1b	Enable

11 USBC3 IO Power Request

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

10 USBC3 IO Power State

Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disable
1b	Enable

9 USBC2 IO Power Request

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

8 USBC2 IO Power State

PWR_WELL_CTL_AUX

	Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disable
1b	Enable

7 USBC1 IO Power Request

Access:	R/W

This field requests power for this USBC Aux IO to enable or disable. This is used for typeC ports that are not in thunderbolt mode.

Value	Name
0b	Disable
1b	Enable

6 USBC1 IO Power State

Access:	RO

This field indicates the status of power for this USBC Aux IO.

Value	Name
0b	Disabled
1b	Enabled

5 AUX C IO Power Request

Access:	R/W

This field requests power for this Aux IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

4 AUX C IO Power State

Access:	RO

This field indicates the status of power for this Aux IO.

Value	Name
0b	Disabled
1b	Enabled

3 AUX B IO Power Request

Access:	R/W

This field requests power for this Aux IO to enable or disable.

Value	Name

PWR_WELL_CTL_AUX

	0b	Disable
	1b	Enable

2 AUX B IO Power State

Access:	RO

This field requests power for this Aux IO to enable or disable.

Value	Name
0b	Disabled
1b	Enabled

1 AUX A IO Power Request

Access:	R/W

This field requests power for this Aux IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

0 AUX A IO Power State

Access:	RO

This field indicates the status of power for this Aux IO.

Value	Name
0b	Disabled
1b	Enabled

PWR_WELL_CTL_DDI

PWR_WELL_CTL_DDI

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	45450h-45453h
Name:	Power Well Control DDI 1
ShortName:	PWR_WELL_CTL_DDI1
Reset:	soft
Address:	45454h-45457h
Name:	Power Well Control DDI 2
ShortName:	PWR_WELL_CTL_DDI2
Reset:	soft

This register is used for display power control. There are multiple instances of this register format to allow software components to have parallel control of the display power.
PWR_WELL_CTL _DDI1 is generally used for BIOS to control power.
PWR_WELL_CTL_DDI2 is generally used for driver to control power.
The power enable requests from all sources are logically ORd together to enable the power, so the power will only disable after all sources have requested the power to disable.
When a power well is disabled (powered down), access to any registers in the power well will complete, but write data will be dropped and read data will be all zeroes.
The display connections diagram indicates which functional blocks are contained in each power well. The display MMIO register specification has a field for each register to indicate which power well it is in.

Restriction

The power request field must not be changed for a resource while a power enable/disable for that resource is currently in progress, as indicated by power well state for that resource.

DWord	Bit	Description
0	31:23	**Reserved** Format: MBZ
	22:18	**Reserved** Format: MBZ
	17	**USBC6 IO Power Request** Access: R/W This field requests power for USBC6 IO to enable or disable. 0b: Disable

PWR_WELL_CTL_DDI

	1b	Enable

16 USBC6 IO Power State

Access:	RO

This field indicates the status of power for USBC6 IO.

Value	Name
0b	Disable
1b	Enable

15 USBC5 IO Power Request

Access:	R/W

This field requests power for USBC5 IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

14 USBC5 IO Power State

Access:	RO

This field indicates the status of power for USBC5 IO.

Value	Name
0b	Disable
1b	Enable

13 USBC4 IO Power Request

Access:	R/W

This field requests power for USBC4 IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

12 USBC4 IO Power State

Access:	RO

This field indicates the status of power for USBC4 IO.

Value	Name
0b	Disable
1b	Enable

11 USBC3 IO Power Request

PWR_WELL_CTL_DDI

		Access: R/W
		This field requests power for USBC3 IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

	10	**USBC3 IO Power State**
		Access: RO
		This field indicates the status of power for USBC3 IO.

Value	Name
0b	Disable
1b	Enable

	9	**USBC2 IO Power Request**
		Access: R/W
		This field requests power for USBC2 IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

	8	**USBC2 IO Power State**
		Access: RO
		This field indicates the status of power for USBC2 IO.

Value	Name
0b	Disabled
1b	Enabled

	7	**USBC1 IO Power Request**
		Access: R/W
		This field requests power for USBC1 IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

	6	**USBC1 IO Power State**
		Access: RO
		This field indicates the status of power for USBC1 IO.

Value	Name

PWR_WELL_CTL_DDI

	0b	Disabled
	1b	Enabled

5 DDI C IO Power Request

Access:	R/W

This field requests power for DDI C IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

4 DDI C IO Power State

Access:	RO

This field indicates the status of power for DDI C IO.

Value	Name
0b	Disabled
1b	Enabled

3 DDI B IO Power Request

Access:	R/W

This field requests power for DDI B IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

2 DDI B IO Power State

Access:	RO

This field indicates the status of power for DDI B IO.

Value	Name
0b	Disabled
1b	Enabled

1 DDI A IO Power Request

Access:	R/W

This field requests power for DDI A IO to enable or disable.

Value	Name
0b	Disable
1b	Enable

0 DDI A IO Power State

Access:	RO

This field indicates the status of power for DDI A IO.

PWR_WELL_CTL_DDI			
		Value	Name
		0b	Disabled
		1b	Enabled

PWRCTXSAVE Message Register for Boot Controller Unit

MSG_PWRCTXSAVE_MBC - PWRCTXSAVE Message Register for Boot Controller Unit

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0850Ch

Message registers have bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16].
To **set** bit0, for example, the data would be 0x0001_0001.
To **clear** bit0, for example, the data would be 0x0001_0000.
Note that mask bit is the data bit offset + 16.
Message registers are protected from non-GT writes via the Message Channel.

DWord	Bit	Description
0	31:10	**Reserved** Format: MBZ
	9	**Power Context Save Request** Access: R/W Power Context Save Request 1'b0: Power context save is not being requested (default). 1'b1: Power context save is being requested. Unit needs to self-clear this bit upon sampling.
	8:0	**QWord Credits for Power Context Save Request** Access: R/W QWord Credits for Power Context Save Request. Minimum Credits = 1: Unit may send 1 QWord pair (enough for first LRI at least). Maximum Credits = 511: Unit may send 511 QWord pairs. A QWord pair is defined as a 32-bit register address and the corresponding 32-bitsof register data. Note that the LRI header and END commands are 64-bits each(32-bit command followed by 32-bit NOOP) and consume one QWord credit. Only valid with PWRCTXSAVE_REQ (Bit9).

RAC_GT_CRREG_LSB

RAC_GT_CRREG_LSB - RAC_GT_CRREG_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E30h

Read access control policy register for the GT CRreg policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_CRREG_MSB

RAC_GT_CRREG_MSB - RAC_GT_CRREG_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E34h

Read access control policy register for the GT CRreg policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_OS_LSB

RAC_GT_OS_LSB - RAC_GT_OS_LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00E60h

Read access control policy register for the GT OS policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_OS_MSB

RAC_GT_OS_MSB - RAC_GT_OS_MSB

Register Space: MMIO: 0/2/0
Size (in bits): 32

Address: 00E64h

Read access control policy register for the GT OS policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_TRUSTED_LSB

RAC_GT_TRUSTED_LSB - RAC_GT_TRUSTED_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E18h

Read access control policy register for the trusted policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_TRUSTED_MSB

RAC_GT_TRUSTED_MSB - RAC_GT_TRUSTED_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E1Ch

Read access control policy register for the trusted policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_VTDREG_LSB

RAC_GT_VTDREG_LSB - RAC_GT_VTDREG_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E48h

Read access control policy register for the GT VTDreg policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAC_GT_VTDREG_MSB

RAC_GT_VTDREG_MSB - RAC_GT_VTDREG_MSB

Register Space: MMIO: 0/2/0
Size (in bits): 32

Address: 00E4Ch

Read access control policy register for the GT VTDreg policy group.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Default Value: 0xFFFFFFFF Access: R/W

RAWCLK_FREQ

RAWCLK_FREQ

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	C6204h-C6207h
Name:	Rawclk Frequency
ShortName:	RAWCLK_FREQ
Reset:	soft

38.4 MHz reference frequency: Integer 38 and fraction 2/5. Program Numerator=2, Denominator=4, Divider=37 decimal.

These fields are used to generate a divided down clock for miscellaneous timers in display.

DWord	Bit	Description
0	31	**Reserved**
	30	**Reserved** Format: MBZ
	29:26	**Microsecond Counter Fraction Denominator** This field provides the denominator for the fractional part of the microsecond counter divider. Program this field to the denominator of the fractional portion of reference frequency minus one. If the fraction is 0, program to 0. Value / Name / Description: 0100b / 5 **[Default]** / Denominator 5 0000b / 0 / No fraction
	25:16	**Microsecond Counter Divider** Default Value: 0000100101b 38 MHz This field provides the integer part of the microsecond counter divider.
	15:14	**Reserved** Format: MBZ
	13:11	**Microsecond Counter Fraction Numerator** This field provides the numerator for the fractional part of the microsecond counter divider. Program this field to the numerator of the fractional portion of reference frequency. If the fraction is 0, program to 0. Value / Name / Description: 000b / 0 / No fraction 001b / 1 / Numerator 1

RAWCLK_FREQ				
		010b	2 **[Default]**	Numerator 2
	10:0	**Reserved**		
		Format:		MBZ

RC6 Context Base

RC6CTXBASE - RC6 Context Base

Register Space:	MMIO: 0/2/0
Size (in bits):	64
Address:	00D48h

RC6 Location

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:12	**RC6 Memory Base Low** Access: R/W Lock This field is used to set the base of memory where the RC6 power context will be saved This value MUST be above the base and below the top of stolen memory This register is locked (becomes read-only) when RC6MEMLOCK is 1
	11:1	**Reserved** Format: MBZ
	0	**RC6Context Base Register Lock** Access: R/W Lock 1'b0 : All fields of this register are writable (default) 1'b1 : This register is Read Only BIOS must set this bit to prevent further changes
1	31:0	**RC6 Memory Base High** Access: R/W Lock This field is used to set the base of memory where the RC6 power context will be saved. This value MUST be above the base and below the top of stolen memory. This High Dword must be written before the low word is written with RC6MEMLOCK of 1. This register is locked (becomes read-only) when RC6MEMLOCK is 1

RC6 LOCATION

RC6LOCATION - RC6 LOCATION

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00D40h

RC6 Location

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31	**RC6Context Location Lock** Access: R/W Lock 1'b0 : All fields of this register are writable (default) 1'b1 : This register is Read Only
	30:1	**Reserved** Format: MBZ
	0	**RC6Context Location** Access: RO 1'b1 : Send context data to DRAM location specified in RC6MEMBASE (default) This will be tied to 1 with as there is no option to save context to a SRAM

Register_HCPBitstreamOutputCABACInsertionCount

HCP_CABAC_INSERTION_COUNT - Register_HCPBitstreamOutputCABACInsertionCount

Register Space:	MMIO: 0/2/0
Source:	VideoCS1
Access:	RO
Size (in bits):	32

This register stores the count in bytes of **CABAC ZERO_WORD insertion. It is primarily provided for statistical data gathering.**

_Custom_GTIReset	_Custom_GTIAccessProtection	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**HCP Cabac Insertion Count** Access: RO Format: U32 Total number of bytes in the bitstream output before for the CABAC zero word insertion. This count is updated each time when the insertion count is incremented.

Register_HCPSFCLOCKRequest

HCP_SFC_LOCK_REQUEST - Register_HCPSFCLOCKRequest	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C2910h
ShortName:	HCP_SFC_LOCK_REQUEST_VCS0
Description:	For VDBox0
Address:	1D2910h
ShortName:	HCP_SFC_LOCK_REQUEST_VCS2
Description:	For VDBox2
Address:	1E2910h
ShortName:	HCP_SFC_LOCK_REQUEST_VCS4
Description:	For VDBox4
Address:	1F2910h
ShortName:	HCP_SFC_LOCK_REQUEST_VCS6
Description:	For VDBox6

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**HCP_SFC_Forced_Lock** Format: U1 This bit can only be set by driver and it has to be clear by driver as well. Driver should set this bit before issuing the software (watchdog timer) reset. It tells HCP that a software reset is going to happen. HCP then issues a forced lock to SFC. If SFC is currently locked to HCP, SFC should not unlock itself from HCP. If SFC is NOT currently locked to HCP, SFC should not accept the lock request from HCP. Driver needs to clear this bit after the software reset sequence is complete.

Register_HCPSFCLOCKStatus

HCP_SFC_LOCK_STATUS - Register_HCPSFCLOCKStatus

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1C2914h
ShortName:	HCP_SFC_LOCK_STATUS_VCS0
Description:	For VDbox0
Address:	1D2914h
ShortName:	HCP_SFC_LOCK_STATUS_VCS2
Description:	For VDBox2
Address:	1E2914h
ShortName:	HCP_SFC_LOCK_STATUS_VCS4
Description:	For VDBox4
Address:	1F2914h
ShortName:	HCP_SFC_LOCK_STATUS_VCS6
Description:	For VDBox6

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**HCP_SFC_Forced_Act** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit is going to be polled by driver. This bit indicates that HCP has received HCP_SFC_Forced_Lock from driver and it has sent that signal to SFC. Once this bit is set, it indicates SFC status (lock or unlock) will not be changed anymore. Driver will be safe to start the reset process after this bit is set. Hardware has to de-assert this bit after driver de-assert HCP_SFC_Forced_Lock as well.
	0	**HCP_SFC_Usage** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit indicates SFC is currently locked to HCP. This bit should be set after SFC accepts the lock request from HCP. This bit should be clear once SFC finishes the workload and unlocked from HCP. In case a reset happens on HCP, this bit must be reset once a new workload is received

Render and Media Context Restore Needed

RENDER_MEDIA_NEED_RESTORE - Render and Media Context Restore Needed		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	080F0h	

DWord	Bit	Description
0	31:2	**Reserved** Access: RO
	1	**Render Context Restore is needed** Access: RO Render Context Restore Needed Flag to support Render Powergating Feature This flag will let PM know if Media context need to be restored on C6 exit 1'b0: Reserved 1'b1: Proceed to unblocking FIFO.
	0	**Media Context Restore is needed** Access: RO Render Context Restore Needed Flag to support Render Powergating Feature This flag will let PM know if Media context need to be restored on C6 exit 1'b0: Reserved 1'b1: Proceed to unblocking FIFO.

Render Control Unit Mode Register

RCU_MODE - Render Control Unit Mode Register

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

Address: 14800h

Mode register for Render Control Unit (RCU).

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask Must be set to modify corresponding bit in Bits 15:0. (All implemented bits)
	15:3	**Reserved** Format: PBC
	2	**Disable Dual Context Limiting to Dual Queue** This bit enables two contexts of different address space to run in parallel. By default HW enables RenderCS and ComputeCS to run contexts concurrently only when the executing contexts are from the same address space otherwise the context execution gets serialized. Two contexts are said to be from the same address space when they have the identical Virtual Function Number and the Page Directory Pointer-0. This both controls disabling of the default HW behavior. Value / Name / Description: 0 / Force Run Alone when different context **[Default]** / HW allows concurrent execution only when both contexts are from the same address space. 1 / Enable Dual Context / Concurrent execution of context on RenderCS and ComputeCS is allowed with no address space comparison.
	1	**Reserved** Format: PBC
	0	**Compute Engine Enable** Description

RCU_MODE - Render Control Unit Mode Register

This bit indicates if Compute Engine (a.k.a Dual Context or Multi Context) is enabled or not. This bit must be treated as global master control for enabling and disabling of compute engine. Hardware allocates required resources for the compute engine based on this bit.

- Mid Thread Preemption for GPGPU workloads is not supported when compute engine is enabled. Hardware implicitly demotes the GPGPU preemption granularity to Thread Group or lower irrespective of the preemtion granularity programmed through GPGPU_PREEMPTION_CONTROL mode bits.
- HW reserves 4KB of URB space per bank for Compute Engine out of the total storage available in L3. SW must consider that 4KB of storage per bank will be reduced from what is programmed for the URB space in L3 for Render Engine executed workloads. Example: When URB space programmed is 64KB (per bank) for Render Engine, the actual URB space available for operation is only 60KB (per bank). Similarly when URB space programmed is 128KB (per bank) for render engine, the actual URB space available for operation is only 124KB (per bank). More detailed description available in "L3 Cache" section of the B-Spec.

In Dual Context mode of operation Compute Engine and Render Engine address space separation is based on the memory access address bit [47]. Each of the engine's addressable space is limited to 128 TB ([46:0]).

Value	Name	Description
0	**[Default]**	Compute engine is disabled.
1		Compute engine is enabled.

Programming Notes
This bit must be programmed when render engine is idle with no contexts getting executed.

Render Control Unit Power Clock State Register

RCU_PWR_CLK_STATE - Render Control Unit Power Clock State Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	148C8h

This register provides a mechanism to override the PWR_CLK_STATE requested by the RenderCS or ComputeCS.Both ComputeCS and RenderCS make their R_PWR_CLK_STATE request to Render Control Unit (RCU), RCU computes the required PWR_CLK_STATE and interfaces with power management to get the desired state.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**Power Clock State Enable** Format: U1 **When enabled (set) RCU will force the PWR_CLK_STATE programmed in the RCU_PWR_CLK_STATE to Power Management instead of the PWR_CLK_STATE received from the RenderCS or ComputeCS.** **RCU will enforce the updated value of RCU_PWR_CLK_STATE on an engines PWR_CLK_STATE request when the requesting engine is the only active engine in the GPU, i.e RCU will ensure the other engines are not active and are not impacted on changing the PWR_CLK_STATE. (Example: Updated value in RCU_PWR_CLK_STATE will be used to override the RenderCS PWR_CLK_STATE request when ComputeCS is idle or Vice-Versa).**

Value	Name	Description
0h	Power Clock State Disabled	No specific power state set, bits[30:0] are ignored.
1h	Power Clock State Enabled	Power state is set and bit[30:0] are valid and have the desired state. RCU will use the power state to override the values received from RenderCS or ComputeCS.

DWord	Bit	Description
	30:0	**Render Power Clock State** Format: U31

RenderCS to LTISEQ Range Based Flush DW1

RCS_LTI_RANGE_FLSH_DW1 - RenderCS to LTISEQ Range Based Flush DW1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0B4B4h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:28	**L3 Flush Eviction Policy** This field describes the flush eviction policy for the address ranges being flushed

Value	Name	Description
0h	Flush L3 with eviction - INV **[Default]**	All modified content written to memory and L3 state is invalid
1h	Flush L3 with eviction - VLD	All modified content written to memory and L3 state is kept valid (shared state)
2h	Discard	All modified content is discarded (no write out to memory) and L3 state is invalid

	27:16	**Reserved** Format: MBZ
	15:0	**Address High** Access: R/W Format: GraphicsAddress[47:32] This filed describes the starting address page of the address ranges to be flushed by L3$. This is hardware internal generated message for communication between the units within GT to handle “Address Based Range Flush” for L3$ as a result of executing L3_CONTROL command.

Reported BitRateControl Convergence Status

MFX_VP8_BRC_CONVERGENCE_STATUS - Reported BitRateControl Convergence Status

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C928h
ShortName:	MFX_VP8_BRC_CONVERGENCE_STATUS_VD2

This register stores BitRateControl Convergence Status.

DWord	Bit	Description
0	31	**Reserved**
	30:28	**Reserved**
	27	**Reserved**
	26:24	**Reserved**
	23	**Reserved**
	22:20	**Reserved**
	19	**Reserved**
	18:16	**Reserved**
	15:12	**Reserved** Format: MBZ
	11:8	**Total Num of Pass** Format: U4 This bit indicates the number of Multipass including current frame. Note that Initial Pass is not counted.
	7:2	**Reserved** Format: MBZ
	1	**Overflow OR Underflow Flag** Format: U1 This bit indicates the current frame has BRC overflow OR underflow.
	0	**MB Max. Conformance Flag** Format: U1 This contains flag that indicate Inter MB or Intra MB Max. Conformance is not met. This is legacy support and this feature is not validated.

Reported BitRateControl CumulativeDeltaLoopFilter and LoopFilter 01

MFX_VP8_BRC_CUMULATIVE_D_LOOP_FILTER01 - Reported BitRateControl CumulativeDeltaLoopFilter and LoopFilter 01

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C920h

This register stores per segement Bit Rate Control DeltaLoopFilter.

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:24	**Segment1 CumulativeDeltaLoopFilter** Format: S6 This contains Segment1 CumulativeDeltaLoopFilter in Bit Rate Control. It accumulates all Segment1 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	23:22	**Reserved** Format: MBZ
	21:16	**Segment1 LoopFilter** Format: U6 This contains Segment1 LoopFilter used in current frame. This register is valid after a BRC pass is done.
	15	**Reserved** Format: MBZ
	14:8	**Segment0 CumulativeDeltaLoopFilter** Format: S6 This contains Segment0 CumulativeDeltaLoopFilter in Bit Rate Control. It accumulates all Segment0 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects CumulativeDeltaLoopFilter. If Segmentation is enabled, this field reflects Segment0 CumulativeDeltaLoopFilter.
	7:6	**Reserved** Format: MBZ
	5:0	**Segment0 LoopFilter** Format: U6

MFX_VP8_BRC_CUMULATIVE_D_LOOP_FILTER01 - Reported BitRateControl CumulativeDeltaLoopFilter and LoopFilter 01		
		This contains Segment0 LoopFilter used in current frame. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects LoopFilter. If Segmentation is enabled, this field reflects Segment0 LoopFilter.

Reported BitRateControl CumulativeDeltaLoopFilter and LoopFilter 23

MFX_VP8_BRC_CUMULATIVE_D_LOOP_FILTER23 - Reported BitRateControl CumulativeDeltaLoopFilter and LoopFilter 23

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1C924h

This register stores per segment Bit Rate Control DeltaLoopFilter.

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:24	**Segment3 CumulativeDeltaLoopFilter** Format: S6 This contains Segment3 CumulativeDeltaLoopFilter in Bit Rate Control. It accumulates all Segment3 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	23:22	**Reserved** Format: MBZ
	21:16	**Segment3 LoopFilter** Format: U6 This contains Segment3 LoopFilter used in current frame. This register is valid after a BRC pass is done.
	15	**Reserved** Format: MBZ
	14:8	**Segment2 CumulativeDeltaLoopFilter** Format: S6 This contains Segment2 CumulativeDeltaLoopFilter in Bit Rate Control. It accumulates all Segment2 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	7:6	**Reserved** Format: MBZ
	5:0	**Segment2 LoopFilter** Format: U6 This contains Segment2 LoopFilter used in current frame. This register is valid after a BRC pass is done.

Reported BitRateControl CumulativeDeltaQindex and Qindex 01

MFX_VP8_BRC_CUMULATIVE_DQ_INDEX01 - Reported BitRateControl CumulativeDeltaQindex and Qindex 01

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	12918h
ShortName:	MFX_VP8_BRC_CUMULATIVE_DQ_INDEX01_VB0
Address:	1C918h
ShortName:	MFX_VP8_BRC_CUMULATIVE_DQ_INDEX01_VB1

This register stores per segement Bit Rate Control CumulativeDeltaQindex.

DWord	Bit	Description
0	31:24	**Segment1 CumulativeDeltaQindex** Format: S7 This contains Segment1 CumulativeDeltaQindex in Bit Rate Control. It accumulates all Segment1 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	23	**Reserved** Format: MBZ
	22:16	**Segment1 Qindex** Format: U7 This contains Segment1 Qindex used in current frame. This register is valid after a BRC pass is done.
	15:8	**Segment0 CumulativeDeltaQindex** Format: S7 TThis contains Segment0 CumulativeDeltaQindex in Bit Rate Control. It accumulates all Segment0 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects CumulativeDeltaQindex. If Segmentation is enabled, this field reflects Segment0 CumulativeDeltaQindex.
	7	**Reserved** Format: MBZ
	6:0	**Segment0 Qindex** Format: U7 This contains Segment0 Qindex used in current frame. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects Qindex. If Segmentation is enabled, this field reflects Segment0 Qindex.

Reported BitRateControl CumulativeDeltaQindex and Qindex 23

MFX_VP8_BRC_CUMULATIVE_DQ_INDEX23 - Reported BitRateControl CumulativeDeltaQindex and Qindex 23

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	1291Ch
ShortName:	MFX_VP8_BRC_CUMULATIVE_DQ_INDEX23_VB0
Address:	1C91Ch
ShortName:	MFX_VP8_BRC_CUMULATIVE_DQ_INDEX23_VB1

This register stores per segement Bit Rate Control CumulativeDeltaQindex and Qindex.

DWord	Bit	Description
0	31:24	**Segment3 CumulativeDeltaQindex** Format: S7 This contains Segment3 CumulativeDeltaQindex in Bit Rate Control. It accumulates all Segment3 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	23	**Reserved** Format: MBZ
	22:16	**Segment3 Qindex** Format: U7 This contains Segment3 Qindex used in current frame. This register is valid after a BRC pass is done.
	15:8	**Segment2 CumulativeDeltaQindex** Format: S7 This contains Segment2 CumulativeDeltaQindex in Bit Rate Control. It accumulates all Segment2 DeltaQindices per pass in Multipass. This register is valid after a BRC pass is done.
	7	**Reserved** Format: MBZ
	6:0	**Segment2 Qindex** Format: U7 This contains Segment2 Qindex used in current frame. This register is valid after a BRC pass is done.

Reported BitRateControl DeltaLoopFilter

MFX_VP8_BRC_D_LOOP_FILTER - Reported BitRateControl DeltaLoopFilter

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12914h
ShortName:	MFX_VP8_BRC_D_LOOP_FILTER_VB0
Address:	1C914h
ShortName:	MFX_VP8_BRC_D_LOOP_FILTER_VB1

This register stores per segement Bit Rate Control DeltaLoopFilter.

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:24	**Segment3 DeltaLoopFilter** Format: S6 This contains Segment3 DeltaLoopFilter in Bit Rate Control. This register is valid after a BRC pass is done
	23	**Reserved** Format: MBZ
	22:16	**Segment2 DeltaLoopFilter** Format: S6 This contains Segment2 DeltaLoopFilter in Bit Rate Control. This register is valid after a BRC pass is done
	15	**Reserved** Format: MBZ
	14:8	**Segment1 DeltaLoopFilter** Format: S6 This contains Segment1 DeltaLoopFilter in Bit Rate Control. This register is valid after a BRC pass is done.
	7	**Reserved** Format: MBZ
	6:0	**Segment0 DeltaLoopFilter** Format: S6

MFX_VP8_BRC_D_LOOP_FILTER - Reported BitRateControl DeltaLoopFilter		
		This contains Segment0 DeltaLoopFilter in Bit Rate Control. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects DeltaLoopFilter. If Segmentation is enabled, this field reflects Segment0 DeltaLoopFilter.

Reported BitRateControl DeltaQindex

MFX_VP8_BRC_DQ_INDEX - Reported BitRateControl DeltaQindex

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12910h
ShortName:	MFX_VP8_BRC_DQ_INDEX_VB0
Address:	1C910h
ShortName:	MFX_VP8_BRC_DQ_INDEX_VB1

This register stores per segement Bit Rate Control DeltaQindex.

DWord	Bit	Description
0	31:24	**Segment3 DeltaQindex** Format: S7 This contains Segment3 DeltaQindex in Bit Rate Control. This register is valid after a BRC pass is done
	23:16	**Segment2 DeltaQindex** Format: S7 This contains Segment2 DeltaQindex in Bit Rate Control. This register is valid after a BRC pass is done
	15:8	**Segment1 DeltaQindex** Format: S7 This contains Segment1 DeltaQindex in Bit Rate Control. This register is valid after a BRC pass is done.
	7:0	**Segment0 DeltaQindex** Format: S7 This contains Segment0 DeltaQindex in Bit Rate Control. This register is valid after a BRC pass is done. If Segmentation is not enabled, this field reflects DeltaQindex. If Segmentation is enabled, this field reflects Segment0 DeltaQindex.

Reported BitRateControl parameter Mask

MFX_VP8_CNTRL_MASK - Reported BitRateControl parameter Mask

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12900h
ShortName:	MFX_VP8_CNTRL_MASK_VB0
Address:	1C900h
ShortName:	MFX_VP8_CNTRL_MASK_VB1

This register stores the count of bytes of the bitstream output per frame

DWord	Bit	Description
0	31:6	**Reserved** Format: MBZ
	5	**Final Bitstream Buffer Overrun Mask** Format: U1 This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit5. This denotes Final bitstream buffer overrun feature is enabled.
	4	**Intermediate Bitstream Buffer Overrun Mask** Format: U1 This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit4. This denotes intermediate bitstream buffer overrun feature is enabled.
	3	**Intra MB Bit Count Conformance Mask** Format: U1 This is legacy support as AVC for Intra MB Bit Count conformance. This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit3. This feature is not validated.
	2	**Inter MB Bit Count Conformance Mask** Format: U1 This is legacy support as AVC for Inter MB Bit Count conformance. This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit2. This feature is not validated.
	1	**Frame Bit Rate Overflow Mask** Format: U1 This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit0. It denotes if Frame Bit Rate Overflow is enabled for Bit Rate Control

MFX_VP8_CNTRL_MASK - Reported BitRateControl parameter Mask

	0	**Frame Bit Rate Underflow Mask** Format: U1 This is same bit reflected in MFX_VP8_ENC_CFG DW2 bit1. It denotes if Frame Bit Rate Underflow is enabled for Bit Rate Control

Reported BitRateControl parameter Status

MFX_VP8_CNTRL_STATUS - Reported BitRateControl parameter Status

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12904h
ShortName:	MFX_VP8_CNTRL_STATUS_VB0
Address:	1C904h
ShortName:	MFX_VP8_CNTRL_STATUS_VB1

This register stores the count of bytes of the bitstream output per frame

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**QindexClampHigh Status** Format: U1 This denotes if Qindex is clamped by QindexClampHigh value programmed in MFX_VP8_PIC_STATE.DW7.
	6	**QindexClampLow Status** Format: U1 This denotes if Qindex is clamped by QindexClampLow value programmed in MFX_VP8_PIC_STATE.DW7.
	5	**Final Bitstream Buffer Overrun Status** Format: U1 This denotes if Final bitstream buffer overrun.
	4	**Intermediate Bitstream Buffer Overrun Status** Format: U1 This denotes if any of the Intermediate bitstream buffer overrun. (including FrameHeader, Partition1 to Partition8)
	3	**Intra MB Bit Count Conformance Status** Format: U1 This is legacy support as AVC for Intra MB Bit Count conformance. It denotes if Intra MB Bit Count meets conformance size. This feature is not validated.

MFX_VP8_CNTRL_STATUS - Reported BitRateControl parameter Status		
	2	**Inter MB Bit Count Conformance Status** Format: U1 This is legacy support as AVC for Inter MB Bit Count conformance. It denotes if Inter MB Bit Count meets conformance size. This feature is not validated.
	1	**Frame Bit Rate Overflow Status** Format: U1 It denotes if Frame Bit Rate Overflow in current frame
	0	**Frame Bit Rate Underflow Status** Format: U1 It denotes if Frame Bit Rate Underflow in current frame

Reported Bitstream Output Bit Count for Syntax Elements Only

HCP_BITSTREAMSE_BITCOUNT_FRAME - Reported Bitstream Output Bit Count for Syntax Elements Only

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1E9A8h

This register stores the count of number of bits in the bitstream due to syntax elements only. This excludes header/ byte alignment /tail/EMU/CABAC-0word/padding bits but includes the stop-one-bit. This register is part of the context save and restore.

DWord	Bit	Description
0	31:0	**HCP Bitstream Syntax Element Only Bit Count** Format: U32 Total number of bits in the bitstream output due to syntax elements only. It includes the data bytes only. This count is updated for every time the internal bitstream counter is incremented and its reset at image start.

Reported Bitstream Output Bit Count for Syntax Elements Only Register

MFC_BITSTREAM_SE_BITCOUNT_FRAME - Reported Bitstream Output Bit Count for Syntax Elements Only Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	128A4h

This register stores the count of number of bits in the bitstream due to syntax elements only. This excludes header/ byte alignment /tail/EMU/CABAC-0word/padding bits but includes the stop-one-bit. This register is part of the context save and restore.

DWord	Bit	Description
0	31:0	**MFC Bitstream Syntax Element Only Bit Count** Total number of bits in the bitstream output due to syntax elements only. It includes the data bytes only. This count is updated for every time the internal bitstream counter is incremented and its reset at image start.

Reported Bitstream Output Byte Count per Frame Register

MFC_BITSTREAM_BYTECOUNT_FRAME - Reported Bitstream Output Byte Count per Frame Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128A0h	
This register stores the count of bytes of the bitstream output per frame		
DWord	**Bit**	**Description**
0	31:0	**MFC Bitstream Byte Count per Frame** Total number of bytes in the bitstream output per frame from the encoder. This includes header/tail/byte alignment/data bytes/EMU (emulation) bytes/cabac-zero word insertion/padding insertion. This count is updated for every time the internal bitstream counter is incremented and its reset at image start.

Reported Bitstream Output Byte Count per Tile

HCP_BITSTREAM_BYTECOUNT_TILE - Reported Bitstream Output Byte Count per Tile

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1E9CCh

This register stores the count of bytes of the bitstream output per tile.

DWord	Bit	Description
0	31:0	**HCP Bitstream Byte Count per Tile** Format: U32 Total number of bytes in the bitstream output per Tile from the encoder. This includes header/byte alignment/data bytes/EMU (emulation) bytes/. This count is updated for every time the internal bitstream counter is incremented and its reset at tile start.

Reported Bitstream Output CABAC Bin Count Register

MFC_AVC_CABAC_BIN_COUNT_FRAME - Reported Bitstream Output CABAC Bin Count Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	128A8h	
This register stores the count of number of bins per frame.		
DWord	**Bit**	**Description**
0	31:0	**MFC AVC Cabac Bin Count** Total number of BINs in the bitstream output per frame from the encoder. This count is updated for every time the bin counter is incremented and its reset at image start.

Reported Final Bitstream Byte Count

MFX_VP8_FRM_BYTE_CNT - Reported Final Bitstream Byte Count	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	12908h
ShortName:	MFX_VP8_FRM_BYTE_CNT_01
Address:	1C908h
ShortName:	MFX_VP8_FRM_BYTE_CNT_02

This register stores the count of bytes of the bitstream output per frame

DWord	Bit	Description
0	31:0	**Final BitStream Byte Count** Format: U32 This register contains Final Bitstream byte count

Reported Frame Zero Padding Byte Count

MFX_VP8_FRM_ZERO_PAD - Reported Frame Zero Padding Byte Count

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1290Ch
ShortName:	MFX_VP8_FRM_ZERO_PAD_VB0
Address:	1C90Ch
ShortName:	MFX_VP8_FRM_ZERO_PAD_VB1

This register stores Frame Zero Padding Byte Count

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**Frame Zero Padding Byte Count** Format: U16 This register contains Frame Zero Padding byte count This is legacy support. This feature is not validated.

Reported Timestamp Count

TIMESTAMP - Reported Timestamp Count	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02358h-0235Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_RCSUNIT
Address:	18358h-1835Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_POCSUNIT
Address:	22358h-2235Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_BCSUNIT
Address:	1C0358h-1C035Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT0
Address:	1C4358h-1C435Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT1
Address:	1C8358h-1C835Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VECSUNIT0
Address:	1D0358h-1D035Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT2
Address:	1D4358h-1D435Fh
Name:	Reported Timestamp Count

TIMESTAMP - Reported Timestamp Count

ShortName:	TIMESTAMP_VCSUNIT3
Address:	1D8358h-1D835Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VECSUNIT1
Address:	1E0358h-1E035Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT4
Address:	1E4358h-1E435Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT5
Address:	1E8358h-1E835Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VECSUNIT2
Address:	1F0358h-1F035Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT6
Address:	1F4358h-1F435Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VCSUNIT7
Address:	1F8358h-1F835Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_VECSUNIT3
Address:	1A358h-1A35Fh
Name:	Reported Timestamp Count
ShortName:	TIMESTAMP_CCSUNIT0

This register provides an elapsed real-time value that can be used as a timestamp for GPU events over short periods of time. Note that the value of this register can be obtained in a 3D pipeline-synchronous fashion

TIMESTAMP - Reported Timestamp Count

without a pipeline flush by using the PIPE_CONTROL command. See 3D Geometry Pipeline in the "3D and Media" volume. This register (effectively) counts at a constant frequency by adjusting the increment amount according to the actual reference clock frequency. SW therefore does not need to know the reference clock frequency.

This register provides an elapsed real-time value that can be used as a timestamp. The accumulated value in this register is of the timestamp stamp granularity (base unit) defined in the Time Stamp Bases subsection in Power Management chapter.

This register is *not* reset by a graphics reset. It will maintain its value unless a full chipset reset is performed.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:36	**Reserved** Format: MBZ
	35:32	**Timestamp Value UN** Format: U4 This register increments for every timestamp base unit. The granularity of the time stamp base unit is defined in the Time Stamp Bases subsection in Power Management chapter. Note: This is the Upper Nibble of the Timestamp Value, a 36-bit signal.
	31:0	**Timestamp Value LDW** Format: U32 This register increments for every timestamp base unit. The granularity of the time stamp base unit is defined in the Time Stamp Bases subsection in Power Management chapter.

Report Queue CFG HI

RPTQCFGHI - Report Queue CFG HI		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	098ACh	
Config to MCI and DFT Ring		
DWord	**Bit**	**Description**
0	31	**Report fifo cfg hi valid** Access: RO
	30:18	**RSVD_30_18** Access: RO
	17:16	**Report fifo cfg hi bits 9_8** Access: RO
	15:8	**RSVD_15_8** Access: RO
	7:0	**Report fifo cfg hi bits 0_7** Access: RO

Report Queue CFG LO

RPTQCFGLO - Report Queue CFG LO		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 098A8h		
Config to MCI and DFT Ring		
DWord	**Bit**	**Description**
0	31:0	**Report fifo cfg low** Access: RO

Reset Control Register

RESET_CTRL - Reset Control Register	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	020D0h-020D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_RCSUNIT
Address:	180D0h-180D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_POCSUNIT
Address:	220D0h-220D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_BCSUNIT
Address:	1C00D0h-1C00D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_VCSUNIT0
Address:	1C40D0h-1C40D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_VCSUNIT1
Address:	1C80D0h-1C80D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_VECSUNIT0
Address:	1D00D0h-1D00D3h
Name:	Reset Control Register
ShortName:	RESET_CTRL_VCSUNIT2
Address:	1D40D0h-1D40D3h
Name:	Reset Control Register

RESET_CTRL - Reset Control Register	
ShortName:	RESET_CTRL_VCSUNIT3
Address: Name: ShortName:	1D80D0h-1D80D3h Reset Control Register RESET_CTRL_VECSUNIT1
Address: Name: ShortName:	1E00D0h-1E00D3h Reset Control Register RESET_CTRL_VCSUNIT4
Address: Name: ShortName:	1E40D0h-1E40D3h Reset Control Register RESET_CTRL_VCSUNIT5
Address: Name: ShortName:	1E80D0h-1E80D3h Reset Control Register RESET_CTRL_VECSUNIT2
Address: Name: ShortName:	1F00D0h-1F00D3h Reset Control Register RESET_CTRL_VCSUNIT6
Address: Name: ShortName:	1F40D0h-1F40D3h Reset Control Register RESET_CTRL_VCSUNIT7
Address: Name: ShortName:	1F80D0h-1F80D3h Reset Control Register RESET_CTRL_VECSUNIT3
Address: Name: ShortName:	1A0D0h-1A0D3h Reset Control Register RESET_CTRL_CCSUNIT0
Soft reset flow for an engine (Render, Blitter, Video, Video Enhancement) is asynchronous to the context execution in HW. SW needs a deterministic way to ensure it resets the context it intends to. One way to achieve	

RESET_CTRL - Reset Control Register

this is to ensure HW doesn't switch out the context while SW is doing a soft reset. This is achieved by having an explicit interface between HW-SW to prepare the engine prior to the soft reset. SW sets the Request Reset in RESET_CTRL register of an engine indicating SW wants to initiate a soft reset flow for the corresponding engine. In response to Request Reset bit set, HW sets Ready for Reset bit of RESET_CTRL register indicating engine readiness for reset. As part of the reset readiness HW will not allow any context switch to take place and also ensure any ongoing context switch is paused on a clean context boundary (context save in progress is completed, Context Switch Status Buffer updates are allowed to complete).
SW polls for Ready for Reset bit to be set before it does soft reset for the corresponding engine. Reading EXECLIST_STATUS register at this point provides the active context in HW that will get reset. On engine reset Request Reset bit will get reset with rest of the engine logic.
Upon polling EXECLIST_STATUS register for active context SW might decide not to reset the engine and can reset the Request Reset in RESET_CTRL register. On Request Reset getting reset by SW, HW must continue with execution.
SW setting Ready for Reset bit in RESET_CTRL register of an engine need not be followed by the corresponding engine reset.
SW writing to Request Reset bit in RESET_CTRL register is preparing the engine for reset whereas SW writing to GDRST triggers the actual reset flow in HW.

Programming Notes
SW must not do Reset Readiness Handshake as part of the reset recovery on an CAT error.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask Must be set to modify corresponding bit in Bits 15:0. (All implemented bits)
	15:3	**Reserved** Format: MBZ
	2	**Reserved**
	1	**Ready for Reset** Format: U1 When set indicates render engine is ready for reset. This bit gets cleared on engine reset or when Soft Reset In progress is cleared.
	0	**Request Reset** Format: U1 "Request Reset" bit must be read as "Readyness for Reset". When set indicates SW wishes to reset the render engine. On seeing this bit set Command Streamer will take appropriate action and set Ready For Reset status bit. This bit gets cleared on engine reset. This bit can also be cleared by writing "0" to this bit.

Reset Flow Control Messages 0

RSTFCTLMSG0 - Reset Flow Control Messages 0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08108h

Soft-Reset and FLR Flow Control Message Registers

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:3	**Reserved** Format: MBZ
	2	**FLR Done ack from Pmunit** Access: R/W Set FLR Done ack from Pmunit: 1: PM unit sets this bit to acknowledge the FLR done message has been forwarded to SA through GAM interface. 0: Default Value. If the bit was set by PM then Cpunit hardware clears it once FLR is completed.
	1	**Global Resource Arbitration Acknowledgement Messages** Access: R/W Global Resource Arbitration Acknowledgement Message from PM: '1' : CP_ARB_REQ_ACK - Acknowledgement for CPunit's global resource arbitration request '0' : CP_ARB_RELEASE_ACK - Acknowledgement to CPunit's release of global resources
	0	**CP Busy / Idle Status Acknowledgement Messages** Access: R/W CP Busy / Idle Status Acknowledgement Message from PM: '0' : CP_NOT_BUSY_ACK - Acknowledgement that the CPunit is idle. '1' : CP_BUSY_ACK - Acknowledgement that the CPunit is busy.

Reset Flow Control Messages 1

RSTFCTLMSG1 - Reset Flow Control Messages 1

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 08114h

Soft-Reset and FLR Flow Control Message Registers

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15	**Vebox 3 Reset flow Acknowledge Message** Access: R/W PM Acknowledgement Messages for Vebox reset: '1' : PREP_RST_VEBOX_ACK - Acknowledgement that graphics VE is prepared for reset assertion. '0' : DONE_VEBOX_RST_ACK - Acknowledgement that graphics VE reset is de-asserted
	14	**Vebox 2 Reset flow Acknowledge Message** Access: R/W PM Acknowledgement Messages for Vebox reset: '1' : PREP_RST_VEBOX_ACK - Acknowledgement that graphics VE is prepared for reset assertion. '0' : DONE_VEBOX_RST_ACK - Acknowledgement that graphics VE reset is de-asserted
	13	**Vebox 1 Reset flow Acknowledge Message** Access: R/W PM Acknowledgement Messages for Vebox reset: '1' : PREP_RST_VEBOX_ACK - Acknowledgement that graphics VE is prepared for reset assertion. '0' : DONE_VEBOX_RST_ACK

RSTFCTLMSG1 - Reset Flow Control Messages 1

	- Acknowledgement that graphics VE reset is de-asserted
12	**Vebox 0 Reset flow Acknowledge Message** Access: R/W PM Acknowledgement Messages for Vebox reset: '1' : PREP_RST_VEBOX_ACK - Acknowledgement that graphics VE is prepared for reset assertion. '0' : DONE_VEBOX_RST_ACK - Acknowledgement that graphics VE reset is de-asserted
11	**Media 7 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
10	**Media 6 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
9	**Media 5 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
8	**Media 4 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset:

RSTFCTLMSG1 - Reset Flow Control Messages 1

		'1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
	7	**Media 3 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
	6	**Media 2 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
	5	**Media 1 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
	4	**Media 0 Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Media reset: '1' : PREP_RST_MEDIA_ACK - Acknowledgement that graphics media block is prepared for reset assertion. '0' : DONE_MEDIA_RST_ACK - Acknowledgement that the graphics media reset is de-asserted
	3	**Reserved**

RSTFCTLMSG1 - Reset Flow Control Messages 1

	2	**Blitter Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Blitter reset: '1' : PREP_RST_BLIT_ACK - Acknowledgement that graphics blitter is prepared for reset assertion. '0' : DONE_BLIT_RST_ACK - Acknowledgement that graphics blitter reset is de-asserted
	1	**Render Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for Render reset: '1' : PREP_RST_RENDER_ACK - Acknowledgement that the graphics render block is prepared for reset assertion. '0' : DONE_RENDER_RST_ACK - Acknowledgement that the graphics render reset is de-asserted
	0	**GTI-Device Reset Flow Acknowledgement Messages** Access: R/W PM Acknowledgement Messages for GTI-Device reset: '1' : PREP_RST_GTIDEV_ACK - Acknowledgement that the GTI device is prepared for reset assertion. '0' : DONE_GTIDEV_RST_ACK - Acknowledgement that the GTI device reset is de-asserted

Revision Identification and Class Code register

RID2_CC_0_2_0_PCI - Revision Identification and Class Code register

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00008h

This register contains the revision number. This register also contains the Base Class Code and the function sub-class in relation to the Base Class Code.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:24	**Base Class Code** Default Value: 00000011b Access: RO This is an 8-bit value that indicates the base class code. This code has the value 03h, indicating a Display Controller.
	23:16	**Sub-Class Code** Default Value: 00000000b Access: RO Variant When GU_CNTL_PROTECTED[Display_present] = Display exists, this value is 00h, indicating VGA compatible controller. When GU_CNTL_PROTECTED[Display_present] = No display exists, this value is 80h, indicating other display device.
	15:8	**Programming Interface** Default Value: 00000000b Access: RO When MGGC0[VAMEN] is 0 this value is 00h, indicating a Display Controller.When MGGC0[VAMEN] is 1 this value is 00h, indicating a NOP.
	7:0	**Revision Identification Number** Default Value: 00h Access: R/W Variant All 8 bits of Revision ID is acquired through fuse pull as per Chassis 2.1 updates

RING_BUFFER_HEAD_PREEMPT_REG

RING_BUFFER_HEAD_PREEMPT_REG - RING_BUFFER_HEAD_PREEMPT_REG	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0214Ch-0214Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_RCSUNIT
Address:	1814Ch-1814Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_POCSUNIT
Address:	2214Ch-2214Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_BCSUNIT
Address:	1C014Ch-1C014Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT0
Address:	1C414Ch-1C414Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT1
Address:	1C814Ch-1C814Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VECSUNIT0
Address:	1D014Ch-1D014Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT2
Address:	1D414Ch-1D414Fh

RING_BUFFER_HEAD_PREEMPT_REG - RING_BUFFER_HEAD_PREEMPT_REG

Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT3

Address:	1D814Ch-1D814Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VECSUNIT1

Address:	1E014Ch-1E014Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT4

Address:	1E414Ch-1E414Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT5

Address:	1E814Ch-1E814Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VECSUNIT2

Address:	1F014Ch-1F014Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT6

Address:	1F414Ch-1F414Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VCSUNIT7

Address:	1F814Ch-1F814Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_VECSUNIT3

Address:	1A14Ch-1A14Fh
Name:	RING_BUFFER_HEAD_PREEMPT_REG
ShortName:	RING_BUFFER_HEAD_PREEMPT_REG_CCSUNIT0

RING_BUFFER_HEAD_PREEMPT_REG - RING_BUFFER_HEAD_PREEMPT_REG

This register contains the Head pointer offset in the ring when the last PREEMPTABLE command was executed and caused the head pointer to move due to the UHPTR register being valid. If the PREEMPTABLE command is executed as part of the batch buffer then the value of the register will be the offset in the ring of the command past the batch buffer start that contained the preemptable command.
This is a global register and context save/restored as part of power context image.

Preemptable Commands	Source
• MI_ARB_CHECK • 3D_PRIMITIVE • GPGPU_WALKER • MEDIA_STATE_FLUSH • PIPE_CONTROL (Only in GPGPU mode of pipeline selection) • MI_ATOMIC (Post Sync Operation set in GPGPU mode of pipeline selection) • MI_SEMAPHORE_SIGNAL (Post Sync Operation set in GPGPU mode of pipeline selection)	RenderCS

Preemptable Commands	Source
MI_ARB_CHECK	BlitterCS, VideoCS, VideoCS2, VideoEnhancementCS

Programming Notes

Programming Restriction:
This register should NEVER be programmed by driver. This is for HW internal use only.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:21	**Last Wrap Count**
	20:2	**Preempted Head Offset** Format: U19 This field contains the Head pointer offset in the ring when the last MI_ARB_CHECK command was executed and caused the head pointer to move due to the UHPTR register being valid.
	1:0	**Ring/Batch Indicator** Value / Name / Description 0h / Ring / Preemptable command was executed in ring and caused head pointer to be updated. 1h / Batch / Preemptable command was executed in batch and caused head pointer to be updated. 2h / 2nd level batch / Preemptable command was executed in second level batch and caused head pointer to be updated.

Ring Buffer Control

RING_BUFFER_CTL - Ring Buffer Control	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0203Ch-0203Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_RCSUNIT
Address:	1803Ch-1803Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_POCSUNIT
Address:	2203Ch-2203Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_BCSUNIT
Address:	1C003Ch-1C003Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT0
Address:	1C403Ch-1C403Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT1
Address:	1C803Ch-1C803Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VECSUNIT0
Address:	1D003Ch-1D003Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT2
Address:	1D403Ch-1D403Fh
Name:	Ring Buffer Control

RING_BUFFER_CTL - Ring Buffer Control

ShortName:	RING_BUFFER_CTL_VCSUNIT3
Address:	1D803Ch-1D803Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VECSUNIT1
Address:	1E003Ch-1E003Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT4
Address:	1E403Ch-1E403Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT5
Address:	1E803Ch-1E803Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VECSUNIT2
Address:	1F003Ch-1F003Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT6
Address:	1F403Ch-1F403Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VCSUNIT7
Address:	1F803Ch-1F803Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_VECSUNIT3
Address:	1A03Ch-1A03Fh
Name:	Ring Buffer Control
ShortName:	RING_BUFFER_CTL_CCSUNIT0

These registers are used to define and operate the "ring buffer" mechanism which can be used to pass instructions to the command interface. The buffer itself is located in a linear memory region. The ring buffer is

RING_BUFFER_CTL - Ring Buffer Control

defined by a 4 Dword register set that includes starting address, length, head offset, tail offset, and control information. These registers can only be updated through a restore of a context thru execution list submission.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:21	**Reserved** Format: MBZ
	20:12	**Buffer Length** Format: U9-1 This field is written by SW to specify the length of the ring buffer in 4 KB Pages.Range = [0 = 1 page = 4 KB, 1FFh = 512 pages = 2 MB] Value 0: 1 page = 4 KB Value 1FFh: 512 pages = 2 MB
	11	**RBWait** Indicates that this ring has executed a WAIT_FOR_EVENT instruction and is currently waiting. Software can write a "1" to clear this bit, write of "0" has no effect. When the RB is waiting for an event and this bit is cleared, the wait will be terminated and the RB will be returned to arbitration.
	10	**Semaphore Wait** Indicates that this ring has executed a MI_SEMAPHORE_WAIT instruction and is currently waiting for wait condition to satisfy. Software can write a "1" to clear this bit, write of "0" has no effect. **Programming Notes** Writing a value of 1 will unconditionally cancel the semaphore wait on the next memory comparison. Memory comparison is triggered in signal mode on receiving a semaphore signal and in poll mode on wait timer getting expired.
	9:3	**Reserved** Format: MBZ
	2:1	**Automatic Report Head Pointer** This field is written by software to control the automatic reporting (write) of this ring buffer's Head Pointer register (register DWord 1) to the corresponding location within the Hardware Status Page. Automatic reporting can either be disabled or enabled at 4KB, 64KB or 128KB boundaries within the ring buffer. When **Execlist Enable** bit is set the head pointer will be reported to the head pointer location in the Per-Process Hardware Status Page. Value 0: MI_AUTOREPORT_OFF — Automatic reporting disabled

RING_BUFFER_CTL - Ring Buffer Control

1	MI_AUTOREPORT_64KB	Report every 16 pages (64KB)
2	MI_AUTOREPORT_4KB	Report every page (4KB) This mode must not be enabled in Ring Buffer mode of scheduling to minimize the auto reports.
3	MI_AUTO_REPORT_128KB	Report every 32 pages (128KB).

0 **Ring Buffer Enable**

Format:	Enable

This field is used to enable or disable this ring buffer. It can be enabled or disabled regardless of whether there are valid instructions pending. If disabled and the ring head equals ring tail, all state currently loaded in hardware is considered invalid.

Programming Notes

Ring Buffer Mode of Scheduling: SW must follow the below programming notes during SW initialization phase or while enabling render engine's ring buffer for the first time, this would be coming out of boot, standby, hibernate or reset.

- SW must set the Force Wakeup bit to prevent GT from entering C6.
- SW must dispatch workload (dummy context) to initialize render engine with default state such that any context switches that occur subsequently (Power Save) will save and restore coherent device state. Indirect pointers used in 3D states must point to valid graphics surface existing in memory. PP_DCLV followed by PP_DIR_BASE register should be programmed as part of initialization workload if PPGTT is enabled in GFX_MODE register.
- SW must ensure all the register (MMIO) initialization/programming through CPU happens in this block or latter, this ensures the MMIO state is save/restored on subsequent context switches (Power Sequences).
- Once the render engine is programmed with valid state and the configuration, Force Wakeup bit should be reset to enable C6 entry.

Ring Buffer Head

RING_BUFFER_HEAD - Ring Buffer Head	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02034h-02037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_RCSUNIT
Address:	18034h-18037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_POCSUNIT
Address:	22034h-22037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_BCSUNIT
Address:	1C0034h-1C0037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT0
Address:	1C4034h-1C4037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT1
Address:	1C8034h-1C8037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VECSUNIT0
Address:	1D0034h-1D0037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT2
Address:	1D4034h-1D4037h
Name:	Ring Buffer Head

RING_BUFFER_HEAD - Ring Buffer Head

ShortName:	RING_BUFFER_HEAD_VCSUNIT3
Address:	1D8034h-1D8037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VECSUNIT1
Address:	1E0034h-1E0037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT4
Address:	1E4034h-1E4037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT5
Address:	1E8034h-1E8037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VECSUNIT2
Address:	1F0034h-1F0037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT6
Address:	1F4034h-1F4037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VCSUNIT7
Address:	1F8034h-1F8037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_VECSUNIT3
Address:	1A034h-1A037h
Name:	Ring Buffer Head
ShortName:	RING_BUFFER_HEAD_CCSUNIT0

These registers are used to define and operate the "ring buffer" mechanism which can be used to pass instructions to the command interface. The buffer itself is located in a linear memory region. The ring buffer is

RING_BUFFER_HEAD - Ring Buffer Head

defined by a 4 Dword register set that includes starting address, length, head offset, tail offset, and control information. These registers can only be updated through a restore of a context thru execution list submission.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:21	**Wrap Count** Format: U11 This field is incremented by 1 whenever the **Head Offset** wraps from the end of the buffer back to the start (i.e., whenever it wraps back to 0). Appending this field to the **Head Offset** field effectively creates a virtual 4GB Head "Pointer" which can be used as a tag associated with instructions placed in a ring buffer. The Wrap Count itself will wrap to 0 upon overflow.
	20:2	**Head Offset** Format: GraphicsAddress[20:2] This field indicates the offset of the *next* instruction DWord to be parsed. Software will initialize this field to select the first DWord to be parsed once the RB is enabled. (Writing the Head Offset while the RB is enabled is UNDEFINED). Subsequently, the device will increment this offset as it executes instructions - until it reaches the QWord specified by the **Tail Offset**. At this point the ring buffer is considered "empty". **Programming Notes** A RB can be enabled empty or containing some number of valid instructions.
	1:0	**Reserved** Format: MBZ

Ring Buffer Start

RING_BUFFER_START - Ring Buffer Start	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02038h-0203Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_RCSUNIT
Address:	18038h-1803Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_POCSUNIT
Address:	22038h-2203Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_BCSUNIT
Address:	1C0038h-1C003Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT0
Address:	1C4038h-1C403Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT1
Address:	1C8038h-1C803Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VECSUNIT0
Address:	1D0038h-1D003Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT2
Address:	1D4038h-1D403Bh
Name:	Ring Buffer Start

RING_BUFFER_START - Ring Buffer Start

ShortName:	RING_BUFFER_START_VCSUNIT3
Address:	1D8038h-1D803Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VECSUNIT1
Address:	1E0038h-1E003Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT4
Address:	1E4038h-1E403Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT5
Address:	1E8038h-1E803Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VECSUNIT2
Address:	1F0038h-1F003Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT6
Address:	1F4038h-1F403Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VCSUNIT7
Address:	1F8038h-1F803Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_VECSUNIT3
Address:	1A038h-1A03Bh
Name:	Ring Buffer Start
ShortName:	RING_BUFFER_START_CCSUNIT0

These registers are used to define and operate the "ring buffer" mechanism which can be used to pass instructions to the command interface. The buffer itself is located in a linear memory region. The ring buffer is

RING_BUFFER_START - Ring Buffer Start

defined by a 4 Dword register set that includes starting address, length, head offset, tail offset, and control information. These registers can only be updated through a restore of a context thru execution list submission.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:12	**Starting Address** Format: GraphicsAddress[31:12] This field specifies Bits 31:12 of the 4KB-aligned starting Graphics Address of the ring buffer. Address bits 31 down to 29 must be zero. All ring buffer pages must map to Main Memory (uncached) pages. Ring Buffer addresses are always translated through the global GTT.
	11:0	**Reserved** Format: MBZ

Ring Buffer Tail

RING_BUFFER_TAIL - Ring Buffer Tail	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02030h-02033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_RCSUNIT
Address:	18030h-18033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_POCSUNIT
Address:	22030h-22033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_BCSUNIT
Address:	1C0030h-1C0033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT0
Address:	1C4030h-1C4033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT1
Address:	1C8030h-1C8033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VECSUNIT0
Address:	1D0030h-1D0033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT2
Address:	1D4030h-1D4033h
Name:	Ring Buffer Tail

RING_BUFFER_TAIL - Ring Buffer Tail

ShortName:	RING_BUFFER_TAIL_VCSUNIT3
Address:	1D8030h-1D8033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VECSUNIT1
Address:	1E0030h-1E0033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT4
Address:	1E4030h-1E4033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT5
Address:	1E8030h-1E8033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VECSUNIT2
Address:	1F0030h-1F0033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT6
Address:	1F4030h-1F4033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VCSUNIT7
Address:	1F8030h-1F8033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_VECSUNIT3
Address:	1A030h-1A033h
Name:	Ring Buffer Tail
ShortName:	RING_BUFFER_TAIL_CCSUNIT0

These registers are used to define and operate the "ring buffer" mechanism which can be used to pass instructions to the command interface. The buffer itself is located in a linear memory region. The ring buffer is

RING_BUFFER_TAIL - Ring Buffer Tail

defined by a 4 Dword register set that includes starting address, length, head offset, tail offset, and control information. These registers can only be updated through a restore of a context thru execution list submission.

_Custom_GTIAccessProtection	_Custom_GTILockWriteSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:21	**Reserved** Format: MBZ
	20:3	**Tail Offset** Format: GraphicsAddress[20:3] This field is written by software to specify where the valid instructions placed in the ring buffer end. The value written points to the QWord past the last valid QWord of instructions. In other words, it can be defined as the next QWord that software will write instructions into.Software must write subsequent instructions to QWords following the Tail Offset, possibly wrapping around to the top of the buffer (i.e., software can't skip around within the buffer).Note that all DWords prior to the location indicated by the **Tail Offset** must contain valid instruction data - which may require instruction padding by software. See **Head Offset** for more information.
	2:0	**Reserved** Format: MBZ

RMTIMEOUTREG_CAPTURE

RMTIMEOUTREG_CAPTURE		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	420E0h-420E3h	
Name:	RM TIMEOUT REGISTER OFFSET	
ShortName:	RMTIMEOUTREG_CAPTURE	
Reset:	soft	

DWord	Bit	Description
0	31:0	**REGISTER OFFSET VALUE** Access: RO Offset of the Register that caused RM TIMEOUT.

RSA for uOS/Soft Scratch

UOS_RSA_SCRATCH - RSA for uOS/Soft Scratch	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Description
There are 64 Dword registers (2048 bits) for RSA check for uOS code, which is performed by the onchip Boot ROM code. This RSA check is done to ensure that the full HASH check value used for Hash operation of the uOS by Shim, itself is correct. These registers can also be used as Soft Scratch registers defined for use after the RSA operation at Boot. Note that these registers contents are not context saved/restored for C6 purposes. Usage: The Host programs these 64 registers, before programming the DMA. The Boot ROM then on being initiated reads these 64 registers and starts the RSA unwrap.

DWord	Bit	Description
0	31:0	**RSA/Scratch**

RTADDR_LSB

RTADDR_LSB - RTADDR_LSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	124830h

Register providing the base address of root-entry table.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:12	**RTA** Default Value: 0000000h Access: R/W This register points to base of page aligned, 4KB-sized root-entry table in system memory. Hardware ignores and not implements bits 63:HAW, where HAW is the host address width. Software specifies the base address of the root-entry table through this register, and programs it in hardware through the SRTP field in the Global Command register. Reads of this register returns value that was last programmed to it.
	11	**RTT** Default Value: 0h Access: R/W This field specifies the type of root-table referenced by the Root Table Address (RTA) field; 0: Root Table1: Extended Root Table
	10:0	**Reserved** Format: MBZ

RTADDR_MSB

RTADDR_MSB - RTADDR_MSB

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	124834h

Register providing the base address of root-entry table.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:7	**Reserved** Format: MBZ
	6:0	**RTA** Default Value: 00h Access: R/W This register points to base of page aligned, 4KB-sized root-entry table in system memory. Hardware ignores and not implements bits 63:HAW, where HAW is the host address width. Software specifies the base address of the root-entry table through this register, and programs it in hardware through the SRTP field in the Global Command register. Reads of this register returns value that was last programmed to it.

RTT_CR_SPARE

RTT_CR_SPARE	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	168B90h-168B93h
Name:	RTT_CR_SPARE
ShortName:	RTT_CR_SPARE
Reset:	global

Spare registers for RTT Lane

DWord	Bit	Description
0	31:0	**cfg_rtt_cr_spare** Default Value: 0041000h cfg_rtt_cr_spare_defaultreset Access: R/W PCS_Glue::RTT_CR_SPARE::rtt_cr_spare

Sampler control register

SAMPLER_CTL - Sampler control register	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0E140h

_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIAccessProtection
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**ECO Reserved 1** Reserved: MBZ
	15:8	**Reserved**
	7	**ECO Reseved 7**
	6	**ECO Reseved 6**
	5	**ECO Reseved 5**
	4	**ECO Reseved 4**
	3	**ECO Reseved 3**
	2	**ECO Reseved 2**
	1	**ECO Reseved 1**
	0	**ECO Reseved 0**

Sampler Dummy Register

SMP_DUMMY - Sampler Dummy Register	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0E000h
Name:	Sampler Dummy Address
ShortName:	Sampler_Dummy_Address

This register is defined so that a non-posted MMIO cycle to this destination would ensure all cycles are flushed on the message channel between the source and destination. This register is used in the engine context to ensure all state is delivered. The value programmed in this register must not change the behavior of the GPU.

DWord	Bit	Description
0	31:0	**Reserved** Format: MBZ

SAMPLER Mode Register

SAMPLER_MODE - SAMPLER Mode Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0E18Ch
Name:	SAMPLER Mode Register
ShortName:	SAMPLER_MODE

This register has bit-wise masking applied for writes. The register consists of 16 bits of data in [15:0], and 16 bits of corresponding masks in [31:16]. To set bit0, for example, the data would be 0x0001_0001. To clear bit0, for example, the data would be 0x0001_0000. Note that mask bit is the data bit offset + 16.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask
	15	**enble smallPL** Format: enable **Programming Notes** This bit MUST be set to ensure optimal power in 3D Sampler. Must not be enabled if **cache_flush** message is sent to sampler.
	14	**L1 Cache Set Selection** This field controls how Set0 and Set1 of the Sampler L1 Cache are selected. Value / Name / Description: 0h / Extended_Tag **[Default]** / When this bit is set to 0h, Sampler will use Bit 8 of the Extended Tag To Control Set selection. 1h / XOR_UVQ / When this bit is set to 1h, Sampler will use an XOR of Various u, v, and q texel coordinate bits to select set
	13:12	**Sampler Cache Set XOR selection** Format: U2 These bits have an impact only when the Sampler cache is configured in 16 way set associative mode. If the cache is being used for immediate data or for blitter data these bits have no effect. Value / Name / Description

00b	None	No XOR.
01b	Scheme 1	New_set_mask[3:0] = Tiled_address[16:13]. New_set[3:0] less than or = New_set_mask[3:0] ^Old_set[3:0]. Rationale: These bits can distinguish among 16 different equivalent classes of virtual pages. These bits also represent the lsb for tile rows ranging from a pitch of 1 tile to 16 tiles.
10b	Scheme 2	New_set_mask[3] = Tiled_address[17] ^ Tiled_address[16]. New_set_mask[2] = Tiled_address[16] ^ Tiled_address[15]. New_set_mask[1] = Tiled_address[15] ^ Tiled_address[14]. New_set_mask[0] = Tiled_address[14] ^ Tiled_address[13]. New_set[3:0] less than or = New_set_mask[3:0] ^ Old_set[3:0]. Rationale: More bits on each XOR can give better statistical uniformity on sets and since two lsbs are taken for each tile row size, it reduces the chance of aliasing on sets.
11b	Scheme 3 **[Default]**	New_set_mask[3] = Tiled_address[22] ^ Tiled_address[21] ^ Tiled_address[20] ^ Tiled_address[19]. New_set_mask[2] = Tiled_address[18] ^ Tiled_address[17] ^ Tiled_address[16]. New_set_mask[1] = Tiled_address[15] ^ Tiled_address[14]. New_set_mask[0] = Tiled_address[13]. New_set[3:0] less than or = New_set_mask[3:0] ^ Old_set[3:0]. Rationale: More bits on each XOR can give better statistical uniformity on sets and since each XOR has different bits, it reduces the chance of aliasing on sets even more.

Programming Notes

This field should be programmed as "00b" corresponding to NO XOR option when 3D map performance fix in MT is enabled using the field "Sampler Set Remapping for 3D Disable" in the SAMPLER Mode Register.

11:10 **ECO Reserved 2b**

Format:	MBZ

9 **ECO_SCRATCH_9**

Format:	MBZ

8 **Sampler L2 Disable**

Format:	Disable

Will disable the L2 cache and force all access to be misses

7 **ECO Reserved 3**

Format:	MBZ

6 **Compressed Overfill disable**

SAMPLER_MODE - SAMPLER Mode Register

	Format:	disable

5 Headerless Message for Pre-emptable Contexts

Format:	Enable

When set to 1h, this bit enables sampler to support headerless messages for pre-emptable GPGPU contexts. When set to 0h, it reverts to the previous behavior where pre-emptable GPGPU contexts must have headers on all sampler messages.

Value	Name	Description
0h		Headers must be used on all sampler messages if this bit is programmed to 0h.
1h	**[Default]**	Headerless sampler messages may be used for pre-emptable contexts (this is the default behavior all contexts)

4 ECO Reserved

3 ECO Reserved 5

Format:	MBZ

2 ECO Reserved 4-2

1 PL float to fix precision fix disable

Format:	disable

If disabled use legacy behavior

Programming Notes
The bit must be set to 1 for DX9 Driver

0 Indirect State Base Addr Override

Format:	Enable

This bit is used to control whether Indirect State (Border Color) to be relative to same base address as SAMPLER_STATE or relative to the DYNAMIC_STATE_BASE_ADDR
This bit must be set to 1. Border Color must be in the Dynamic State heap in order to allow for resource copy of sampler state to work correctly.

Value	Name	Description
0h	OVERRIDE_DISABLE **[Default]**	When set to 0h, this bit allows Indirect State (.e.g Border Color) to be stored in the Bindless Sampler State heap. This bit should not be set to 0h by SW as this will prevent resource copies of sampler state from being done correct when border color is required.
1h	OVERRIDE_ENABLE	When set to 1h, this bit allows Indirect State (e.g. Border Color)

SAMPLER_MODE - SAMPLER Mode Register				
				to be stored in the Dynamic State heap. This bit must be set to 1h by SW to ensure resource copies of sampler state are done correctly when border color is required.

SAMPLER READ DATA

SAMPLER_RDATA - SAMPLER READ DATA	
Register Space:	MMIO: 0/2/0
Access:	RO Variant
Size (in bits):	32
Address:	0E144h

_Custom_GTIAccessProtection	_Custom_GTIHardWiredEnable
Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Reserved**

SBLC_PWM_DUTY

SBLC_PWM_DUTY		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	C8258h-C825Bh	
Name:	South Backlight PWM Duty Cycle	
ShortName:	SBLC_PWM_DUTY	
Reset:	soft	

DWord	Bit	Description
0	31:0	**Duty Cycle** This field controls the active portion of the backlight PWM duty cycle. The value should be programmed to (SBLC_PWM_FREQ Frequency * desired duty cycle percentage / 100). A value of zero will give a 0% active duty cycle. A value equal to SBLC_PWM_FREQ Frequency will give a 100% active duty cycle. When written, the new value will take affect at the end of the current PWM cycle. **Restriction** This should never be larger than SBLC_PWM_FREQ Frequency.

SBLC_PWM_FREQ

SBLC_PWM_FREQ		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	C8254h-C8257h	
Name:	South Backlight PWM Frequency	
ShortName:	SBLC_PWM_FREQ	
Reset:	soft	
DWord	**Bit**	**Description**
0	31:0	**Frequency** This field controls the backlight PWM frequency. The value should be programmed to (Reference clock frequency / desired PWM frequency). The reference clock frequency can be found in the RAWCLK_FREQ register.

ScatterGatherDesc_Configuration

SCATTERGATHER_DESC_CONF - ScatterGatherDesc_Configuration		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
This register is saved and restored across RC6		
DWord	**Bit**	**Description**
0	31:17	**Poll Frequency** Counter Value (in terms of micro-seconds). When Scatter Gather is enabled, HW loads this counter value and counts down. Scatter Gather reads are initiated when Counter reaches 0. On reaching 0, counter is immediately reloaded with Counter Value and count down commences. (So scatter gather from registers occur while counter is counting down). If prior scatter gather has not completed when countdown reaches 0, then that iteration is simply aborted after the last Read completes and next iterations of scatter gather begins. If the counter value is 0, the scatter gather engine runs only one-shot
	16:9	**Resvd**
	8:1	**Number of Output Sets** SW/FW specifies the number of sets of output data for each descriptor list. At a minimum this must be set to 1.This can take a max value of 255 sets.
	0	**Interrupt Enable** Access: R/W When set, HW generates an interrupt after gather is completed from the descriptor list.

ScatterGatherDesc_Control

SCATTERGATHER_DESC_CTRL - ScatterGatherDesc_Control		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
This is a basic register template		
DWord	**Bit**	**Description**
0	31:26	**Reserved** Format: MBZ
	25	**Catastrophic Error Encountered during DMA** This bit is set if the Scatter Gather encountered a catastrophic fault during its operation. Scatter Gather hardware will stop execution at the end of the current iteration.
	24	**Iteration Scatter Gather Completed** Access: RO These bits are set by HW. A HALT command from FW causes HW to stop in the middle of the list for the iteration. FW can read this to determine if last iteration indicated by CURRENT_ITERATION field below was completed. Encoding: 0: Not completed 1: Completed
	23:16	**Current Iteration** Access: RO These bits are set by HW. FW can read this to determine the iteration HW is currently on.
	15:1	**Reserved** Format: MBZ
	0	**Start Gather** Access: R/W When FW sets this bit, HW starts the scatter gather operation as specified by the Descriptor registers. When FW clears this bit, HW stops the scatter gather operation. If HW is in the midst of a scatter gather operation, it waits for the last read request to be completed and then stops (i.e no attempt is made to finish the list of MMIO addresses).

ScatterGatherDesc_DestinationAttributes

SCATTERGATHER_DESC_DEST - ScatterGatherDesc_DestinationAttributes		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
This register provides the infrastructure to setup a scatter gather list of MMIO registers.		
DWord	**Bit**	**Description**
0	31:6	**Base Destination Address for MMIO data** Access: R/W Destination address(in GfxMem, SRAM or WOPCM)where data retrieved from the registers specified in the MMIO list will be stored. This address is cacheline aligned and according to MinIA memory view
	5:0	**Reserved** Format: MBZ

ScatterGatherDesc_SourceAttrbutes

SCATTERGATHER_DESC_SRC - ScatterGatherDesc_SourceAttrbutes

Register Space: MMIO: 0/2/0

Size (in bits): 32

This register provides the infrastructure to setup a scatter gather list of MMIO registers.
This register is context saved and restored on RC6

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:10	**DescriptorAddressOfMMIOList** Access: R/W Address of the MMIO descriptor list 20b allows addressing within 1MB SRAM. Valid values are from 32KB (after excluding bootrom region) to 416KB. Address is required to be cacheline aligned - so lower 6 bits (15:10] must be zero
	9:1	**DescriptorListSize** Size of the table - which is a list of the MMIO addresses that need to be gathered from. Size is in Dwords where each register address is one DW. Allows for upto 511 registers to be specified per scatter gather descriptor
	0	**Valid** FW must set this bit after programming all the other fields of the Scatter Gather Descriptor register. A scatter gather list is activated when VALID.

SCRATCH 1 from LPFCunit

SCRATCH_LPFC1 - SCRATCH 1 from LPFCunit

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0B474h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**SCRATCH bits from LPFCunit** Access: R/W

SCRATCH 2 for LNCFunit

SCRATCH_LNCF2 - SCRATCH 2 for LNCFunit

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 0B0A0h

DWord	Bit	Description
0	31:23	**Reserved** Format: MBZ
	22:3	**SCRATCH 2 field for LNCFunit** Access: R/W
	2	**Colored GSYNC Disable** Access: R/W Format: Disable
	1	**LNI Cross-Slice Tracking Queue Disable** Access: R/W Value / Name / Description: 0 / **[Default]** / LNI will only use the fifth tracking queue, allow two tracking queues for cross-slice cycles 1 / / LNI will only allocate one tracking queue for cross-slice cycles
	0	**Reserved** Format: MBZ

SCRATCH2 Register

SCRATCH2 - SCRATCH2 Register

Register Space: MMIO: 0/2/0
Access: R/W
Size (in bits): 32

Address: 0B140h

_Custom_GTIAccessProtection	_Custom_GTILockWriteSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**SCRATCH31**
	29:28	**SCRATCH29**
	27	**Reserved** Format: MBZ
	26	**SBFT Physical Override** This bit-field will enable DFT to control the physical(coherent) attribute of cacheline being loaded into L3 during SBFT loading. This bit-field can be set to 1 only during SBFT loading/testing. DFX will handle making sure these get set properly (ie take care of race conditions between loading and setting the bits, etc) L3 can make the assumption that no cycles will be in-flight when the values are changing. DFX will only change the value when transactions are idle. **Value** / **Name** / **Description** 0 / **[Default]** / Physical Vs. Virtual indication sent by LSQC will be used 1 / / Coherent lines will be loaded in L3 during SBFT loading. L3 is in SBFT loading/testing phase. Can be set to 1 only during SBFT loading/testing
	25:21	**SCRATCH25**
	20:15	**Reserved** Format: MBZ
	14:9	**Reserved** Format: MBZ
	8:4	**LTCD EBB Conflict L3-Read Aging count** This bit-field will determine the number of EBB conflicts experienced by the L3-read in order to

SCRATCH2 - SCRATCH2 Register

age in the L3 FIFO.

Value	Name
10	**[Default]**
[1,31]	

3 LTCD EBB Conflict L3-Read Aging enable

This bit-field will enable L3-Read aging in LTCD dataunit due to EBB conflicts. During EBB conflicts, L3-fill will be preferred over L3-reads, and this aggressive fill selection can hold up the reads in L3 FIFO depending on the duration of EBB conflicts. L3-read aging will ensure fairness to an L3-read cycle that has been held back due to EBB conflicts by making the L3-fills ineligible once the read has aged.

Value	Name	Description
1	**[Default]**	LTCD EBB conflict L3-Read aging is enabled
0		LTCD EBB conflict L3-Read aging is disabled

2 SCRATCH2

1 LTCD L3 FIFO OOO Disable

This bit-field will disable L3 FIFO OOO implementation in LTCD-dataunit and revert to implementation where only one L3 FIFO was used.

Value	Name	Description
0	**[Default]**	LTCD L3 FIFO OOO implementation is enabled
1		LTCD L3 FIFO OOO implementation is disabled

0 Reserved

Format:	MBZ

SCRATCH 3 for LNCFunit

SCRATCH_LNCF3 - SCRATCH 3 for LNCFunit		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	0B0A8h	
DWord	**Bit**	**Description**
0	31:0	**SCRATCH 3 field for LNCFunit** Access: R/W Bit[0] : LSN VR MARK Performance fix Disable. 0 : (Default) Performance fix is enabled. 1 : Disables performance fix.

SCRATCH3 Register

SCRATCH3 - SCRATCH3 Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0B154h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTILockWriteSignal
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:13	**SPARE FIELDS**
	12	**Merge Disable for non-128B Compressible Writes** Default Value: 0 Access: R/W Format: Disable By default, if compression partial write merging support is enabled, all compressible writes can serve as mergeable parent cycles. If this bit is set, L3 will limit merging for compressible surfaces to only apply when receiving a 128B write (marked as such by the client).
	11	**Force Uncacheable Big Hammer** Value 0 (**[Default]**): All the POR rules for Cacheable vs Uncacheable are applied Value 1: • All the POR rules for C/UC will be overridden and every L3 cycle is made as L3 Uncacheable. 2. • Note: This does not apply for URB related transactions.
	10:8	**LTCD TAG ROINV FSM WAIT TIME** Used to derive the number of clocks for which the ROINV FSM will wait, in a WAIT state, prior to invalidating the state arrays. Valid values start from 4 to account for time it takes ltcc to receive roinv in progress and stall its pipeline towards LTCD-TAGUNIT, to ensure that any functional cycles that sneaks in TAG for those clocks are serviced gracefully.

SCRATCH3 - SCRATCH3 Register

		Value / **Name** 6 / **[Default]** [4,7] / range
	7:4	**LTCD DATA INIT FSM WAIT TIME** Used to derive the number of 2x clocks for which the DATA-INIT FSM will wait, in a WAIT state, prior to initializing the data arrays. Final-wait time = 2**this-reg-fields-value. **Value** / **Name** 4 / default **[Default]** [4,12] / range
	3:0	**Reserved** Format: MBZ

Second Level Batch Buffer Head Pointer Preemption Register

SBB_PREEMPT_ADDR - Second Level Batch Buffer Head Pointer Preemption Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0213Ch-0213Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_RCSUNIT
Address:	1813Ch-1813Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_POCSUNIT
Address:	2213Ch-2213Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_BCSUNIT
Address:	1C013Ch-1C013Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT0
Address:	1C413Ch-1C413Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT1
Address:	1C813Ch-1C813Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VECSUNIT0
Address:	1D013Ch-1D013Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT2

SBB_PREEMPT_ADDR - Second Level Batch Buffer Head Pointer Preemption Register

Address:	1D413Ch-1D413Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT3

Address:	1D813Ch-1D813Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VECSUNIT1

Address:	1E013Ch-1E013Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT4

Address:	1E413Ch-1E413Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT5

Address:	1E813Ch-1E813Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VECSUNIT2

Address:	1F013Ch-1F013Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT6

Address:	1F413Ch-1F413Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VCSUNIT7

Address:	1F813Ch-1F813Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_VECSUNIT3

Address:	1A13Ch-1A13Fh
Name:	Second Level Batch Buffer Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_CCSUNIT0

SBB_PREEMPT_ADDR - Second Level Batch Buffer Head Pointer Preemption Register

Description
This register gets updated with the DWord-aligned graphics memory address of the PREEMPTABLE command in the second level batch buffer on which preemption has occurred. This register value should be looked at only when the preemption has occurred in the second levelbatch buffer. This is indicated by "Ring/Batch Indicator" in "RING_BUFFER_HEAD_PREEMPT_REG". This register value retains its previous value and doesn't change when the preemption occurs on a preemptable command in ring buffer or in batch buffer. Preemption is triggered by valid UHPTR in ring buffer mode of scheduling and by a pending execlist in Exec-List mode of scheduling. This is a global register and context save/restored as part of power context image.
Refer to **Preemption > ExecList Scheduling** for a list of preemptible commands.

Programming Notes
Programming Restriction: This register should NEVER be programmed by driver, this is for HW internal use only.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:2	**Second Level Batch Buffer Head Pointer** Format: GraphicsAddress[31:2] This field specifies the DWord-aligned Graphics Memory Address of the PREEMPTABLE command in a batch buffer where the Preemption has occurred.
	1:0	**Reserved** Format: MBZ

Second Level Batch Buffer Head Pointer Register

SBB_ADDR - Second Level Batch Buffer Head Pointer Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	02114h-02117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_RCSUNIT
Address:	18114h-18117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_POCSUNIT
Address:	22114h-22117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_BCSUNIT
Address:	1C0114h-1C0117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT0
Address:	1C4114h-1C4117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT1
Address:	1C8114h-1C8117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VECSUNIT0
Address:	1D0114h-1D0117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT2
Address:	1D4114h-1D4117h

SBB_ADDR - Second Level Batch Buffer Head Pointer Register

Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT3

Address:	1D8114h-1D8117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VECSUNIT1

Address:	1E0114h-1E0117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT4

Address:	1E4114h-1E4117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT5

Address:	1E8114h-1E8117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VECSUNIT2

Address:	1F0114h-1F0117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT6

Address:	1F4114h-1F4117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VCSUNIT7

Address:	1F8114h-1F8117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_VECSUNIT3

Address:	1A114h-1A117h
Name:	Second Level Batch Buffer Head Pointer Register
ShortName:	SBB_ADDR_CCSUNIT0

This register contains the current DWord Graphics Memory Address of the last-initiated batch buffer.

SBB_ADDR - Second Level Batch Buffer Head Pointer Register

Programming Notes
This register should NEVER be programmed by driver, this is for HW internal use only. This register should not be written by software. These fields should only get written by a context restore. Software should always set these fields via the MI_BATCH_BUFFER_START command when initiating a batch buffer. This register is saved and restored with context.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:2	**Second Level Batch Buffer Head Pointer** Format: GraphicsAddress[31:2] This field specifies the DWord-aligned Graphics Memory Address where the last initiated Second Level Batch Buffer is currently fetching commands. This field is meaningful only when Valid field is set to "1".
	1	**Reserved** Format: MBZ
	0	**Valid** Format: U1 Value / Name / Description: 0h / Invalid **[Default]** / Second Level Batch buffer Invalid 1h / Valid / Second Batch buffer Valid.

Second Level Batch Buffer State Register

SBB_STATE - Second Level Batch Buffer State Register	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02118h-0211Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_RCSUNIT
Address:	18118h-1811Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_POCSUNIT
Address:	22118h-2211Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_BCSUNIT
Address:	1C0118h-1C011Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT0
Address:	1C4118h-1C411Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT1
Address:	1C8118h-1C811Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VECSUNIT0
Address:	1D0118h-1D011Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT2
Address:	1D4118h-1D411Bh

SBB_STATE - Second Level Batch Buffer State Register

Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT3

Address:	1D8118h-1D811Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VECSUNIT1

Address:	1E0118h-1E011Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT4

Address:	1E4118h-1E411Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT5

Address:	1E8118h-1E811Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VECSUNIT2

Address:	1F0118h-1F011Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT6

Address:	1F4118h-1F411Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VCSUNIT7

Address:	1F8118h-1F811Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_VECSUNIT3

Address:	1A118h-1A11Bh
Name:	Second Level Batch Buffer State Register
ShortName:	SBB_STATE_CCSUNIT0

This register contains the attributes of the second level batch buffer initiated from the batch Buffer.

SBB_STATE - Second Level Batch Buffer State Register

This register should not be written by software. These fields should only get written by a context restore. Software should always set these fields via the MI_BATCH_BUFFER_START command when initiating a batch buffer. This register is saved and restored with context.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:10	**Reserved** Format: MBZ
	9	**POSH Start** Exists If: //RCS, POCS This bit reflects the POSH Start value programmed by the active first level MI_BATCH_BUFFER_START command.
	8	**POSH Enable** Exists If: //RCS, POCS This bit reflects the POSH Enable value programmed by the active first level MI_BATCH_BUFFER_START command.
	7:6	**Reserved** Format: MBZ
	5	**Address Space Indicator** Note: This field reflects the effective address space indicator security level and may not be the same as the Address Space Indicator written using MI_BATCH_BUFFER_START. 0h — GGTT **[Default]** — This second level batch buffer is located in GGTT memory and is privileged 1h — PPGTT — This second level batch buffer is located in PPGTT memory and is non-privileged.
	4	**Reserved**
	3:0	**Reserved** Format: MBZ

Second Level Batch Buffer Upper Head Pointer Preemption Register

SBB_PREEMPT_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Preemption Register	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02138h-0213Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_RCSUNIT
Address:	18138h-1813Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_POCSUNIT
Address:	22138h-2213Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_BCSUNIT
Address:	1C0138h-1C013Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT0
Address:	1C4138h-1C413Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT1
Address:	1C8138h-1C813Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VECSUNIT0
Address:	1D0138h-1D013Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT2

SBB_PREEMPT_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Preemption Register

Address:	1D4138h-1D413Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT3

Address:	1D8138h-1D813Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VECSUNIT1

Address:	1E0138h-1E013Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT4

Address:	1E4138h-1E413Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT5

Address:	1E8138h-1E813Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VECSUNIT2

Address:	1F0138h-1F013Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT6

Address:	1F4138h-1F413Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VCSUNIT7

Address:	1F8138h-1F813Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_VECSUNIT3

Address:	1A138h-1A13Bh
Name:	Second Level Batch Buffer Upper Head Pointer Preemption Register
ShortName:	SBB_PREEMPT_ADDR_UDW_CCSUNIT0

SBB_PREEMPT_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Preemption Register

Upper 32 bits of the 4GB aligned base address within the host's 64-bit virtual address space of the last preempted second level batch buffer. This register follows the same rules as the SBB_PREEMPT_ADDR register.

Programming Notes

Programming Restriction: This register should NEVER be programmed by driver, this is for HW internal use only.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:25	**Reserved** Format: MBZ
	24:16	**Reserved** Format: MBZ
	15:0	**Second Level Batch Buffer Head Pointer Upper DWORD** Format: GraphicsAddress[47:32]

Second Level Batch Buffer Upper Head Pointer Register

SBB_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0211Ch-0211Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_RCSUNIT
Address:	1811Ch-1811Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_POCSUNIT
Address:	2211Ch-2211Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_BCSUNIT
Address:	1C011Ch-1C011Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT0
Address:	1C411Ch-1C411Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT1
Address:	1C811Ch-1C811Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VECSUNIT0
Address:	1D011Ch-1D011Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT2

SBB_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Register

Address:	1D411Ch-1D411Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT3

Address:	1D811Ch-1D811Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VECSUNIT1

Address:	1E011Ch-1E011Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT4

Address:	1E411Ch-1E411Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT5

Address:	1E811Ch-1E811Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VECSUNIT2

Address:	1F011Ch-1F011Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT6

Address:	1F411Ch-1F411Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VCSUNIT7

Address:	1F811Ch-1F811Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_VECSUNIT3

Address:	1A11Ch-1A11Fh
Name:	Second Level Batch Buffer Upper Head Pointer Register
ShortName:	SBB_ADDR_UDW_CCSUNIT0

SBB_ADDR_UDW - Second Level Batch Buffer Upper Head Pointer Register

Upper 32 bits of the 4GB aligned base address within the host's 64-bit virtual address space, where the last initiated Batch Buffer is currently fetching commands. If no batch buffer is currently active, the Valid bit in BB_ADDR will be 0 and this field is meaningless.

Programming Notes
This register should NEVER be programmed by driver. This is for HW internal use only.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:25	**Reserved** Format: MBZ
	24:16	**Reserved** Format: MBZ
	15:0	**Batch Buffer Head Pointer Upper DWORD** Format: GraphicsAddress[47:32]

SEL_FETCH_PLANE_CTL

SEL_FETCH_PLANE_CTL	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank or pipe not enabled; after armed
Double Buffer Armed By:	Write to PLANE_SURF or plane not enabled
Address:	70890h-70893h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_1_A
Reset:	soft
Address:	708B0h-708B3h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_2_A
Reset:	soft
Address:	708D0h-708D3h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_3_A
Reset:	soft
Address:	708F0h-708F3h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_4_A
Reset:	soft
Address:	70920h-70923h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_5_A
Reset:	soft
Address:	70940h-70943h
Name:	Selective Fetch Plane Control
ShortName:	SEL_FETCH_PLANE_CTL_6_A
Reset:	soft
Address:	70960h-70963h
Name:	Selective Fetch Plane Control

SEL_FETCH_PLANE_CTL

ShortName: SEL_FETCH_PLANE_CTL_7_A

Reset: soft

Restriction
Refer to 'Plane Capability and Interoperability' page for plane capabilities and restrictions.

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31	**Selective Fetch Plane Enable** When this bit is set, Plane is enabled for selective fetch update. Value / Name: 0b – Disable 1b – Enable
	30:0	**Spares**

Semaphore Polling Interval on Wait

SEMA_WAIT_POLL - Semaphore Polling Interval on Wait	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0224Ch-0224Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_RCSUNIT
Address:	1824Ch-1824Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_POCSUNIT
Address:	2224Ch-2224Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_BCSUNIT
Address:	1C024Ch-1C024Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT0
Address:	1C424Ch-1C424Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT1
Address:	1C824Ch-1C824Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VECSUNIT0
Address:	1D024Ch-1D024Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT2
Address:	1D424Ch-1D424Fh
Name:	Semaphore Polling Interval on Wait

SEMA_WAIT_POLL - Semaphore Polling Interval on Wait

ShortName:	SEMA_WAIT_POLL_VCSUNIT3
Address:	1D824Ch-1D824Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VECSUNIT1
Address:	1E024Ch-1E024Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT4
Address:	1E424Ch-1E424Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT5
Address:	1E824Ch-1E824Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VECSUNIT2
Address:	1F024Ch-1F024Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT6
Address:	1F424Ch-1F424Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VCSUNIT7
Address:	1F824Ch-1F824Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_VECSUNIT3
Address:	1A24Ch-1A24Fh
Name:	Semaphore Polling Interval on Wait
ShortName:	SEMA_WAIT_POLL_CCSUNIT0

The SEMA_WAIT_POLL register contains Poll Interval field which specifies the minimum number of microseconds allowed for command streamer to wait before re-fetching the data from the address mentioned in the

SEMA_WAIT_POLL - Semaphore Polling Interval on Wait

MI_SEMAPHORE_WAIT command on WAIT Mode set to POLL until the condition is satisfied while the context is not switched out. When a value of 0 is written the poll interval will be equal to the memory latency of the read completion.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:21	**Reserved** Format: MBZ
	20:0	**Poll Interval** Minimum number of micro-seconds allowed

Semaphore Signal Port

SEMAPHORE_SIGNAL_PORT - Semaphore Signal Port	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02020h-02023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_RCSUNIT
Address:	18020h-18023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_POCSUNIT
Address:	22020h-22023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_BCSUNIT
Address:	1C0020h-1C0023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT0
Address:	1C4020h-1C4023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT1
Address:	1C8020h-1C8023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VECSUNIT0
Address:	1D0020h-1D0023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT2
Address:	1D4020h-1D4023h

SEMAPHORE_SIGNAL_PORT - Semaphore Signal Port

Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT3

Address:	1D8020h-1D8023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VECSUNIT1

Address:	1E0020h-1E0023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT4

Address:	1E4020h-1E4023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT5

Address:	1E8020h-1E8023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VECSUNIT2

Address:	1F0020h-1F0023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT6

Address:	1F4020h-1F4023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VCSUNIT7

Address:	1F8020h-1F8023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_VECSUNIT3

Address:	1A020h-1A023h
Name:	SEMAPHORE_SIGNAL_PORT
ShortName:	SEMAPHORE_SIGNAL_PORT_CCSUNIT0

Each engine implements SEMAPHORE_SIGNAL_PORT register for receiving semaphore signal from the scheduler

SEMAPHORE_SIGNAL_PORT - Semaphore Signal Port

(SW or FW). A write to the SEMAPHORE_SIGNAL_PORT with data as 0xFFFF_FFFF is decoded as semaphore signal by an engine. An engine waiting on un-successful MI_SEMAPHORE_WAIT (signal mode) command will reacquire the semaphore data from memory and re-evaluate the semaphore comparison on receiving the semaphore signal. SEMAPHORE_SIGNAL_PORT register is privileged. Writing to the SEMAPHORE_SIGNAL_PORT of an idle engine (no context) does not trigger any action in HW and is of no use.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Semaphore Signal Value** Format: U32

SF Context Save Register 0

SF_CTXSAVE_REG0 - SF Context Save Register 0	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DD0h
Name:	SF Context Save Register 0
ShortName:	SF_CTXSAVE_REG0

This register stores the context from SF corresponding to B04h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 0 Content** Access: R/W

SF Context Save Register 1

SF_CTXSAVE_REG1 - SF Context Save Register 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DD4h
Name:	SF Context Save Register 1
ShortName:	SF_CTXSAVE_REG1

This register stores the context from SF corresponding to B10h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register Bit Field** Default Value: 000000000000000b Access: R/W

SF Context Save Register 2

SF_CTXSAVE_REG2 - SF Context Save Register 2

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DD8h
Name:	SF Context Save Register 2
ShortName:	SF_CTXSAVE_REG2

This register stores the context from SF corresponding to B14h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 2 Content** Access: R/W

SF Context Save Register 3

SF_CTXSAVE_REG3 - SF Context Save Register 3	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DDCh
Name:	SF Context Save Register 3
ShortName:	SF_CTXSAVE_REG3

This register stores the context from SF corresponding to B18h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 3 Content** Access: R/W

SF Context Save Register 4

SF_CTXSAVE_REG4 - SF Context Save Register 4	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DE0h
Name:	SF Context Save Register 4
ShortName:	SF_CTXSAVE_REG4

This register stores the context from SF corresponding to B1Ch
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 4 Content** Access: R/W

SF Context Save Register 5

SF_CTXSAVE_REG5 - SF Context Save Register 5	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DE4h
Name:	SF Context Save Register 5
ShortName:	SF_CTXSAVE_REG5

This register stores the context from SF corresponding to B20h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 5 Content** Access: R/W

SF Context Save Register 6

SF_CTXSAVE_REG6 - SF Context Save Register 6	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DE8h
Name:	SF Context Save Register 6
ShortName:	SF_CTXSAVE_REG6

This register stores the context from SF corresponding to B24h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 6 Content** Access: R/W

SF Context Save Register 7

SF_CTXSAVE_REG7 - SF Context Save Register 7

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DECh
Name:	SF Context Save Register 7
ShortName:	SF_CTXSAVE_REG7

This register stores the context from SF corresponding to B28h
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 7 Content** Access: R/W

SF Context Save Register 8

SF_CTXSAVE_REG8 - SF Context Save Register 8	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00DF0h
Name:	SF Context Save Register 8
ShortName:	SF_CTXSAVE_REG8

This register stores the context from SF corresponding to B2Ch
The data in this register comes on the Non-Posted Read data bus of Msg Chnl and captured on a set indication from Context Save Restore block

_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	_Custom_GTIIsContextSaved
Unspecified	Y	Y

DWord	Bit	Description
0	31:0	**SF Context Save Register 8 Content** Access: R/W

SG AddrRangeforTile0

SG_TILE0_ADDR_RANGE - SG AddrRangeforTile0

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 1083A0h

The register below captures how this register will be interpreted. This register itself is simply a R/W register with SAI protection.
Definitions of the bits themselves (ie. Lock bit) has no direct impact on this register.
Base and Range of Local memory TILE 0.
Base and Range is in GBs.
In the single Tilemode, Tile0 ADDR_RANGE registers must be valid and Tile 1/2/3 ADDR_RANGE registers must be invalid.
In the two Tilemode, only TILE0 and TILE1 registers must be programmed to be valid and TILE2 and TILE3 registers must be invalid.
In the four Tile ATS mode, all four TILE registers must be programmed to be valid.

_Custom_SaiPolicy	_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Unspecified	N

DWord	Bit	Description
0	31	**Local Memory Addr Range Lock** Default Value: 0b Access: R/W
	30:15	**SPARE** Default Value: 0b Access: R/W
	14:8	**Local Memory Addr Range** Default Value: 00b Access: R/W Local Memory range (size) in GBs. Local Memory size of 0 - 127GB is supported at 1GB granularity.
	7:1	**Local Memory Addr Base** Default Value: 0000000b Access: R/W Local Memory Base address in GBs. Base Address of 0 - 127GB is supported at 1GB granularity.

SG_TILE0_ADDR_RANGE - SG AddrRangeforTile0		
	0	**Valid** Default Value: 0 Access: R/W Local Memory Base Address and Range is valid. Range is expected to be non-zero when valid.

SG AddrRangeforTile1

SG_TILE1_ADDR_RANGE - SG AddrRangeforTile1

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 1083A4h

The register below captures how this register will be interpreted. This register itself is simply a R/W register with SAI protection.
Definitions of the bits themselves (ie. Lock bit) has no direct impact on this register.
Base and Range of Local memory TILE1.
Base and Range is in GBs.
In the single Tilemode, Tile0 ADDR_RANGE registers must be valid and Tile 1/2/3 ADDR_RANGE registers must be invalid.
In the two Tilemode, only TILE0 and TILE1 registers must be programmed to be valid and TILE2 and TILE3 registers must be invalid.
In the four Tile ATS mode, all four TILE registers must be programmed to be valid.

_Custom_SaiPolicy	_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Unspecified	N

DWord	Bit	Description
0	31	**Local Memory Addr Range Lock** Default Value: 0b Access: R/W
	30:15	**SPARE** Default Value: 0b Access: R/W
	14:8	**Local Memory Addr Range** Default Value: 00b Access: R/W Local Memory range (size) in GBs. Local Memory size of 0 - 127GB is supported at 1GB granularity.
	7:1	**Local Memory Addr Base** Default Value: 0000000b Access: R/W Local Memory Base address in GBs. Base Address of 0 - 127GB is supported at 1GB granularity.

SG_TILE1_ADDR_RANGE - SG AddrRangeforTile1		
	0	**Valid** Default Value: 0 Access: R/W Local Memory Base Address and Range is valid. Range is expected to be non-zero when valid.

SG AddrRangeforTile2

SG_TILE2_ADDR_RANGE - SG AddrRangeforTile2

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 1083A8h

The register below captures how this register will be interpreted. This register itself is simply a R/W register with SAI protection.
Definitions of the bits themselves (ie. Lock bit) has no direct impact on this register.
Base and Range of Local memory TILE2
Base and Range is in GBs.
In the single Tilemode, Tile0 ADDR_RANGE registers must be valid and Tile 1/2/3 ADDR_RANGE registers must be invalid.
In the two Tilemode, only TILE0 and TILE1 registers must be programmed to be valid and TILE2 and TILE3 registers must be invalid.
In the four Tile ATS mode, all four TILE registers must be programmed to be valid.

_Custom_SaiPolicy	_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Unspecified	N

DWord	Bit	Description
0	31	**Local Memory Addr Range Lock** Default Value: 0b Access: R/W
	30:15	**SPARE** Default Value: 0b Access: R/W
	14:8	**Local Memory Addr Range** Default Value: 00b Access: R/W Local Memory range (size) in GBs. Local Memory size of 0 - 127GB is supported at 1GB granularity.
	7:1	**Local Memory Addr Base** Default Value: 0000000b Access: R/W Local Memory Base address in GBs. Base Address of 0 - 127GB is supported at 1GB granularity.

SG_TILE2_ADDR_RANGE - SG AddrRangeforTile2		
	0	**Valid** Default Value: 0 Access: R/W Local Memory Base Address and Range is valid. Range is expected to be non-zero when valid.

SG AddrRangeforTile3

SG_TILE3_ADDR_RANGE - SG AddrRangeforTile3

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1083ACh

The register below captures how this register will be interpreted. This register itself is simply a R/W register with SAI protection.
Definitions of the bits themselves (ie. Lock bit) has no direct impact on this register.
Base and Range of Local memory TILE3
Base and Range is in GBs.
In the single Tilemode, Tile0 ADDR_RANGE registers must be valid and Tile 1/2/3 ADDR_RANGE registers must be invalid.
In the two Tilemode, only TILE0 and TILE1 registers must be programmed to be valid and TILE2 and TILE3 registers must be invalid.
In the four Tile ATS mode, all four TILE registers must be programmed to be valid.

_Custom_SaiPolicy	_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	Custom_GTIIsContextSaved
Unspecified	Unspecified	Unspecified	Unspecified	N

DWord	Bit	Description
0	31	**Local Memory Addr Range Lock** Default Value: 0b Access: R/W
	30:15	**SPARE** Default Value: 0b Access: R/W
	14:8	**Local Memory Addr Range** Default Value: 00b Access: R/W Local Memory range (size) in GBs. Local Memory size of 0 - 127GB is supported at 1GB granularity.
	7:1	**Local Memory Addr Base** Default Value: 0000000b Access: R/W Local Memory Base address in GBs. Base Address of 0 - 127GB is supported at 1GB granularity.

SG_TILE3_ADDR_RANGE - SG AddrRangeforTile3		
	0	**Valid** Default Value: 0 Access: R/W Local Memory Base Address and Range is valid. Range is expected to be non-zero when valid.

SGunit Internal Interrupt Port

GT_TO_SGUNIT_INTR_PORT - SGunit Internal Interrupt Port

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	190000h

Gunit internal interrupt port that is used by engines to communicate interrupts

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:27	**Virtual Function Number** Default Value: 000b Access: R/W VF Number
	26	**Reserved** Format: MBZ
	25:20	**Engine Instance ID** Default Value: 000000b Access: R/W Engine Instance ID format is defined in structure "Engine ID Definition
	19	**Reserved** Format: MBZ
	18:16	**Engine Class ID** Default Value: 000b Access: R/W Engine class ID format is defined in structure "Engine ID Definition
	15:0	**Engine Interrupt** Default Value: 0000h Access: R/W Format is specific to the engine that is sending the interrupt. Format is defined in structure EngineInterrupt Vector (where engine isBlitter/Crypto/G-Unit/GTPM/Render Engine/Video Decoder/VideoEnhancement).

SHOTPLUG_CTL_DDI

SHOTPLUG_CTL_DDI

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	C4030h-C4033h
Name:	South Hot Plug Control for DDI
ShortName:	SHOTPLUG_CTL_DDI
Reset:	soft

The status fields indicate the hot plug detect status on each DDI combo PHY port.
When HPD is enabled and either a long or short pulse is detected for a port, one of the status bits will set and the hotplug IIR will be set (if unmasked in the IMR). The status bits are sticky bits, cleared by writing 1s to the bits.

Each HPD pin can be configured as an input or output. The HPD status function will only work when the pin is configured as an input. The HPD Output Data function will only work when the HPD pin is configured as an output.

The short pulse duration is programmed in SHPD_PULSE_CNT.

Programming Notes

The hotplug level shifter on the board inverts the hotplug so that connect=0 and disconnect=1.Register 0xC2000 bits 18:15 must be set to 1111b before enabling hotplug to account for the board inversion

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**DDID HPD Enable** Access: R/W 0b – Disable 1b – Enable
	14	**DDID HPD Output Data** Access: R/W 0b – Drive 0 1b – Drive 1
	13:12	**DDID HPD Status**

SHOTPLUG_CTL_DDI

		Access: R/WC Value / Name: 00b – Hot plug event not detected 01b – Short pulse detected 10b – Long pulse detected 11b – Short and long pulses detected
	11	**DDIC HPD Enable** Access: R/W Value / Name: 0b – Disable 1b – Enable
	10	**DDIC HPD Output Data** Access: R/W Value / Name: 0b – Drive 0 1b – Drive 1
	9:8	**DDIC HPD Status** Access: R/WC Value / Name: 00b – Hot plug event not detected 01b – Short pulse detected 10b – Long pulse detected 11b – Short and long pulses detected
	7	**DDIB HPD Enable** Access: R/W Value / Name: 0b – Disable 1b – Enable
	6	**DDIB HPD Output Data** Access: R/W Value / Name: 0b – Drive 0

SHOTPLUG_CTL_DDI

		1b: Drive 1
	5:4	**DDIB HPD Status** Access: R/WC 00b: Hot plug event not detected 01b: Short pulse detected 10b: Long pulse detected 11b: Short and long pulses detected
	3	**DDIA HPD Enable** Access: R/W 0b: Disable 1b: Enable
	2	**DDIA HPD Output Data** Access: R/W 0b: Drive 0 1b: Drive 1
	1:0	**DDIA HPD Status** Access: R/WC 00b: Hot plug event not detected 01b: Short pulse detected 10b: Long pulse detected 11b: Short and long pulses detected

SHPD_FILTER_CNT

SHPD_FILTER_CNT		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	C4038h-C403Bh	
Name:	South HPD Filter count	
ShortName:	SHPD_FILTER_CNT	
Reset:	global	
This register must be programmed properly before enabling HPD detection.		

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16:0	**HPD Filter Count** Default Value: 001F2h 500 microseconds These bits define the duration of the filter for HPD. The value is the number of microseconds minus 2.

SHPD_PULSE_CNT

SHPD_PULSE_CNT	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	C4050h-C4053h
Name:	South HPD Pulse Count DDIA
ShortName:	SHPD_PULSE_CNT_DDIA
Reset:	global
Address:	C4054h-C4057h
Name:	South HPD Pulse Count DDIB
ShortName:	SHPD_PULSE_CNT_DDIB
Reset:	global
Address:	C4058h-C405Bh
Name:	South HPD Pulse Count DDIC
ShortName:	SHPD_PULSE_CNT_DDIC
Reset:	global
Address:	C405Ch-C405Fh
Name:	South HPD Pulse Count DDID
ShortName:	SHPD_PULSE_CNT_DDID
Reset:	global

This register must be programmed properly before enabling hotplug detection.

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16:0	**ShortPulse Count** These bits define the duration of the pulse defined as a short pulse for hotplug detection. The value is the number of microseconds minus 2. Value: 007CEh — Name: 2,000 microseconds for Display port **[Default]** Value: 1869Eh — Name: 100,000 microseconds for HDMI or DVI

Slice 0 BONUS1 Reg

SL0SPCBONUS1 - Slice 0 BONUS1 Reg		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24194h	
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS1 BIT 7** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS1 BIT 6** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS1 BIT 5** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS1 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS1 BIT 3**

SL0SPCBONUS1 - Slice 0 BONUS1 Reg

		Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS1 BIT 2** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS1 BIT 1** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS1 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 0 BONUS2 Reg

SL0SPCBONUS2 - Slice 0 BONUS2 Reg		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24198h	
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS2 BIT 7** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS2 BIT 6** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS2 BIT 5** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS2 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS2 BIT 3**

SL0SPCBONUS2 - Slice 0 BONUS2 Reg

		Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS2 BIT 2** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS2 BIT 1** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS2 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 0 PGFET control register with lock

SL0SPCPFETCTL - Slice 0 PGFET control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24188h

DWord	Bit	Description
0	31	**PFET Control Lock** Access: R/W Lock 0 = Bits of Slice 0 PGFETCTL register are R/W 1 = All bits of Slice 0 PGFETCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:24	**Reserved** Format: MBZ
	23	**Power Well Status** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	22	**Reserved** Format: MBZ
	21:19	**Delay from enabling secondary PFETs to power good.** Default Value: 111b Access: R/W Lock Delay from enabling secondary PFETs to power good 3'b000: 40ns 3'b001: 80ns 3'b010: 160ns 3'b011: 240ns 3'b100: 320ns 3'b101: 480ns

SL0SPCPFETCTL - Slice 0 PGFET control register with lock

		3'b110: 640ns 3'b111: 1280ns
	18:16	**Strobe pulse period** Access: R/W Lock Time period b/w two adjacent strobes to the primary FETs 3'b000: 10ns (or 1 bclk) 3'b001: 20ns (or 2 bclk) 3'b010: 30ns (or 3 bclk) 3'b111: 80ns (or 8 bclk) **Value** / **Name**: 001b / **[Default]**
	15:0	**PFET Ladder Step Sequence** Access: R/W Lock PFET Ladder STEP sequence The PFET ladder has 16 steps, each represented by its corresponding bit in pfetlddrstepseq[15:0]. If the bit location is set, it means we must step on that ladder stage before we go to the next stage. The SPC controller will step through all the steps with asserted bits periodically with period equal to strbpulsprd[2:0] Programming Rule: pfetldrstepseq[15] and pfetldrstepseq[0] must be '1; A '0 setting for these bits is illegal. 15'FFFFh: Ladder step (ladder_sel) goes 0, 1, 2, ?.15. 15'FFF1h: Ladder step goes 0, 4, 5, 6,?15; Steps 1, 2, 3 are skipped. 15'D555h: Ladder step goes 0, 2, 4, 6, 8, 10, 12, 14, 15; Steps 1, 3, 5, 7, 9, 11, 13 are skipped. 15'80001h: Ladder step goes 0, 15; Steps 1, 2, 3, 4, ?14 are skipped. **Value** / **Name**: 1000011111111001b / **[Default]**

Slice 0 Power Context Save request

SL0PGCTXREQ - Slice 0 Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24184h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

Slice 0 Power Down FSM control register with lock

SL0SPCPOWERDNFSMCTL - Slice 0 Power Down FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24190h

DWord	Bit	Description
0	31	**power down control Lock** Access: R/W Lock 0 = Bits of Slice 0 POWERDNFSMCTL register are R/W 1 = All bits of Slice 0 POWERDNFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:13	**Reserved** Format: MBZ
	12	**Leave firewall disabled** Access: R/W Lock When This bit is set SPC will not firewall the gated domain for a power down flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e firewall gated domain to ungated domain crossing during power down flows 1 = Leave firewall disabled, i.e don't firewall the gated domain, but complete logical flow
	11	**Leave reset de-asserted** Access: R/W Lock When This bit is set SPC will not assert reset for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e assert resets during power down flows 1 = Leave reset de-asserted mode, i.e don't assert reset, but complete logical flow
	10	**Leave CLKs ON**

SL0SPCPOWERDNFSMCTL - Slice 0 Power Down FSM control register with lock

		Access: R/W Lock When This bit is set SPC will not gate clks for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e gate clocks during power down flows 1 = Leave CLKS ON mode, i.e don't clock gate, but complete logical flow
	9	**Leave FET On** Access: R/W Lock When This bit is set SPC will not turn off the PFET even though it will complete the flow with PM Encodings: 0 = Default mode, i.e power off fets during power down flows 1 = Leave ON mode, i.e don't power off pfet, but complete logical flow
	8:0	**Reserved** Format: MBZ

Slice 0 Power Gate Control Request

SL0PGCTLREQ - Slice 0 Power Gate Control Request

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24180h

Clock Gating Messages Register

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:2	**Reserved** Format: MBZ
	1	**CLK RST FWE Request** Access: R/W SLICE 0 CLK RST FWE request: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**Power Gate Request** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 0 Power on FSM control register with lock

SL0SPCPOWERUPFSMCTL - Slice 0 Power on FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	2418Ch

DWord	Bit	Description
0	31	**power up control Lock** Access: R/W Lock 0 = Bits of Slice 0 POWERUPFSMCTL register are R/W 1 = All bits of Slice 0 POWERUPFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:9	**Reserved** Format: MBZ
	8:0	**Reserved** Format: MBZ

Slice 0 SubSlice 0 PGFET control register with lock

SSM0SPCPFETCTL - Slice 0 SubSlice 0 PGFET control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24408h

DWord	Bit	Description
0	31	**PFET Control Lock** Access: R/W Lock 0 = Bits of PGFETCTL register are R/W 1 = All bits of PGFETCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:24	**Reserved** Format: MBZ
	23	**Power Well Status** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	22	**Powergood timer error** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	21:19	**Delay from enabling secondary PFETs to power good.** Default Value: 101b Access: R/W Lock Delay from enabling secondary PFETs to power good 3'b000: 40ns 3'b001: 80ns 3'b010: 160ns 3'b011: 240ns

SSM0SPCPFETCTL - Slice 0 SubSlice 0 PGFET control register with lock

		3'b100: 320ns 3'b101: 480ns 3'b110: 640ns 3'b111: 1280ns
	18:16	**Strobe pulse period** Default Value: 011b Access: R/W Lock Time period b/w two adjacent strobes to the primary FETs 3'b000: 10ns (or 1 bclk) 3'b001: 20ns (or 2 bclk) 3'b010: 30ns (or 3 bclk) 3'b111: 80ns (or 8 bclk)
	15:0	**PFET Ladder Step Sequence** Default Value: 1111111111111111b Access: R/W Lock PFET Ladder STEP sequence The PFET ladder has 16 steps, each represented by its corresponding bit in pfetlddrstepseq[15:0]. If the bit location is set, it means we must step on that ladder stage before we go to the next stage. The SPC controller will step through all the steps with asserted bits periodically with period equal to strbpulsprd[2:0] Programming Rule: pfetldrstepseq[15] and pfetldrstepseq[0] must be ‘1; A ‘0 setting for these bits is illegal. 15'FFFFh: Ladder step (ladder_sel) goes 0, 1, 2, ?.15. 15'FFF1h: Ladder step goes 0, 4, 5, 6,?15; Steps 1, 2, 3 are skipped. 15'D555h: Ladder step goes 0, 2, 4, 6, 8, 10, 12, 14, 15; Steps 1, 3, 5, 7, 9, 11, 13 are skipped. 15'80001h: Ladder step goes 0, 15; Steps 1, 2, 3, 4, ?14 are skipped.

Slice 0 SubSlice 1 PGFET control register with lock

SSM1SPCPFETCTL - Slice 0 SubSlice 1 PGFET control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24488h

DWord	Bit	Description
0	31	**PFET Control Lock** Access: R/W Lock 0 = Bits of PGFETCTL register are R/W 1 = All bits of PGFETCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:24	**Reserved** Format: MBZ
	23	**Power Well Status** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	22	**Powergood timer error** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	21:19	**Delay from enabling secondary PFETs to power good.** Default Value: 101b Access: R/W Lock Delay from enabling secondary PFETs to power good 3'b000: 40ns 3'b001: 80ns 3'b010: 160ns 3'b011: 240ns

SSM1SPCPFETCTL - Slice 0 SubSlice 1 PGFET control register with lock

		3'b100: 320ns 3'b101: 480ns 3'b110: 640ns 3'b111: 1280ns
	18:16	**Strobe pulse period** Default Value: 011b Access: R/W Lock Time period b/w two adjacent strobes to the primary FETs 3'b000: 10ns (or 1 bclk) 3'b001: 20ns (or 2 bclk) 3'b010: 30ns (or 3 bclk) 3'b111: 80ns (or 8 bclk)
	15:0	**PFET Ladder Step Sequence** Default Value: 1111111111111111b Access: R/W Lock PFET Ladder STEP sequence The PFET ladder has 16 steps, each represented by its corresponding bit in pfetlddrstepseq[15:0]. If the bit location is set, it means we must step on that ladder stage before we go to the next stage. The SPC controller will step through all the steps with asserted bits periodically with period equal to strbpulsprd[2:0] Programming Rule: pfetldrstepseq[15] and pfetldrstepseq[0] must be ‘1; A ‘0 setting for these bits is illegal. 15'FFFFh: Ladder step (ladder_sel) goes 0, 1, 2, ?.15. 15'FFF1h: Ladder step goes 0, 4, 5, 6,?15; Steps 1, 2, 3 are skipped. 15'D555h: Ladder step goes 0, 2, 4, 6, 8, 10, 12, 14, 15; Steps 1, 3, 5, 7, 9, 11, 13 are skipped. 15'80001h: Ladder step goes 0, 15; Steps 1, 2, 3, 4, ?14 are skipped.

Slice 0 SubSlice 2 PGFET control register with lock

SSM2SPCPFETCTL - Slice 0 SubSlice 2 PGFET control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24508h

DWord	Bit	Description
0	31	**PFET Control Lock** Access: R/W Lock 0 = Bits of PGFETCTL register are R/W 1 = All bits of PGFETCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:24	**Reserved** Format: MBZ
	23	**Power Well Status** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	22	**Powergood timer error** Access: RO 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	21:19	**Delay from enabling secondary PFETs to power good.** Default Value: 101b Access: R/W Lock Delay from enabling secondary PFETs to power good 3'b000: 40ns 3'b001: 80ns 3'b010: 160ns 3'b011: 240ns

SSM2SPCPFETCTL - Slice 0 SubSlice 2 PGFET control register with lock

		3'b100: 320ns 3'b101: 480ns 3'b110: 640ns 3'b111: 1280ns
	18:16	**Strobe pulse period** Default Value: 011b Access: R/W Lock Time period b/w two adjacent strobes to the primary FETs 3'b000: 10ns (or 1 bclk) 3'b001: 23ns (or 2 bclk) 3'b010: 30ns (or 3 bclk) 3'b111: 80ns (or 8 bclk)
	15:0	**PFET Ladder Step Sequence** Default Value: 1111111111111111b Access: R/W Lock PFET Ladder STEP sequence The PFET ladder has 16 steps, each represented by its corresponding bit in pfetlddrstepseq[15:0]. If the bit location is set, it means we must step on that ladder stage before we go to the next stage. The SPC controller will step through all the steps with asserted bits periodically with period equal to strbpulsprd[2:0] Programming Rule: pfetldrstepseq[15] and pfetldrstepseq[0] must be ‘1; A ‘0 setting for these bits is illegal. 15'FFFFh: Ladder step (ladder_sel) goes 0, 1, 2, ?.15. 15'FFF1h: Ladder step goes 0, 4, 5, 6,?15; Steps 1, 2, 3 are skipped. 15'D555h: Ladder step goes 0, 2, 4, 6, 8, 10, 12, 14, 15; Steps 1, 3, 5, 7, 9, 11, 13 are skipped. 15'80001h: Ladder step goes 0, 15; Steps 1, 2, 3, 4, ?14 are skipped.

Slice 1 - 5 BONUS1 Reg

SL15SPCBONUS1 - Slice 1 - 5 BONUS1 Reg		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24214h	
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS1 BIT 7** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS1 BIT 6** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS1 BIT 5** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS1 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS1 BIT 3** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS1 BIT 2**

SL15SPCBONUS1 - Slice 1 - 5 BONUS1 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS1 BIT 1** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS1 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 1 - 5 BONUS2 Reg

SL15SPCBONUS2 - Slice 1 - 5 BONUS2 Reg		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24218h	
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS2 BIT 7** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS2 BIT 6** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS2 BIT 5** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS2 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS2 BIT 3** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS2 BIT 2**

SL15SPCBONUS2 - Slice 1 - 5 BONUS2 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS2 BIT 1** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS2 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 1 - 5 PGFET control register with lock

SL15SPCPFETCTL - Slice 1 - 5 PGFET control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24208h

DWord	Bit	Description
0	31	**PFET Control Lock** Access: R/W Lock 0 = Bits of Slice 0 PGFETCTL register are R/W 1 = All bits of Slice 0 PGFETCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:24	**Reserved** Format: MBZ
	23	**Power Well Status** Access: R/WC strbpulsprdwered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	22	**Powergood timer error** Access: R/WC 0 = Well is powered Down 1 = Well is powered up Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	21:19	**Delay from enabling secondary PFETs to power good.** Default Value: 111b Access: R/W Lock Delay from enabling secondary PFETs to power good 3'b000: 40ns 3'b001: 80ns 3'b010: 160ns 3'b011: 240ns 3'b100: 320ns 3'b101: 480ns 3'b110: 640ns 3'b111: 1280ns

SL15SPCPFETCTL - Slice 1 - 5 PGFET control register with lock

	18:16	**Strobe pulse period** Default Value: 011b Access: R/W Lock Time period b/w two adjacent strobes to the primary FETs 3'b000: 10ns (or 1 bclk) 3'b001: 20ns (or 2 bclk) 3'b010: 30ns (or 3 bclk) 3'b111: 80ns (or 8 bclk)
	15:0	**PFET Ladder Step Sequence** Default Value: 1111111111111111b Access: R/W Lock PFET Ladder STEP sequence The PFET ladder has 16 steps, each represented by its corresponding bit in pfetlddrstepseq[15:0]. If the bit location is set, it means we must step on that ladder stage before we go to the next stage. The SPC controller will step through all the steps with asserted bits periodically with period equal to strbpulsprd[2:0] Programming Rule: pfetldrstepseq[15] and pfetldrstepseq[0] must be ‘1; A ‘0 setting for these bits is illegal. 15'FFFFh: Ladder step (ladder_sel) goes 0, 1, 2, ?.15. 15'FFF1h: Ladder step goes 0, 4, 5, 6,?15; Steps 1, 2, 3 are skipped. 15'D555h: Ladder step goes 0, 2, 4, 6, 8, 10, 12, 14, 15; Steps 1, 3, 5, 7, 9, 11, 13 are skipped. 15'80001h: Ladder step goes 0, 15; Steps 1, 2, 3, 4, ?14 are skipped.

Slice 1-5 Power Context Save request

SL15PGCTXREQ - Slice 1-5 Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24204h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

Slice 1 - 5 Power Down FSM control register with lock

SL15SPCPOWERDNFSMCTL - Slice 1 - 5 Power Down FSM control register with lock		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24210h	
DWord	**Bit**	**Description**
0	31	**power down control Lock** Access: R/W Lock 0 = Bits of Slice 1 POWERDNFSMCTL register are R/W 1 = All bits of Slice 1 POWERDNFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:13	**Reserved** Format: MBZ
	12	**Leave firewall disabled** Access: R/W Lock When This bit is set SPC will not firewall the gated domain for a power down flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e firewall gated domain to ungated domain crossing during power down flows 1 = Leave firewall disabled, i.e don't firewall the gated domain, but complete logical flow
	11	**Leave reset de-asserted** Access: R/W Lock When This bit is set SPC will not assert reset for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e assert resets during power down flows 1 = Leave reset de-asserted mode, i.e don't assert reset, but complete logical flow
	10	**Leave CLKs ON** Access: R/W Lock When This bit is set SPC will not gate clks for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e gate clocks during power down flows 1 = Leave CLKS ON mode, i.e don't clock gate, but complete logical flow

SL15SPCPOWERDNFSMCTL - Slice 1 - 5 Power Down FSM control register with lock

	9	**Leave FET On** Access: R/W Lock When This bit is set SPC will not turn off the PFET even though it will complete the flow with PM Encodings: 0 = Default mode, i.e power off fets during power down flows 1 = Leave ON mode, i.e don't power off pfet, but complete logical flow
	8:6	**Power Down state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Gate Clocks
	5:3	**Power Down state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default :Firewall ON
	2:0	**Power Down state 1** Default Value: 000b Access: R/W Lock This will be the 1st state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Assert Reset

Slice 1 - 5 Power Gate Control Request

SL15PGCTLREQ - Slice 1 - 5 Power Gate Control Request		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24200h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:2	**Reserved** Format: MBZ
	1	**CLK RST FWE Request** Access: R/W SLICE 0 CLK RST FWE request: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**Power Gate Request** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

Slice 1 -5 Power on FSM control register with lock

SL15SPCPOWERUPFSMCTL - Slice 1 -5 Power on FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	2420Ch

DWord	Bit	Description
0	31	**power up control Lock** Access: R/W Lock 0 = Bits of Slice 1 POWERUPFSMCTL register are R/W 1 = All bits of Slice 1 POWERUPFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:9	**Reserved** Format: MBZ
	8:6	**Power UP state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - De-assert resets 3'b000: 10ns (or 1 bclk)
	5:3	**Power UP state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Firewall OFF
	2:0	**Power UP state 1**

SL15SPCPOWERUPFSMCTL - Slice 1 -5 Power on FSM control register with lock

		Default Value: 000b Access: R/W Lock This will be the 1st state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Clock Ungate

Slice Common Power Context Save request

SCPCTXSAVEREQ - Slice Common Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	08140h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

Slice unit Level Clock Gating Control 94D0

SCCGCTL94D0 - Slice unit Level Clock Gating Control 94D0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094D0h

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**GCPunit Clock Gating Disable** Default Value: 1b Access: R/W GCPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**SMCRunit Clock Gating Disable** Default Value: 1b Access: R/W Graphics Documentation Intel Confidential [Build: 112015] My Dashboard Reports Filters Help SMCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Slice unit Level Clock Gating Control 94D4

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094D4h

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31	**SPARE Clock Gating Disable** Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	30	**lsqcunit Clock Gating Disable** Access: R/W lsqcunit Clock Gating Disable Control '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	29	**ccunit Clock Gating Disable** Access: R/W ccunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**DAPunit Clock Gating Disable** Access: R/W DAPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**GACBunit Clock Gating Disable** Access: R/W GACBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	26	**GAFSRRB Clock Gating Disable** Access: R/W GAFSRRB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**GAHSunit Clock Gating Disable** Access: R/W GAHSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**GAPCunit Clock Gating Disable** Access: R/W GAPCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**GAPL3unit Clock Gating Disable** Access: R/W GAPL3unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

22	**GAPSunit Clock Gating Disable** Access: R/W GAPSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
21	**GAPZunit Clock Gating Disable** Access: R/W GAPZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
20	**Reserved** Format: MBZ
19	**HIZunit Clock Gating Disable** Access: R/W HIZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
18	**IZunit Clock Gating Disable** Access: R/W IZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17	**L3 Clock Gating Disable** Access: R/W L3 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Programming Notes
As a WA for BUG: 1409180338 - Disable L3 clock gating by setting bit 16 & 17 of this register

16 **L3 Clock Gating Disable cr2x**

Access:	R/W

L3 Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Programming Notes
As a WA for BUG: 1409180338 - Disable L3 clock gating by setting bit 16 & 17 of this register

15 **L3Bank Clock Gating Disable cr**

Access:	R/W

L3 Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

14 **L3Bank Clock Gating Disable cr2x**

Access:	R/W

L3 Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

13 **L3BANK Clock Gating Disable cu**

Access:	R/W

l3bank
L3BANK Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

12 **L3BANK Clock Gating Disable cu2x**

Access:	R/W

L3BANK Clock Gating Disable Control:

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**lsnunit Clock Gating Disable** Access: R/W lsnunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**MSCunit Clock Gating Disable** Access: R/W MSCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**OAADDRunit Clock Gating Disable** Access: R/W OAADDRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**OASCREP Clock Gating Disable** Access: R/W OASCREP Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**RCCunit Clock Gating Disable** Access: R/W RCCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**RCZunit Clock Gating Disable** Access: R/W RCZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**Sarbunit Clock Gating Disable** Access: R/W Sarbunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**SBEunit Clock Gating Disable** Access: R/W SBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**STCunit Clock Gating Disable** Access: R/W STCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**SVLunit Clock Gating Disable** Access: R/W SVLunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SCCGCTL94D4 - Slice unit Level Clock Gating Control 94D4

	1	**WMBE Clock Gating Disable** Access: R/W WMBE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**WMFEunit Clock Gating Disable** Access: R/W WMFEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Slice unit Level Clock Gating Control 94D8

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094D8h

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31	**SFR unit Clock Gating Disable** Access: R/W SFR unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	30	**SF unit Clock Gating Disable** Access: R/W SF unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	29	**OARUNIT Clock Gating Disable** Access: R/W OARUNIT Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**RCU unit Clock Gating Disable** Access: R/W RCU unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

	'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
27	**POCS unit Clock Gating Disable** Access: R/W POCS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
26	**OVR unit Clock Gating Disable** Access: R/W OVR unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
25	**HS unit Clock Gating Disable** Access: R/W HS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
24	**GS unit Clock Gating Disable** Access: R/W GS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
23	**GAFSWRBLK unit Clock Gating Disable wmf** Access: R/W GAFSWRBLK unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

	22	**GAFSWRBLK unit Clock Gating Disable vf** Access: R/W GAFSWRBLK unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**GAFSWRBLK unit Clock Gating Disable 2x** Access: R/W GAFSWRBLK unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**GAFSFFROB unit Clock Gating Disable 2xrdrtn** Access: R/W GAFSFFROB unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**GAFSFFROB unit Clock Gating Disable 2x** Access: R/W GAFSFFROB unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**GAFD unit Clock Gating Disable** Access: R/W GAFD unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**GAFS unit Clock Gating Disable**

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

		Access: R/W GAFS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**GAFM unit Clock Gating Disable** Access: R/W GAFM unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	15	**CS unit Clock Gating Disable** Access: R/W CS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**CLR unit Clock Gating Disable** Access: R/W CLR unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	13	**CL unit Clock Gating Disable** Access: R/W CL unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**AMFS unit Clock Gating Disable f** Access: R/W AMFS unit Clock Gating Disable Control:

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**AMFS unit Clock Gating Disable c** Access: R/W AMFS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**AMFS unit Clock Gating Disable d** Access: R/W AMFS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**GADSS unit Clock Gating Disable** Access: R/W GADSS unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**SLMBE unit Clock Gating Disable** Access: R/W SLMBE unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**SFBEunit Clock Gating Disable** Access: R/W SFBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**LNEunit Clock Gating Disable** Access: R/W LNEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**LNIunit Clock Gating Disable** Access: R/W LNIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**RCPBunit Clock Gating Disable** Access: R/W RCPBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**RCPBEunit Clock Gating Disable** Access: R/W RCPBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**TDCunit Clock Gating Disable** Access: R/W TDCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SCCGCTL94D8 - Slice unit Level Clock Gating Control 94D8		
	1	**RAMdft Clock Gating Disable** Access: R/W RAMdft Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**Reserved**

Slice unit Level Clock Gating Control 94DC

SCCGCTL94DC - Slice unit Level Clock Gating Control 94DC

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094DCh

Unit Level Clock Gating Disable bits

CustomGTIIsContextSaved
Y

DWord	Bit	Description
0	31:15	**Reserved** Access: RO Reserved
	14	**Reserved** Format: MBZ
	13:0	**Reserved** Access: RO Reserved

Slice unit Level Clock Gating Control 94E0

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094E0h

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30	**PSS Clock Gating Disable** Access: R/W PSS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	29	**VSR Clock Gating Disable** Access: R/W VSR Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**VS Clock Gating Disable** Access: R/W VS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**VFR Clock Gating Disable**

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

	Access:	R/W

VFR Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **VF Clock Gating Disable**

Access:	R/W

VF Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

25 **TDS Clock Gating Disable**

Access:	R/W

TDS Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

24 **SVGR Clock Gating Disable**

Access:	R/W

SVGR Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

23 **SVG Clock Gating Disable**

Access:	R/W

SVG Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

22 **SOL Clock Gating Disable**

Access:	R/W

SOL Clock Gating Disable Control:

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21:20	**Reserved** Format: MBZ
	19	**OVR Clock Gating Disable** Access: R/W OVR Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**HS Clock Gating Disable** Access: R/W HS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**GS Clock Gating Disable** Access: R/W GS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**CS Clock Gating Disable** Access: R/W CS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	15	**SPARE Clock Gating Disable**

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

	Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

14 **CPSSunit Clock Gating Disable**

Access:	R/W

CPSSunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

13 **PSDunit Clock Gating Disable**

Access:	R/W

PSDunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

12 **BCunit Clock Gating Disable**

Access:	R/W

BCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

11 **MSCunit Clock Gating Disable**

Access:	R/W

MSCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

10 **RCPFEunit Clock Gating Disable**

Access:	R/W

RCPFEunit Clock Gating Disable Control:

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**AVSunit Clock Gating Disable** Access: R/W AVSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**Reserved** Format: MBZ
	7	**HIZunit Clock Gating Disable** Access: R/W HIZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**IZunit Clock Gating Disable** Access: R/W IZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**RCCunit Clock Gating Disable** Access: R/W RCCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**RCZunit Clock Gating Disable**

SCCGCTL94E0 - Slice unit Level Clock Gating Control 94E0

		Access: R/W RCZunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**SBEunit Clock Gating Disable** Access: R/W SBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**STCunit Clock Gating Disable** Access: R/W STCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**SVLunit Clock Gating Disable** Access: R/W SVLunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**WMFEunit Clock Gating Disable** Access: R/W WMFEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Slice unit Level Clock Gating Control 94E4

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	094E4h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**CCS Clock Gating Disable** Access: R/W Format: Disable CCS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**sdfifo Clock Gating Disable svg** Access: R/W Format: Disable sdfifo Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**sdfifo Clock Gating Disable svl** Access: R/W Format: Disable sdfifo Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	26	**PSS unit Clock Gating Disable**

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

Access:	R/W
Format:	Disable

PSS Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

25 **CARB unit Clock Gating Disable**

Access:	R/W
Format:	Disable

CARB Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

24 **ZPBE unit Clock Gating Disable**

Access:	R/W
Format:	Disable

ZPBE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

23 **ZSCBANK unit Clock Gating Disable**

Access:	R/W
Format:	Disable

ZSCBANK Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

22 **ZSCCOMPUTE unit Clock Gating Disable**

Access:	R/W
Format:	Disable

ZSCCOMPUTE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

	'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
21	**GAFARB unit Clock Gating Disable** Access: R/W Format: Disable GAFARB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
20	**VSR unit Clock Gating Disable** Access: R/W Format: Disable VSR Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
19	**VS unit Clock Gating Disable** Access: R/W Format: Disable VS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
18	**VFR unit Clock Gating Disable** Access: R/W Format: Disable VFR Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17	**VFE Clock Gating Disable** Access: R/W

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

Format:	Disable

VFE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

16 **VF unit Clock Gating Disable**

Access:	R/W
Format:	Disable

VF Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

15 **URBM unit Clock Gating Disable**

Access:	R/W
Format:	Disable

URBM Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

14 **TSG unit Clock Gating Disable**

Access:	R/W
Format:	Disable

TSG Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

13 **TETG unit Clock Gating Disable**

Access:	R/W
Format:	Disable

TETG Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

12	**TE unit Clock Gating Disable** Access: R/W Format: Disable TE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
11	**TDS unit Clock Gating Disable** Access: R/W Format: Disable TDS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
10	**TDG unit Clock Gating Disable** Access: R/W Format: Disable TDG Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
9	**SVGR unit Clock Gating Disable** Access: R/W Format: Disable SVGR Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
8	**SVG unit Clock Gating Disable** Access: R/W Format: Disable

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

		SVG Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**SOL unit Clock Gating Disable** Access: R/W Format: Disable SOL Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**gwunit Clock Gating Disable** Access: R/W Format: Disable gwunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**psdunit Clock Gating Disable** Access: R/W Format: Disable psdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**hdcunit Clock Gating Disable** Access: R/W Format: Disable hdcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**cpssunit Clock Gating Disable**

SCCGCTL94E4 - Slice unit Level Clock Gating Control 94E4

	Access:	R/W
	Format:	Disable

cpssunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

2 **besbufunit Clock Gating Disable**

Access:	R/W
Format:	Disable

besbufunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

1 **BC Clock Gating Disable**

Access:	R/W
Format:	Disable

BC Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

0 **tdpunit Clock Gating Disable**

Access:	R/W
Format:	Disable

CCS Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Slice unit Level Clock Gating override during rstflow 94F0

SCMISCCP94F0 - Slice unit Level Clock Gating override during rstflow 94F0		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 094F0h		
Unit Level Clock Gating Disable bits		
DWord	**Bit**	**Description**
0	31:0	**ECO Spare Bits** Access: R/W

SLM Bank Hash

SLM_BANKHASH - SLM Bank Hash

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0E660h
Name:	SLM Bank Hash
ShortName:	SLM_BANKHASH

Description
Register for selecting number of SLM banks and setting XOR hashing in bank select bits.
Restriction : To avoid data corruption, this register can only be modified when no threads are running that access SLM. Data corruption can also occur if a mid-thread preemption image with saved SLM data is restored with a different setting.
Restriction : This register is a privileged register (not user-mode non-privileged) to ensure that one context changing it does not corrupt a simultaneously running context.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15	**64 Bank Mode** Format: U1 This bit selects the number of logical banks in SLM (64 or 65). Value / Name / Description: 1h / B64 / 64 logical banks in SLM. 0h / B65 **[Default]** / 65 logical banks in SLM.
	14:12	**Reserved** Format: MBZ
	11:10	**bit7 Hash** Access: R/W Format: U2 Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[7] to produce new address bit[7]. Multiple bits can be set to XOR multiple address bit with bit[7]. Value / Name / Description: 2h / A10 / When set, XOR address[7] with address[10] to produce new address[7].

SLM_BANKHASH - SLM Bank Hash

		1h	A13	When set, XOR address[7] with address[13] to produce new address[7].
		0h	No XOR **[Default]**	Address[7] is not XOR-ed with any other address bit.

9:8 **bit6 Hash**

Access:	R/W
Format:	U2

Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[6] to produce new address bit[6]. Multiple bits can be set to XOR multiple address bit with bit[6].

Value	Name	Description
2h	A9	When set, XOR address[6] with address[9] to produce new address[6].
1h	A12	When set, XOR address[6] with address[12] to produce new address[6].
0h	No XOR **[Default]**	Address[6] is not XOR-ed with any other address bit.

7:6 **bit5 Hash**

Access:	R/W
Format:	U2

Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[5] to produce new address bit[5]. Multiple bits can be set to XOR multiple address bit with bit[5].

Value	Name	Description
2h	A8	When set, XOR address[5] with address[8] to produce new address[5].
1h	A11	When set, XOR address[5] with address[11] to produce new address[5].
0h	No XOR **[Default]**	Address[5] is not XOR-ed with any other address bit.

5:4 **bit4 Hash**

Access:	R/W
Format:	U2

Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[4] to produce new address bit[4]. Multiple bits can be set to XOR multiple address bit with bit[4].

Value	Name	Description
2h	A16	When set, XOR address[4] with address[16] to produce new address[4].

SLM_BANKHASH - SLM Bank Hash

1h	A10	When set, XOR address[4] with address[10] to produce new address[4].
0h	No XOR **[Default]**	Address[4] is not XOR-ed with any other address bit.

3:2 **bit3 Hash**

Access:	R/W
Format:	U2

Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[3] to produce new address bit[3]. Multiple bits can be set to XOR multiple address bit with bit[3].

Value	Name	Description
2h	A15	When set, XOR address[3] with address[15] to produce new address[3].
1h	A9	When set, XOR address[3] with address[9] to produce new address[3].
0h	No XOR **[Default]**	Address[3] is not XOR-ed with any other address bit.

1:0 **bit2 Hash**

Access:	R/W
Format:	U2

Programming this field is only valid when Bit[15] is set to 1 (64-bank mode). This field defines which address bit(s) will be XOR-ed with address bit[2] to produce new address bit[2]. Multiple bits can be set to XOR multiple address bit with bit[2].

Value	Name	Description
2h	A14	When set, XOR address[2] with address[14] to produce new address[2].
1h	A8	When set, XOR address[2] with address[8] to produce new address[2].
0h	No XOR **[Default]**	Address[2] is not XOR-ed with any other address bit.

Soft Scratch

SOFT_SCRATCH - Soft Scratch	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	512

These are 16 dword software scratchpad dword registers defined for use.

Programming Notes
These registers are saved in the power context

DWord	Bit	Description
0..15	511:0	**Scratch**

South Display Engine Interrupt Bit Definition

South Display Engine Interrupt Bit Definition

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	C4000h-C400Fh
Name:	South Display Engine Interrupts
ShortName:	SDE_INTERRUPT
Reset:	soft

South Display Engine (SDE) interrupt bits come from events within the south display engine. The SDE_IIR bits are ORed together to generate the South/PCH Display Interrupt Event which will appear in the North Display Engine Interrupt Control Registers. The South Display Engine Interrupt Control Registers all share the same bit definitions from this table.

Programming Notes

Due to the possibility of back to back Hotplug events it is recommended that software filters the value read from the Hotplug ISRs.

A wake pin is driven with the inverted value of the south display interrupt event line. The output of the wake pin is used to exit any power state that may prevent the interrupt from propagating to driver.
When any interrupt is enabled, the I/O buffer will be enabled for the Wake pin.

The hotplug typeC interrupts here are only for hotplug on a type-C PHY using a native DP or HDMI connector. Hotplug with type-C connector is covered in a separate type-C hotplug interrupt section.

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:26	**Reserved** Format: MBZ
	25	**Reserved** Format: MBZ
	24	**Reserved** Format: MBZ
	23	**Gmbus** This is an active high pulse when any of the events unmasked events in GMBUS4 Interrupt Mask register occur.
	22:20	**Reserved** Format: MBZ
	19	**Hotplug DDID** The ISR indicates the live value of the hotplug line when hotplug detect is enabled. The IIR is set on either a short or long pulse detection status in the Digital Port Hot Plug Control

South Display Engine Interrupt Bit Definition		
		Register.
	18	**Hotplug DDIC** The ISR indicates the live value of the hotplug line when hotplug detect is enabled. The IIR is set on either a short or long pulse detection status in the Digital Port Hot Plug Control Register.
	17	**Hotplug DDIB** The ISR indicates the live value of the hotplug line when hotplug detect is enabled. The IIR is set on either a short or long pulse detection status in the Digital Port Hot Plug Control Register.
	16	**Hotplug DDIA** The ISR indicates the live value of the hotplug line when hotplug detect is enabled. The IIR is set on either a short or long pulse detection status in the Digital Port Hot Plug Control Register.
	15:10	**Reserved** Format: MBZ
	9	**Reserved** Format: MBZ
	8:4	**Reserved** Format: MBZ
	3	**SCDC DDID** The IIR is set when a HDMI 2.0 SCDC read request event is detected. The ISR is active high level signal that will indicate if the read request (RR) is still active.
	2	**SCDC DDIC** The IIR is set when a HDMI 2.0 SCDC read request event is detected. The ISR is active high level signal that will indicate if the read request (RR) is still active.
	1	**SCDC DDIB** The IIR is set when a HDMI 2.0 SCDC read request event is detected. The ISR is active high level signal that will indicate if the read request (RR) is still active.
	0	**SCDC DDIA** The IIR is set when a HDMI 2.0 SCDC read request event is detected. The ISR is active high level signal that will indicate if the read request (RR) is still active.

SQ Error Status

SQERR - SQ Error Status

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	08728h

SQ Error Status register

DWord	Bit	Description
0	31:9	**Reserved** Format: MBZ
	8	**SQ RW Port Address Decode Error** Access: RO Variant SQ RW Address Decode Error. This bit is cleared when SW writes to this bit. A write of zero clears this bit, a write of one clears this bit.
	7:1	**Reserved** Format: MBZ
	0	**SQ RO Port Address Decode Error** Access: RO Variant SQ RO Address Decode Error. This bit is cleared when SW writes to this bit.A write of zero clears this bit, a write of one clears this bit.

SRAM Dirty Cacheline Indication Highest

SRAM_DIRTY_HIGHEST - SRAM Dirty Cacheline Indication Highest

Register Space: MMIO: 0/2/0

Size (in bits): 32

Reflects the dirty state of the128KB KB of SRAM extending from 256KB to 384KB

DWord	Bit	Description
0	31:0	**Dirty 4K Mask** Access: RO Valid SRAM change/dirty indication at 4KB granularity. This is used by DMA for checking WOPCM image coherency with that of the SRAM image. The appropriate bit is set by hardware when any cacheline within its 4KB block gets changed after having been loaded into SRAM. This is used for RC6 save/restore purposes.

SRAM Valid Indication Highest

SRAM_VALID_HI - SRAM Valid Indication Highest

Register Space: MMIO: 0/2/0

Size (in bits): 32

Bits reflect the validity of 128KB segment of SRAM that extends from 256KB to 384KB

Programming Notes

This register is saved in the power context.

DWord	Bit	Description
0	31:0	**Valid 4K Mask** Access: RO Valid SRAM contents indication at 4KB granularity. The appropriate bit is set by hardware when any cacheline within its 4KB block gets written in SRAM. This is used to determine which 4KB blocks to restore on RC6 exit.

SRD_CTL

SRD_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60800h-60803h
Name:	Transcoder SRD Control
ShortName:	SRD_CTL_A
Reset:	soft
Address:	61800h-61803h
Name:	Transcoder SRD Control
ShortName:	SRD_CTL_B
Reset:	soft
Address:	62800h-62803h
Name:	Transcoder SRD Control
ShortName:	SRD_CTL_C
Reset:	soft
Address:	63800h-63803h
Name:	Transcoder SRD Control
ShortName:	SRD_CTL_D
Reset:	soft

Restriction : PSR needs to be enabled only when at least one plane is enabled.

Programming Notes

To use FBC modification tracking for idleness calculations when FBC is disabled, program FBC_CTL CPU Fence Enable, FBC_CONTROL_SA_REGISTER, FBC_CPU_FENCE_OFFSET_REGISTER, FBC_RT_BASE_ADDR_REGISTER, and BLITTER_TRACKING_REGISTER as they are programmed when FBC is enabled.

Cursor front buffer modifications are not tracked in hardware. If the cursor front buffer is modified, touch (write without changing) any cursor register to trigger the PSR idleness tracking.

Restriction

Only the SRD Enable and Single Frame Update Enable fields can be changed while SRD is enabled. The other fields must not be changed while SRD is enabled.

DWord	Bit	Description
0	31	**SRD Enable** This bit enables the Self Refreshing Display function.Updates will take place at the start of the next vertical blank. The port will send SRD VDMs while enabled.When idleness conditions have been met for the programmed number of idle frames, hardware will enter SRD (sleep) and can

SRD_CTL

disable the link and stop fetching data from memory.When activity occurs, hardware will exit SRD (wake) and re-enable the link and resume fetching data from memory.

Value	Name
0b	Disable
1b	Enable

Restriction
SRD must not be enabled when the PSR Setup time from DPCD 00071h is greater than the time for vertical blank minus one line.
SRD must not be enabled together with Interlacing, Black Frame Insertion (BFI), or audio on the same transcoder.

30 **Single Frame Update Enable**

Access:	Double Buffered

This field enables the single frame update mode where a plane flip will cause a single frame to be sent to the receiver.Updates to this field will take effect at the next vertical blank.

Value	Name
0b	Disable
1b	Enable

Programming Notes
Set register PIPE_MISC field Change Mask for Vblank Vsync Int to 1b (Masked) if vblank or vsync interrupts will be used together with single frame update.

Workaround
When Single Frame Update is enabled, the CRC must be disabled for panel compatibility.

Restriction
This mode should only be enabled with link standby.

29 **Context restore to PSR Active**

This field restores eDP context to PSR Active on a context restore.

Value	Name
0b	Disable
1b	Enable

Restriction
This field is used for hardware communication. Software must not change this field.

28 **Adaptive Sync Frame Update**

This field enables the Adaptive Sync Frame Update mode where a flip will cause a single frame to be sent to the receiver. Updates to this field will take effect at the next vertical blank. This field must be enabled with VRR enable.

SRD_CTL

Restriction : This mode should only be enabled with the SRD Link Disable mode. This mode does not support VRR Max Shift. However, normal and flipline VRR modes are supported.

Value	Name
0b	Disable
1b	Enable

Programming Notes
Set register PIPE_MISC field **Change Mask for Vblank Vsync Int** to 1b (Masked) if vblank or vsync interrupts will be used together with single frame update.

27 **Link Ctrl**

This field controls the behavior of the link when in SRD (sleeping). The timing generator and pixel data fetches are disabled when the link is disabled. Only pixel data fetches are disabled when the link is in standby.
This field is ignored by transcoder A/B/C since they only operate in standby.

Value	Name	Description
0b	Disable	Link is disabled when in SRD (sleeping)

26:25 **Reserved**

Format:	MBZ

24:20 **Max Sleep Time**

Default Value:	00001b 1/8 second

This field is the maximum time to spend in SRD (sleeping). It is programmed in increments of approximately 1/8 a second.Programming all 1s gives ~3.875 seconds.

Restriction
Programming all 0s is invalid.

19:17 **Reserved**

Format:	MBZ

16:14 **DSC CRC Last Byte**

This field selects the valid last byte of DSC data stream for SRD CRC calculation. Valid data byte for CRC engine can be from 0 to 5.
DSC CRC Last Byte = (Slice Per Line eDP* Bytes PerChunk * VActive) mod 6
Below is an example with 2 slices per line on each DSC.
SPL = Slices Per Line

Case	DSC A SPL	DSC C SPL	Slices Per Line eDP
CoG enable + VDSC enable (no Joiner)	2	2	2 (DSC A or DSC C)
VDSC enable + Joiner enable (no CoG)	2	2	4 (DSC A + DSC C)
VDSC standalone (no Joiner, no CoG)	0 or 2	2 or 0	2

SRD_CTL

	13	**Reserved**
	12	**Reserved**
	11	**TP2 TP3 Select** This field controls whether TP1 is followed by TP2 or TP3 for training the link on exiting SRD (waking). **Value** / **Name** / **Description** 0b / TP2 / Use TP1 followed by TP2 1b / TP3 / Use TP1 followed by TP3 **Programming Notes** This bit impacts PSR2. Clear it before enabling PSR2 and do not set it while PSR2 is enabled.
	10	**CRC Enable** This field controls whether the PSR CRC value will be placed in the VSC packet. **Value** / **Name** / **Description** 0b / Disable / Disable CRC output in VSC. VSC packet CRC value will be populated by VIDEO_DIP_DATA. 1b / Enable / Enable CRC output in VSC. VSC packet CRC value will be populated by the calculated CRC value. **Programming Notes** When CRC is enabled, the Max Sleep Timer should be disabled to provide additional power savings. Disable the Max Sleep Timer by setting register 0x6F860 bit 28 to 1. Re-enable the Max Sleep Timer by clearing register 0x6F860 bit 28 to 0. **Workaround** When Single Frame Update is enabled, the CRC must be disabled for panel compatibility.
	9:8	**TP2 TP3 Time** This field selects the TP2 or TP3 time when training the link on exiting SRD (waking). **Value** / **Name** 00b / 500us 01b / 100us 10b / 2.5ms 11b / 0us Skip TP2/TP3
	7:6	**TP4 time** This field selects the TP4 time when training the link on exiting SRD (waking). If this field is set to any value other than "11", TP4 pattern will be sent at PSR reentry. **Value** / **Name** / **Description** 00b / 500 us / 01b / 100 us /

SRD_CTL

10b	2.5 ms	
11b	0 us	Skip TP4

Programming Notes
Always program TP4 to 11b.

5:4 **TP1 Time**

This field selects the TP1 time when training the link on exiting SRD (waking).

Value	Name	Description
00b	500us	
01b	100us	
10b	2.5ms	
11b	0us	Skip TP1

3:0 **Idle Frames**

Default Value:	0001b 1 idle frame

This field is the number of idle frames required before entering SRD (sleeping).

SRD_PERF_CNT

SRD_PERF_CNT	
Register Space:	MMIO: 0/2/0
Access:	Write/Read Status
Size (in bits):	32
Address:	60844h-60847h
Name:	Transcoder SRD Performance Counter
ShortName:	SRD_PERF_CNT_A
Reset:	soft
Address:	61844h-61847h
Name:	Transcoder SRD Performance Counter
ShortName:	SRD_PERF_CNT_B
Reset:	soft
Address:	62844h-62847h
Name:	Transcoder SRD Performance Counter
ShortName:	SRD_PERF_CNT_C
Reset:	soft
Address:	63844h-63847h
Name:	Transcoder SRD Performance Counter
ShortName:	SRD_PERF_CNT_D
Reset:	soft

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:0	**SRD Perf Cnt** This field increments every millisecond while in SRD (sleeping) and the display CD clock is running. It will stop incrementing when out of SRD (awake), then resume when back in SRD (sleeping). The value is maintained while SRD is disabled, and counting will resume from the previous value when SRD is re-enabled. Writes to this register will set the count to the written value, then it will increment from that value onwards.

SRD_STATUS

SRD_STATUS	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	60840h-60843h
Name:	Transcoder SRD Status
ShortName:	SRD_STATUS_A
Reset:	soft
Address:	61840h-61843h
Name:	Transcoder SRD Status
ShortName:	SRD_STATUS_B
Reset:	soft
Address:	62840h-62843h
Name:	Transcoder SRD Status
ShortName:	SRD_STATUS_C
Reset:	soft
Address:	63840h-63843h
Name:	Transcoder SRD Status
ShortName:	SRD_STATUS_D
Reset:	soft

DWord	Bit	Description
0	31:29	**SRD State** Access: RO This field indicates the live state of SRD

Value	Name	Description
000b	IDLE	Reset state
001b	SRDONACK	Wait for TG/Stream to send on frame of data after SRD conditions are met
010b	SRDENT	SRD entry with Link OFF
011b	BUFOFF	Wait for buffer turn off
100b	BUFON	Wait for buffer turn on
101b	AUXACK	Wait for AUX to acknowledge on SRD exit
110b	SRDOFFACK	Wait for TG/Stream to acknowledge the SRD VDM exit
111b	SRDENT_ON	SRD entry with Link ON
Others	Reserved	Reserved

SRD_STATUS

28 Reserved

Format:	MBZ

27:26 Link Status

Access:	RO

This field indicates the live status of the link.

Value	Name	Description
00b	Full Off	Link is fully off
01b	Full On	Link is fully on
11b	Reserved	Reserved

25 Reserved

Format:	MBZ

24:20 Max Sleep Time Counter

Access:	RO

This field provides the live status of the sleep time counter.

19:16 SRD Entry Count

Access:	RO

The value in this register represents the number of times SRD has been entered (gone to sleep). The count will increment with each entry. After reaching the maximum count value the counter will rollover and continue from 0.

15 Aux Error

Access:	RO

This field indicates an error on the last SRD AUX handshake.

Value	Name	Description
0b	No Error	AUX had no error
1b	Error	AUX error (receive error or timeout) occurred

14:13 Reserved

Format:	MBZ

12 Sending Aux

Access:	RO

This field indicates if the SRD AUX handshake is currently being sent.

Value	Name	Description
0b	Not Sending	Not sending AUX handshake
1b	Sending	Sending AUX handshake

11:10 Reserved

Format:	MBZ

9 Sending Idle

SRD_STATUS

	Access:	RO

This field indicates if idles are currently being sent.

Value	Name	Description
0b	Not Sending	Not sending idle
1b	Sending	Sending idle

8 Sending TP2 TP3

Access:	RO

This field indicates if TP2 or TP3 is currently being sent.

Value	Name	Description
0b	Not Sending	Not sending TP2 or TP3
1b	Sending	Sending TP2 or TP3

7 Sending TP4

Access:	RO

This field indicates if TP4 is currently being sent.

Value	Name
0b	Not Sending
1b	Sending

6:5 Reserved

Format:	MBZ

4 Sending TP1

Access:	RO

This field indicates if TP1 is currently being sent.

Value	Name	Description
0b	Not Sending	Not sending TP1
1b	Sending	Sending TP1

3:0 Idle Frame Counter

Access:	RO

This field provides the live status of the idle frame counter.

Programming Notes
The value of this field is not preserved across power down states such as DC5 and up.

SRIOV Capabilities

SRIOV_CAP_0_2_0_PCI - SRIOV Capabilities

Register Space: PCI: 0/2/0

Size (in bits): 32

Address: 00324h

Defines SR-IOV Capabilities

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:21	**VF Migration Interrupt Message Number** Default Value: 00000000000b Access: RO Value: 0. VF Migration is not supported.
	20:3	**Reserved** Format: MBZ
	2	**Reserved** Format: MBZ
	1	**ARI Capable Hierarchy Preserved** Default Value: 0b Access: RO Value: 0. ARI not supported.
	0	**VF Migration Capable** Default Value: 0b Access: RO Value:0. VF Migration not supported.

SRIOV Control Register

SRIOV_CTRL_0_2_0_PCI - SRIOV Control Register

Register Space: PCI: 0/2/0

Size (in bits): 16

Address: 00328h

SR-IOV Control Register.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:6	**Reserved** Format: MBZ
	5	**Reserved** Format: MBZ
	4	**ARI Capable Hierarchy** Default Value: 0b Access: RO Hardwired to 0. ARI capability is not supported
	3	**VF Memory Space Enable** Default Value: 0b Access: R/W SW shall set this bit before setting VF Enable. (to allow VF memory space response)
	2	**VF Migration Interrupt Enable** Default Value: 0b Access: RO VF migration is not supported.
	1	**VF Migration Enable** Default Value: 0b Access: RO VF migration is not supported.
	0	**VF Enable** Access: R/W

SRIOV_CTRL_0_2_0_PCI - SRIOV Control Register

System SW shall set this bit to enable VFs.
Note: This bit becomes RO defaulting to 0 if SRIOV is disabled by fuse.
Its R/W only when SRIOV is enabled by fuse.

Value	Name
0b	Disable VFs **[Default]**
1b	Enable VFs

SRIOV Extended Capability Header

SRIOV_ECAPHDR_0_2_0_PCI - SRIOV Extended Capability Header

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00320h

SR-IOV Extended Capability Header.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:20	**Next Capability Offset** Default Value: 010000000000b Access: RO Next capability Offset. Value = 0x400 to indicate the next capability structure: LTR messaging
	19:16	**Capability Version** Default Value: 1b Access: RO Indicates the version of the capability
	15:0	**PCIE Extended Capability ID** Default Value: 0000000000010000b Access: RO PCIE Extended Capability ID

SRIOV Initial VFs

SRIOV_INITVFS_0_2_0_PCI - SRIOV Initial VFs

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	0032Ch

Defines Initial number of VFs available to the VMM.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:0	**INITIAL VFS** Access: RO Variant For SR-IOV implementation, this value must exactly match the Total VFs

SRIOV Status

SRIOV_STS_0_2_0_PCI - SRIOV Status

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	0032Ah

SR-IOV Status Register.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:1	**Reserved** Format: MBZ
	0	**VF Migration Status** Default Value: 0b Access: RO VF Migration Status

SRIOV Total VFs

SRIOV_TOTVFS_0_2_0_PCI - SRIOV Total VFs

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	0032Eh

Defines the Total number of VFs available to the VMM.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:0	**Total VFS** Access: RO Indicates the maximum number of VFs that could be associated with the PF

SSM0 BONUS1 Reg

SSM0SPCBONUS1 - SSM0 BONUS1 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24414h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS1 BIT 7** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS1 BIT 6** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS1 BIT 5** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS1 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS1 BIT 3** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS1 BIT 2**

SSM0SPCBONUS1 - SSM0 BONUS1 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS1 BIT 1** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS1 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SSM0 BONUS2 Reg

SSM0SPCBONUS2 - SSM0 BONUS2 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24418h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS2 BIT 7** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS2 BIT 6** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS2 BIT 5** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS2 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS2 BIT 3** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS2 BIT 2**

SSM0SPCBONUS2 - SSM0 BONUS2 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS2 BIT 1** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS2 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SSM1 BONUS1 Reg

SSM1SPCBONUS1 - SSM1 BONUS1 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24494h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS1 BIT 7** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS1 BIT 6** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS1 BIT 5** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS1 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS1 BIT 3** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS1 BIT 2**

SSM1SPCBONUS1 - SSM1 BONUS1 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS1 BIT 1** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS1 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SSM1 BONUS2 Reg

SSM1SPCBONUS2 - SSM1 BONUS2 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24498h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS2 BIT 7** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS2 BIT 6** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS2 BIT 5** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS2 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS2 BIT 3** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS2 BIT 2**

SSM1SPCBONUS2 - SSM1 BONUS2 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS2 BIT 1** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS2 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SSM2 BONUS1 Reg

SSM2SPCBONUS1 - SSM2 BONUS1 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24514h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS1 BIT 7** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS1 BIT 6** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS1 BIT 5** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS1 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS1 BIT 3** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS1 BIT 2**

SSM2SPCBONUS1 - SSM2 BONUS1 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS1 BIT 1** Access: R/W SLICE 0 BONUS1 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS1 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SSM2 BONUS2 Reg

SSM2SPCBONUS2 - SSM2 BONUS2 Reg		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24518h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:8	**Reserved** Format: MBZ
	7	**BONUS2 BIT 7** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	6	**BONUS2 BIT 6** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	5	**BONUS2 BIT 5** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	4	**BONUS2 BIT 4** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	3	**BONUS2 BIT 3** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	2	**BONUS2 BIT 2**

SSM2SPCBONUS2 - SSM2 BONUS2 Reg

		Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req
	1	**BONUS2 BIT 1** Access: R/W SLICE 0 BONUS2 BIT: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**BONUS2 BIT 0** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

ssmcp Sub Slice Power Context Save request

SSMPCTXSAVEREQ - ssmcp Sub Slice Power Context Save request

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08150h

CustomGTIIs_ContextSaved
N

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

Stream Output 0 Num Primitives Written Counter

SO0_NUM_PRIMS_WRITTEN - Stream Output 0 Num Primitives Written Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05200h-05207h
Name:	Stream Output 0 Num Primitives Written Counter
ShortName:	SO0_NUM_PRIMS_WRITTEN

There is one 64-bit register for each of the 4 supported streams:

- 5200h-5207h SO_NUM_PRIMS_WRITTEN0 (for Stream Out Stream #0)
- 5208h-520Fh SO_NUM_PRIMS_WRITTEN1 (for Stream Out Stream #1)
- 5210h-5217h SO_NUM_PRIMS_WRITTEN2 (for Stream Out Stream #2)
- 5218h-521Fh SO_NUM_PRIMS_WRITTEN3 (for Stream Out Stream #3)

These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has successfully written to a particular "stream's" Streamed Vertex Output buffers, subject to buffer overflow detection. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.
More details about the precise event counted by this register are located **here.**

DWord	Bit	Description
0	31:0	**Num Prims Written Count 0** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)
1	31:0	**Num Prims Written Count 1** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)

Stream Output 0 Primitive Storage Needed Counter

SO0_PRIM_STORAGE_NEEDED - Stream Output 0 Primitive Storage Needed Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05240h-05247h
Name:	Stream Output 0 Primitive Storage Needed Counter
ShortName:	SO0_PRIM_STORAGE_NEEDED

There is one 64-bit register for each of the 4 supported streams:

- 5240h-5247h SO_PRIM_STORAGE_NEEDED0 (for Stream Out Stream #0)
- 5248h-524Fh SO_PRIM_STORAGE_NEEDED1 (for Stream Out Stream #1)
- 5250h-5257h SO_PRIM_STORAGE_NEEDED2 (for Stream Out Stream #2)
- 5258h-525Fh SO_PRIM_STORAGE_NEEDED3 (for Stream Out Stream #3)

These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has or would have written to a particular "stream's" Streamed Vertex Output buffers if all buffers had been large enough to accommodate the writes. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.
More details about the precise event counted by this register are located **here.**

DWord	Bit	Description
0	31:0	**Prim Storage Needed Count 0** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.
1	31:0	**Prim Storage Needed Count 1** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.

Stream Output 0 Write Offset

SO0_WRITE_OFFSET - Stream Output 0 Write Offset

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	05280h-05283h
Name:	Stream Output 0 Write Offset
ShortName:	SO0_WRITE_OFFSET

There is one R/W 32-bit register for each of the 4 supported stream output buffer slots:
5280h-5283h SO_WRITE_OFFSET0 (for Stream Out Buffer #0)
5284h-5287h SO_WRITE_OFFSET1 (for Stream Out Buffer #1)
5288h-528Bh SO_WRITE_OFFSET2 (for Stream Out Buffer #2)
528Ch-528Fh SO_WRITE_OFFSET3 (for Stream Out Buffer #3)
These registers are used to set and track a DWord-granular Write Offset for each of the 4 Stream Output Buffer slots. Software can directly write them via MI_LOAD_REGxxx commands. The SOL stage will increment them as part of stream output processing. Software can cause them to be written to memory via MI_STORE_REGxxx commands. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

Programming Notes

- Software must ensure that no HW stream output operations can be in process or otherwise pending at the point that the MI_LOAD/STORE commands are processed. This will likely require a pipeline flush.
- The SOL stage will effectively advance the write offset by the buffer's Surface Pitch after each vertex is written (assuming no overflow is detected in any targeted SO buffer). Under "normal" conditions one would expect software to initialize the WriteOffset to some (possibly zero) multiple of Surface Pitch in order to align vertex writes to the buffer's Base Address, though it is not required to do so.

DWord	Bit	Description
0	31:2	**Write Offset** Format: U30 This field contains a DWord offset from the corresponding SO buffer's Base Address value. The SOL stage uses this value as a write offset when performing writes to the buffer. The SOL stage will increment this value as a part of performing stream output to the buffer. Note that the SOL stage uses the buffer's Surface Pitch to advance the Write Offset, without regard to the buffer's Base Address (see Programming Notes above).
	1:0	**Reserved** Format: MBZ

Stream Output 1 Num Primitives Written Counter

SO1_NUM_PRIMS_WRITTEN - Stream Output 1 Num Primitives Written Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05208h-0520Fh
Name:	Stream Output 1 Num Primitives Written Counter
ShortName:	SO1_NUM_PRIMS_WRITTEN

There is one 64-bit register for each of the 4 supported streams:
5200h-5207h SO_NUM_PRIMS_WRITTEN0 (for Stream Out Stream #0)
5208h-520Fh SO_NUM_PRIMS_WRITTEN1 (for Stream Out Stream #1)
5210h-5217h SO_NUM_PRIMS_WRITTEN2 (for Stream Out Stream #2)
5218h-521Fh SO_NUM_PRIMS_WRITTEN3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has successfully written to a particular "stream's" Streamed Vertex Output buffers, subject to buffer overflow detection. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Num Prims Written Count 0** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)
1	31:0	**Num Prims Written Count 1** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)

Stream Output 1 Primitive Storage Needed Counter

SO1_PRIM_STORAGE_NEEDED - Stream Output 1 Primitive Storage Needed Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05248h-0524Fh
Name:	Stream Output 1 Primitive Storage Needed Counter
ShortName:	SO1_PRIM_STORAGE_NEEDED

There is one 64-bit register for each of the 4 supported streams:
5240h-5247h SO_PRIM_STORAGE_NEEDED0 (for Stream Out Stream #0)
5248h-524Fh SO_PRIM_STORAGE_NEEDED1 (for Stream Out Stream #1)
5250h-5257h SO_PRIM_STORAGE_NEEDED2 (for Stream Out Stream #2)
5258h-525Fh SO_PRIM_STORAGE_NEEDED3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has or would have written to a particular "stream's" Streamed Vertex Output buffers if all buffers had been large enough to accommodate the writes. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Prim Storage Needed Count 0** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.
1	31:0	**Prim Storage Needed Count 1** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.

Stream Output 1 Write Offset

SO1_WRITE_OFFSET - Stream Output 1 Write Offset

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	05284h-05287h
Name:	Stream Output 1 Write Offset
ShortName:	SO1_WRITE_OFFSET

There is one R/W 32-bit register for each of the 4 supported stream output buffer slots:
5280h-5283h SO_WRITE_OFFSET0 (for Stream Out Buffer #0)
5284h-5287h SO_WRITE_OFFSET1 (for Stream Out Buffer #1)
5288h-528Bh SO_WRITE_OFFSET2 (for Stream Out Buffer #2)
528Ch-528Fh SO_WRITE_OFFSET3 (for Stream Out Buffer #3)
These registers are used to set and track a DWord-granular Write Offset for each of the 4 Stream Output Buffer slots. Software can directly write them via MI_LOAD_REGxxx commands. The SOL stage will increment them as part of stream output processing. Software can cause them to be written to memory via MI_STORE_REGxxx commands. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

Programming Notes

- Software must ensure that no HW stream output operations can be in process or otherwise pending at the point that the MI_LOAD/STORE commands are processed. This will likely require a pipeline flush.
- The SOL stage will effectively advance the write offset by the buffer's Surface Pitch after each vertex is written (assuming no overflow is detected in any targetted SO buffer). Under "normal" conditions one would expect software to initialize the WriteOffset to some (possibly zero) multiple of Surface Pitch in order to align vertex writes to the buffer's Base Address, though it is not required to do so.

DWord	Bit	Description
0	31:2	**Write Offset** Format: U30 This field contains a DWord offset from the corresponding SO buffer's Base Address value. The SOL stage uses this value as a write offset when performing writes to the buffer. The SOL stage will increment this value as a part of performing stream output to the buffer. Note that the SOL stage uses the buffer's Surface Pitch to advance the Write Offset, without regard to the buffer's Base Address (see Programming Notes above).
	1:0	**Reserved** Format: MBZ

Stream Output 2 Num Primitives Written Counter

SO2_NUM_PRIMS_WRITTEN - Stream Output 2 Num Primitives Written Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05210h-05217h
Name:	Stream Output 2 Num Primitives Written Counter
ShortName:	SO2_NUM_PRIMS_WRITTEN

There is one 64-bit register for each of the 4 supported streams:
5200h-5207h SO_NUM_PRIMS_WRITTEN0 (for Stream Out Stream #0)
5208h-520Fh SO_NUM_PRIMS_WRITTEN1 (for Stream Out Stream #1)
5210h-5217h SO_NUM_PRIMS_WRITTEN2 (for Stream Out Stream #2)
5218h-521Fh SO_NUM_PRIMS_WRITTEN3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has successfully written to a particular "stream's" Streamed Vertex Output buffers, subject to buffer overflow detection. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Num Prims Written Count 0** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)
1	31:0	**Num Prims Written Count 1** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)

Stream Output 2 Primitive Storage Needed Counter

SO2_PRIM_STORAGE_NEEDED - Stream Output 2 Primitive Storage Needed Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05250h-05257h
Name:	Stream Output 2 Primitive Storage Needed Counter
ShortName:	SO2_PRIM_STORAGE_NEEDED

There is one 64-bit register for each of the 4 supported streams:
5240h-5247h SO_PRIM_STORAGE_NEEDED0 (for Stream Out Stream #0)
5248h-524Fh SO_PRIM_STORAGE_NEEDED1 (for Stream Out Stream #1)
5250h-5257h SO_PRIM_STORAGE_NEEDED2 (for Stream Out Stream #2)
5258h-525Fh SO_PRIM_STORAGE_NEEDED3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has or would have written to a particular "stream's" Streamed Vertex Output buffers if all buffers had been large enough to accommodate the writes. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Prim Storage Needed Count 0** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.
1	31:0	**Prim Storage Needed Count 1** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.

Stream Output 2 Write Offset

SO2_WRITE_OFFSET - Stream Output 2 Write Offset

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	05288h-0528Bh
Name:	Stream Output 2 Write Offset
ShortName:	SO2_WRITE_OFFSET

There is one R/W 32-bit register for each of the 4 supported stream output buffer slots:
5280h-5283h SO_WRITE_OFFSET0 (for Stream Out Buffer #0)
5284h-5287h SO_WRITE_OFFSET1 (for Stream Out Buffer #1)
5288h-528Bh SO_WRITE_OFFSET2 (for Stream Out Buffer #2)
528Ch-528Fh SO_WRITE_OFFSET3 (for Stream Out Buffer #3)
These registers are used to set and track a DWord-granular Write Offset for each of the 4 Stream Output Buffer slots. Software can directly write them via MI_LOAD_REGxxx commands. The SOL stage will increment them as part of stream output processing. Software can cause them to be written to memory via MI_STORE_REGxxx commands. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

Programming Notes

- Software must ensure that no HW stream output operations can be in process or otherwise pending at the point that the MI_LOAD/STORE commands are processed. This will likely require a pipeline flush.
- The SOL stage will effectively advance the write offset by the buffer's Surface Pitch after each vertex is written (assuming no overflow is detected in any targetted SO buffer). Under "normal" conditions one would expect software to initialize the WriteOffset to some (possibly zero) multiple of Surface Pitch in order to align vertex writes to the buffer's Base Address, though it is not required to do so.

DWord	Bit	Description
0	31:2	**Write Offset** Format: U30 This field contains a DWord offset from the corresponding SO buffer's Base Address value. The SOL stage uses this value as a write offset when performing writes to the buffer. The SOL stage will increment this value as a part of performing stream output to the buffer. Note that the SOL stage uses the buffer's Surface Pitch to advance the Write Offset, without regard to the buffer's Base Address (see Programming Notes above).
	1:0	**Reserved** Format: MBZ

Stream Output 3 Num Primitives Written Counter

SO3_NUM_PRIMS_WRITTEN - Stream Output 3 Num Primitives Written Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05218h-0521Fh
Name:	Stream Output 3 Num Primitives Written Counter
ShortName:	SO3_NUM_PRIMS_WRITTEN

There is one 64-bit register for each of the 4 supported streams:
5200h-5207h SO_NUM_PRIMS_WRITTEN0 (for Stream Out Stream #0)
5208h-520Fh SO_NUM_PRIMS_WRITTEN1 (for Stream Out Stream #1)
5210h-5217h SO_NUM_PRIMS_WRITTEN2 (for Stream Out Stream #2)
5218h-521Fh SO_NUM_PRIMS_WRITTEN3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has successfully written to a particular "stream's" Streamed Vertex Output buffers, subject to buffer overflow detection. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Num Prims Written Count 0** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)
1	31:0	**Num Prims Written Count 1** Format: U32 This count is incremented (by one) every time a GS thread outputs a DataPort Streamed Vertex Buffer Write message with the Increment Num Prims Written bit set in the message header (see the Geometry Shader and Data Port chapters in the 3D Volume.)

Stream Output 3 Primitive Storage Needed Counter

SO3_PRIM_STORAGE_NEEDED - Stream Output 3 Primitive Storage Needed Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	05258h-0525Fh
Name:	Stream Output 3 Primitive Storage Needed Counter
ShortName:	SO3_PRIM_STORAGE_NEEDED

There is one 64-bit register for each of the 4 supported streams:
5240h-5247h SO_PRIM_STORAGE_NEEDED0 (for Stream Out Stream #0)
5248h-524Fh SO_PRIM_STORAGE_NEEDED1 (for Stream Out Stream #1)
5250h-5257h SO_PRIM_STORAGE_NEEDED2 (for Stream Out Stream #2)
5258h-525Fh SO_PRIM_STORAGE_NEEDED3 (for Stream Out Stream #3)
These registers are used to count the number of primitives (aka objects: points, lines, triangles) which the SO stage has or would have written to a particular "stream's" Streamed Vertex Output buffers if all buffers had been large enough to accommodate the writes. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

DWord	Bit	Description
0	31:0	**Prim Storage Needed Count 0** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.
1	31:0	**Prim Storage Needed Count 1** Format: U32 This count is incremented (by one) by the SOL stage for each object (point, line, triangle) it writes or attempts to write to the corresponding stream's output buffers. The count is not affected by the actual number of buffers bound to the stream.

Stream Output 3 Write Offset

SO3_WRITE_OFFSET - Stream Output 3 Write Offset

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0528Ch-0528Fh
Name:	Stream Output 3 Write Offset
ShortName:	SO3_WRITE_OFFSET

There is one R/W 32-bit register for each of the 4 supported stream output buffer slots:
5280h-5283h SO_WRITE_OFFSET0 (for Stream Out Buffer #0)
5284h-5287h SO_WRITE_OFFSET1 (for Stream Out Buffer #1)
5288h-528Bh SO_WRITE_OFFSET2 (for Stream Out Buffer #2)
528Ch-528Fh SO_WRITE_OFFSET3 (for Stream Out Buffer #3)
These registers are used to set and track a DWord-granular Write Offset for each of the 4 Stream Output Buffer slots. Software can directly write them via MI_LOAD_REGxxx commands. The SOL stage will increment them as part of stream output processing. Software can cause them to be written to memory via MI_STORE_REGxxx commands. (See the Stream Output section of the 3D pipeline volume).
These registers are part of the context save and restore.

Programming Notes

- Software must ensure that no HW stream output operations can be in process or otherwise pending at the point that the MI_LOAD/STORE commands are processed. This will likely require a pipeline flush.
- The SOL stage will effectively advance the write offset by the buffer's Surface Pitch after each vertex is written (assuming no overflow is detected in any targetted SO buffer). Under "normal" conditions one would expect software to initialize the WriteOffset to some (possibly zero) multiple of Surface Pitch in order to align vertex writes to the buffer's Base Address, though it is not required to do so.

DWord	Bit	Description
0	31:2	**Write Offset** Format: U30 This field contains a DWord offset from the corresponding SO buffer's Base Address value. The SOL stage uses this value as a write offset when performing writes to the buffer. The SOL stage will increment this value as a part of performing stream output to the buffer. Note that the SOL stage uses the buffer's Surface Pitch to advance the Write Offset, without regard to the buffer's Base Address (see Programming Notes above).
	1:0	**Reserved** Format: MBZ

SubSlice 0 Power Context Save request

SSM0PGCTXREQ - SubSlice 0 Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24404h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

SubSlice0 Power Down FSM control register with lock

SSM0SPCPOWERDNFSMCTL - SubSlice0 Power Down FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24410h

DWord	Bit	Description
0	31	**power down control Lock** Access: R/W Lock 0 = Bits of POWERDNFSMCTL register are R/W 1 = All bits of POWERDNFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:13	**Reserved** Format: MBZ
	12	**Leave firewall disabled** Access: R/W Lock When This bit is set SPC will not firewall the gated domain for a power down flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e firewall gated domain to ungated domain crossing during power down flows 1 = Leave firewall disabled, i.e don't firewall the gated domain, but complete logical flow
	11	**Leave reset de-asserted** Access: R/W Lock When This bit is set SPC will not assert reset for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e assert resets during power down flows 1 = Leave reset de-asserted mode, i.e don't assert reset, but complete logical flow
	10	**Leave CLKs ON** Access: R/W Lock When This bit is set SPC will not gate clks for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e gate clocks during power down flows 1 = Leave CLKS ON mode, i.e don't clock gate, but complete logical flow

SSM0SPCPOWERDNFSMCTL - SubSlice0 Power Down FSM control register with lock

	9	**Leave FET On** Access: R/W Lock When This bit is set SPC will not turn off the PFET eventhough it will complete the flow with PM Encodings: 0 = Default mode, i.e power off fets during power down flows 1 = Leave ON mode, i.e don't power off pfet, but complete logical flow
	8:6	**Power Down state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Gate Clocks
	5:3	**Power Down state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default :Firewall ON
	2:0	**Power Down state 1** Default Value: 000b Access: R/W Lock This will be the 1st state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Assert Reset

SubSlice 0 Power Gate Control Request

SSM0PGCTLREQ - SubSlice 0 Power Gate Control Request		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24400h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:2	**Reserved** Format: MBZ
	1	**CLK RST FWE Request** Access: R/W SLICE 0 CLK RST FWE request: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**Power Gate Request** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SubSlice 0 Power on FSM control register with lock

SSM0SPCPOWERUPFSMCTL - SubSlice 0 Power on FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	2440Ch

DWord	Bit	Description
0	31	**power up control Lock** Access: R/W Lock 0 = Bits of POWERUPFSMCTL register are R/W 1 = All bits of POWERUPFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:9	**Reserved** Format: MBZ
	8:6	**Power UP state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - De-assert resets 3'b000: 10ns (or 1 bclk)
	5:3	**Power UP state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Firewall OFF
	2:0	**Power UP state 1**

SSM0SPCPOWERUPFSMCTL - SubSlice 0 Power on FSM control register with lock

		Default Value: 000b Access: R/W Lock This will be the 1st state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Clock Ungate

SubSlice 1 Power Context Save request

SSM1PGCTXREQ - SubSlice 1 Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24484h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

SubSlice 1 Power Down FSM control register with lock

SSM1SPCPOWERDNFSMCTL - SubSlice 1 Power Down FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24490h

DWord	Bit	Description
0	31	**power down control Lock** Access: R/W Lock 0 = Bits of POWERDNFSMCTL register are R/W 1 = All bits of POWERDNFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:13	**Reserved** Format: MBZ
	12	**Leave firewall disabled** Access: R/W Lock When This bit is set SPC will not firewall the gated domain for a power down flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e firewall gated domain to ungated domain crossing during power down flows 1 = Leave firewall disabled, i.e don't firewall the gated domain, but complete logical flow
	11	**Leave reset de-asserted** Access: R/W Lock When This bit is set SPC will not assert reset for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e assert resets during power down flows 1 = Leave reset de-asserted mode, i.e don't assert reset, but complete logical flow
	10	**Leave CLKs ON** Access: R/W Lock When This bit is set SPC will not gate clks for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e gate clocks during power down flows 1 = Leave CLKS ON mode, i.e don't clock gate, but complete logical flow

SSM1SPCPOWERDNFSMCTL - SubSlice 1 Power Down FSM control register with lock

	9	**Leave FET On** Access: R/W Lock When This bit is set SPC will not turn off the PFET eventhough it will complete the flow with PM Encodings: 0 = Default mode, i.e power off fets during power down flows 1 = Leave ON mode, i.e don't power off pfet, but complete logical flow
	8:6	**Power Down state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Gate Clocks
	5:3	**Power Down state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default :Firewall ON
	2:0	**Power Down state 1** Default Value: 000b Access: R/W Lock This will be the 1st state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Assert Reset

SubSlice 1 Power Gate Control Request

SSM1PGCTLREQ - SubSlice 1 Power Gate Control Request		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24480h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:2	**Reserved** Format: MBZ
	1	**CLK RST FWE Request** Access: R/W SLICE 0 CLK RST FWE request: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**Power Gate Request** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SubSlice 1 Power on FSM control register with lock

SSM1SPCPOWERUPFSMCTL - SubSlice 1 Power on FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	2448Ch

DWord	Bit	Description
0	31	**power up control Lock** Access: R/W Lock 0 = Bits of POWERUPFSMCTL register are R/W 1 = All bits of POWERUPFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:9	**Reserved** Format: MBZ
	8:6	**Power UP state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - De-assert resets 3'b000: 10ns (or 1 bclk)
	5:3	**Power UP state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Firewall OFF
	2:0	**Power UP state 1**

SSM1SPCPOWERUPFSMCTL - SubSlice 1 Power on FSM control register with lock

		Default Value: 000b Access: R/W Lock This will be the 1st state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Clock Ungate

SubSlice 2 Power Context Save request

SSM2PGCTXREQ - SubSlice 2 Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	24504h	
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

SubSlice 2 Power Down FSM control register with lock

SSM2SPCPOWERDNFSMCTL - SubSlice 2 Power Down FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	24510h

DWord	Bit	Description
0	31	**power down control Lock** Access: R/W Lock 0 = Bits of POWERDNFSMCTL register are R/W 1 = All bits of POWERDNFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:13	**Reserved** Format: MBZ
	12	**Leave firewall disabled** Access: R/W Lock When This bit is set SPC will not firewall the gated domain for a power down flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e firewall gated domain to ungated domain crossing during power down flows 1 = Leave firewall disabled, i.e don't firewall the gated domain, but complete logical flow
	11	**Leave reset de-asserted** Access: R/W Lock When This bit is set SPC will not assert reset for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e assert resets during power down flows 1 = Leave reset de-asserted mode, i.e don't assert reset, but complete logical flow
	10	**Leave CLKs ON** Access: R/W Lock When This bit is set SPC will not gate clks for power off flow. But it will pretend to complete the flow with PM Encodings: 0 = Default mode, i.e gate clocks during power down flows 1 = Leave CLKS ON mode, i.e don't clock gate, but complete logical flow

SSM2SPCPOWERDNFSMCTL - SubSlice 2 Power Down FSM control register with lock

	9	**Leave FET On** Access: R/W Lock When This bit is set SPC will not turn off the PFET even though it will complete the flow with PM Encodings: 0 = Default mode, i.e power off fets during power down flows 1 = Leave ON mode, i.e don't power off pfet, but complete logical flow
	8:6	**Power Down state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Gate Clocks
	5:3	**Power Down state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default :Firewall ON
	2:0	**Power Down state 1** Default Value: 000b Access: R/W Lock This will be the 1st state before power is turned OFF in the well Encodings: 000 = Assert Reset 001 = Firewall ON 010 = Gate clocks 1xx = Rsvd for future Default : Assert Reset

SubSlice 2 Power Gate Control Request

SSM2PGCTLREQ - SubSlice 2 Power Gate Control Request		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 24500h		
Clock Gating Messages Register		
DWord	**Bit**	**Description**
0	31:16	**Message Mask** Access: RO Message Mask In order to write to bits 15:0, the corresponding message mask bits must be written. For example, for bit 14 to be set, bit 30 needs to be 1 : 40004000
	15:2	**Reserved** Format: MBZ
	1	**CLK RST FWE Request** Access: R/W SLICE 0 CLK RST FWE request: '0' : Initiate power down sequence (clk/rst/fwe) '1' : Initiate power up sequence (clk/rst/fwe)
	0	**Power Gate Request** Access: R/W SLice 0 power well request: '0' : Initiate Power Down request '1' : Initiate Power UP req

SubSlice 2 Power on FSM control register with lock

SSM2SPCPOWERUPFSMCTL - SubSlice 2 Power on FSM control register with lock

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	2450Ch

DWord	Bit	Description
0	31	**power up control Lock** Access: R/W Lock 0 = Bits of POWERUPFSMCTL register are R/W 1 = All bits of POWERUPFSMCTL register are RO (including this lock bit) Once written to 1, the lock is set and cannot be cleared (i.e., writing a 0 will not clear the lock). These bits are not reset on FLR.
	30:9	**Reserved** Format: MBZ
	8:6	**Power UP state 3** Default Value: 010b Access: R/W Lock This will be the 3rd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - De-assert resets 3'b000: 10ns (or 1 bclk)
	5:3	**Power UP state 2** Default Value: 001b Access: R/W Lock This will be the 2nd state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Firewall OFF
	2:0	**Power UP state 1**

SSM2SPCPOWERUPFSMCTL - SubSlice 2 Power on FSM control register with lock

		Default Value: 000b Access: R/W Lock This will be the 1st state after power is turned ON in the well Encodings: 000 = Clock Ungate 001 = Firewall OFF 010 = De-assert resets 1xx = Rsvd for future Default - Clock Ungate

SubSlice unit Level Clock Gating Control 9520

SSMCGCTL9520 - SubSlice unit Level Clock Gating Control 9520

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09520h

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31:2	**Reserved** Format: MBZ
	1	**GCPunit Clock Gating Disable** Default Value: 1b Access: R/W GCPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**SMCRunit Clock Gating Disable** Default Value: 1b Access: R/W SMCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SubSlice unit Level Clock Gating Control 9524

SSMCGCTL9524 - SubSlice unit Level Clock Gating Control 9524		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09524h	
Unit Level Clock Gating Disable bits		
DWord	**Bit**	**Description**
0	31	**EU_FPUunit Clock Gating Disable** Access: R/W EU_FPUunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	30	**EU_GAunit Clock Gating Disable** Access: R/W EU_GAunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	29	**EU_TCunit Clock Gating Disable** Access: R/W EU_TCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**DSS router Clock Gating Disable** Access: R/W DSS router Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**BCunit Clock Gating Disable**

SSMCGCTL9524 - SubSlice unit Level Clock Gating Control 9524

Access:	R/W

BCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **Reserved**

Format:	MBZ

25 **CREunit Clock Gating Disable**

Access:	R/W

CREunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

24 **DGunit Clock Gating Disable**

Access:	R/W

DGunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

23 **DMunit Clock Gating Disable**

Access:	R/W

DMunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

22 **Reserved**

Format:	MBZ

21 **EUunit Clock Gating Disable**

Access:	R/W

EUunit Clock Gating Disable Control:

SSMCGCTL9524 - SubSlice unit Level Clock Gating Control 9524

	'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
20	**FLunit Clock Gating Disable** Access: R/W FLunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
19	**Reserved** Format: MBZ
18	**Ftunit Clock Gating Disable** Access: R/W Ftunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17	**Reserved** Format: MBZ
16	**GWunit Clock Gating Disable** Access: R/W GWunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
15:12	**HDCunit Clock Gating Disable** Access: R/W HDCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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11	**ICunit Clock Gating Disable** Access: R/W ICunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
10	**Reserved** Format: MBZ
9	**IMEunit's Clock Gating Disable** Access: R/W IMEunit's Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
8	**MAunit Clock Gating Disable** Access: R/W MAunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
7	**MTunit Clock Gating Disable** Access: R/W MTunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
6	**OATREPunit Clock Gating Disable** Access: R/W OATREPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for

SSMCGCTL9524 - SubSlice unit Level Clock Gating Control 9524

		functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**PLunit Clock Gating Disable** Access: R/W PLunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**PSDunit Clock Gating Disable** Access: R/W PSDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**RAMDFT Clock Gating Disable** Access: R/W RAMDFT Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**SCunit Clock Gating Disable** Access: R/W SCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**SIunit Clock Gating Disable** Access: R/W SIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SSMCGCTL9524 - SubSlice unit Level Clock Gating Control 9524

	0	**SOunit Clock Gating Disable** Access: R/W SOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SubSlice unit Level Clock Gating Control 9528

SSMCGCTL9528 - SubSlice unit Level Clock Gating Control 9528

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 09528h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:21	**Reserved** Format: MBZ
	20	**VMESC Clock Gating Disable** Access: R/W Format: Disable
	19	**MediaSampler arb unit2 Clock Gating Disable** Access: R/W Format: Disable
	18	**MediaSampler arb unit1 Clock Gating Disable** Access: R/W Format: Disable
	17	**Reserved** Format: MBZ
	16	**VAFE unit Clock Gating Disable** Access: R/W Format: Disable
	15	**TSL unit Clock Gating Disable** Access: R/W Format: Disable
	14	**MediaSampler arb unit Clock Gating Disable**

SSMCGCTL9528 - SubSlice unit Level Clock Gating Control 9528

		Access: R/W Format: Disable
	13	**DTOunit Clock Gating Disable** Access: R/W Format: Disable
	12	**SLMFE unit Clock Gating Disable** Access: R/W Format: Disable
	11	**RDEunit Clock Gating Disable** Access: R/W Format: Disable
	10	**Reserved**
	9	**CPSSunit Clock Gating Disable** Access: R/W Format: Disable
	8	**EUunit Clock Gating Disable** Access: R/W Format: Disable
	7	**EU_EMunit Clock Gating Disable** Access: R/W Format: Disable
	6	**sbe_ssbuf Clock Gating Disable** Access: R/W Format: Disable
	5	**DAPunit Clock Gating Disable** Access: R/W Format: Disable

SSMCGCTL9528 - SubSlice unit Level Clock Gating Control 9528

	4	**Reserved** Format: MBZ
	3	**STunit Clock Gating Disable** Access: R/W Format: Disable
	2	**SVRRunit Clock Gating Disable** Access: R/W Format: Disable
	1	**SVSMunit Clock Gating Disable** Access: R/W Format: Disable
	0	**TDLunit Clock Gating Disable** Access: R/W Format: Disable

SubSlice unit Level Clock Gating Control 9530

SSMCGCTL9530 - SubSlice unit Level Clock Gating Control 9530

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09530h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:14	**Reserved** Format: MBZ
	13	**SPARE Clock Gating Disable** Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**CPSSunit Clock Gating Disable** Access: R/W CPSSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**AVSunit Clock Gating Disable** Access: R/W AVSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**Reserved** Format: MBZ
	9	**BCunit Clock Gating Disable**

SSMCGCTL9530 - SubSlice unit Level Clock Gating Control 9530

	Access:	R/W

BCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

8 **CREunit Clock Gating Disable**

Access:	R/W

CREunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

7 **Reserved**

Format:	MBZ

6 **GAunit Clock Gating Disable**

Access:	R/W

GAunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

5 **ICunit Clock Gating Disable**

Access:	R/W

ICunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

4 **IMEunit Clock Gating Disable**

Access:	R/W

IMEunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SSMCGCTL9530 - SubSlice unit Level Clock Gating Control 9530

3	**MTunit Clock Gating Disable** Access: R/W MTunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
2	**PSDunit Clock Gating Disable** Access: R/W PSDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
1	**SCunit Clock Gating Disable** Access: R/W SCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
0	**VSunit Clock Gating Disable** Access: R/W VSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

SubSlice unit Level Clock Gating override during rstflow 9540

SSMMISCCP9540 - SubSlice unit Level Clock Gating override during rstflow 9540		
Register Space: MMIO: 0/2/0 Size (in bits): 32		
Address: 09540h		
Unit Level Clock Gating Disable bits		
DWord	**Bit**	**Description**
0	31:0	**ECO Spare Bits** Access: R/W

Subsystem Identification

SID2_0_2_0_PCI - Subsystem Identification

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	0002Eh

This register is used to uniquely identify the subsystem where the PCI device resides.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:0	**Subsystem ID** Default Value: 0000000000000000b Access: R/W This value is used to identify a particular subsystem. This field should be programmed by BIOS during boot-up.

Subsystem Vendor Identification

SVID2_0_2_0_PCI - Subsystem Vendor Identification

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	0002Ch

This register is used to uniquely identify the subsystem where the PCI device resides.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	15:0	**Subsystem Vendor ID** Access: R/W This value is used to identify the vendor of the subsystem. Value: 0000000000000000b — Name: **[Default]**

Super Queue GFX cycle Options register

SQCFG - Super Queue GFX cycle Options register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08720h

Super Queue GFX Cycle Options register

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31	**SQCFG Lock bit** Access: R/W Lock
	30:12	**Reserved** Format: MBZ
	11:3	**SQ Full Limit for Performance Monitor** Default Value: 110000b Access: R/W Lock Watermark for SQ Full Metrics This field sets a watermark where any SQ level above is considered as SQ FULL condition. Used for PerfMon events. Range of allowed programming is 0-280d. Default of 48d
	2:0	**Reserved** Format: MBZ

Super Queue Internal Cnt Register I

SQCNT1 - Super Queue Internal Cnt Register I

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	08718h

SQ Internal Counter Register

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31	**Lock bit** Access: R/W Lock
	30	**Reserved**
	29	**Reserved** Format: MBZ
	28	**Reserved** Format: MBZ
	27:24	**Reserved**
	23	**Enforce Read after Read legacy mode** Access: R/W Lock Setting bit to '1 is legacy behavior. Power on default is legacy behavior. Value: 0b – RelaxRaR Value: 1b – EnforceRaR **[Default]**
	22	**Reserved** Format: MBZ
	21:18	**Reserved** Format: MBZ
	17:16	**Reserved** Format: MBZ
	15:9	**SQDPTH** Access: R/W Lock Super Queue Depth: 7Fh = SQ Depth of 127.

SQCNT1 - Super Queue Internal Cnt Register I

		7Eh = SQ Depth of 126. ... 40h = SQ Depth of 64. 3Fh = SQ Depth of 63. 3Eh = SQ Depth of 62. ... 07h = SQ Depth of 7. 06h = SQ Depth of 6. 05h = SQ Depth of 5. 04h = SQ Depth of 4. 03h = SQ Depth of 3. 02h = SQ Depth of 2. 01h = Reserved. 00h = Disabled (SQ Depth of MAX) (default). For the sizes that are larger than the physical SQ size, the depth limitation is treated as disabled. **Programming Notes** For A0 silicon, SW must program bits 15:9 to 0x4A to limit the MSQC size to be 74 per MSQC-bank, or a total of 2*74.
	8:7	**Reserved** Format: MBZ
	6:0	**SQIDICNT** Access: R/W Lock Outstanding SQ IDI Cycle Counter: This indicates the maximum number of outstanding cycles that are presented to IDI/uncore at any given time by Super Queue. By default, this is 64, but can be throttled back to support fewer IDI cycles. 0 = Disabled (SQ depth MAX). 1-127 = Max number of outstanding IDI cycles. For the sizes that are larger than the physical SQ size, the depth limitation is treated as disabled.

Supported Page Sizes

SUPPORTED_PAGE_SIZES_0_2_0_PCI - Supported Page Sizes

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	0033Ch

Defines the System Page Sizes supported by this SR-IOV implementation.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**SUPPORTED PAGE SIZES VALUE** Default Value: 00000000000000000000010101010011b Access: RO This field indicates the page sizes supported by the PF. This PF supports a page size of 2^(n+12) if bit n is Set. For example, if bit 0 is Set, the PF supports 4-KB page sizes. PFs are required to support 4-KB, 8-KB, 64-KB, 256-KB, 1-MB, and 4-MB page sizes. All other page sizes are optional, and not supported in this implementation.

SVL Barrier Done

SVL_BARRIER_DONE - SVL Barrier Done		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	07FF0h	
This register is used to send messages when a render barrier is done. This register may not be written from CPU.		
DWord	**Bit**	**Description**
0	31:16	**Reserved** Format: MBZ
	15:8	**Reserved** Access: R/W Format: PBC
	7:0	**BarrierID**

SWF

SWF		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	4F000h-4F08Fh	
Name:	Software Flags	
ShortName:	SWF_*	
These registers are used as scratch pad data storage space and have no direct effect on hardware operation. There are 36 instances of this register format.		
DWord	**Bit**	**Description**
0	31:0	**Software Flags** Default Value: 00000000000000000000000000000000b Access: R/W Software flags

System Page Sizes

SYSTEM_PAGE_SIZES_0_2_0_PCI - System Page Sizes

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00340h

Defines the System Page Size chosen by the VMM.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:0	**SYSTEM PAGE SIZES VALUE** Default Value: 00000000000000000000000000000001b Access: R/W This field defines the page size the system will use to map the VFs memory addresses. Software must set the value of the System Page Size to one of the page sizes set in the Supported Page Sizes field (see Section 3.3.12). As with Supported Page Sizes, if bit is Set in System Page Size, the VFs associated with this PF are required to support a page size of 2^(n+12). For example, if bit 1 is Set, the system is using an 8-KB page size. The results are undefined if System Page Size is zero. The results are undefined if more than one bit is set in System Page Size. The results are undefined if a bit is Set in System Page Size that is not Set in Supported Page Sizes. When System Page Size is set, the VF associated with this PF is required to align all BAR resources 20 on a System Page Size boundary. Each VF BARn or VF BARn pair (see Section 3.3.14) shall be aligned on a System Page Size boundary. Each VF BARn or VF BARn pair defining a non-zero address space shall be sized to consume an integer multiple of System Page Size bytes. All data structures requiring page size alignment within a VF shall be aligned on a System Page Size boundary. VF Enable must be zero when System Page Size is written. The results are undefined if System Page Size is written when VF Enable is Set. Default value is 1h (i.e., 4 KB), and that is the only value allowed for this implementation

Tailpointer delay counter

TP_DELAY_CNTR - Tailpointer delay counter	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C2DA0h-1C2DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG0
Address:	1C6DA0h-1C6DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG1
Address:	1D2DA0h-1D2DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG2
Address:	1D6DA0h-1D6DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG3
Address:	1E2DA0h-1E2DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG4
Address:	1E6DA0h-1E6DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG5
Address:	1F2DA0h-1F2DA3h
Name:	Tailpointer delay counter
ShortName:	TP_DELAY_CNTR_VDENC_REG6
Address:	1F6DA0h-1F6DA3h
Name:	Tailpointer delay counter

TP_DELAY_CNTR - Tailpointer delay counter

ShortName: TP_DELAY_CNTR_VDENC_REG7

This register has stall counter for the VDENC. In an ideal case, this value should be zero

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Tail pointer count delay** Access: R/W Hardware Clear

Thread Dispatched Count Register

TDL_THR_DISP_COUNT - Thread Dispatched Count Register

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32

Address:	0E4BCh

This register provides the count of threads dispatched/valid in the subslice.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:6	**Reserved** Format: MBZ
	5:0	**Thread Count** Value: 0-56 — Name: Valid Range

Thread Faulted Count Register

TDL_THR_PF_COUNT - Thread Faulted Count Register

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0E5BCh

This register provides the count of threads faulted in each subslice.

DWord	Bit	Description
0	31	**Canonical fault indication bit to CS** The bit is set when a canonical fault on data fetch is reported by EU.
	30:6	**Reserved** Format: MBZ
	5:0	**Thread Count** Value: 0-56 — Name: Valid Range

Thread Fault Status Register 0

TDL_THR_PF_STATUS0 - Thread Fault Status Register 0			
Register Space:	MMIO: 0/2/0		
Access:	RO		
Size (in bits):	32		
Address:	0E6B8h		
This register provides the status of each thread in the SubSlice. A bit set indicates the thread in the specific thread slot is faulted.			
DWord	**Bit**	**Description**	
0	31:24	**Row0, EU3, [Reserved, T6-T0]**	
	23:16	**Row0, EU2, [Reserved, T6-T0]**	
	15:8	**Row0, EU1, [Reserved, T6-T0]**	
	7:0	**Row0, EU0, [Reserved, T6-T0]**	

Thread Fault Status Register 1

TDL_THR_PF_STATUS1 - Thread Fault Status Register 1	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0E7B8h

This register provides the status of each thread in the SubSlice. A bit set indicates the thread in the specific thread slot is faulted.

DWord	Bit	Description
0	31:24	**Row1, EU3, [Reserved, T6-T0]**
	23:16	**Row1, EU2, [Reserved, T6-T0]**
	15:8	**Row1, EU1, [Reserved, T6-T0]**
	7:0	**Row1, EU0, [Reserved, T6-T0]**

Thread Load Status Register 0

TDL_THR_STATUS0 - Thread Load Status Register 0	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0E4B8h
This register provides the status of each thread in the SubSlice.	

_Custom_GTIAccessProtection	_Custom_GTIHardWiredEnable	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Reserved** Format: MBZ

Thread Load Status Register 1

TDL_THR_STATUS1 - Thread Load Status Register 1	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0E5B8h

This register provides the status of each thread in the SubSlice. A bit set indicates a valid thread is loaded in the thread slot.

_Custom_GTIAccessProtection	_Custom_GTIHardWiredEnable	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:24	**Row1, EU3, [Reserved, T6-T0]**
	23:16	**Row1, EU2, [Reserved, T6-T0]**
	15:8	**Row1, EU1, [Reserved, T6-T0]**
	7:0	**Row1, EU0, [Reserved, T6-T0]**

Thread Mode Register

FF_MODE - Thread Mode Register

Register Space: MMIO: 0/2/0

Access: R/W

Size (in bits): 32

This register is used to program the FF shader Mode.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**TE Autostrip Disable** Format: U1 Value / Name / Description: 0h / Enable **[Default]** / TE will generate "autostrip" primitives (if/where possible) during tessellation. 1h / Disable / TE will not generate "autostrip" primitives.
	30	**TDS external Cache Disable** Value / Name / Description: 0b / Enable **[Default]** / The external TDS Cache is enabled if there is enough handles to enable the cache. 1b / Disable / The external TDS Cache is disabled even if there is enough handles to enable the cache. Only the internal TDS Cache will be used.
	29:26	**DS Hit Max Value** Format: U4 If the number of hits reaches the DS Hit Max Value and there is a pending miss to be dispatched, the DS will dispatch the pending miss vertex as a single dispatch. Programming a value of 0 will disable the DS Hit Max counter logic and therefore partial dispatches will not be forced due to the number of hits seen during the accumulation of inputs for a thread dispatch. Value / Name: 15 / **[Default]** [0,15] /
	25:20	**VS Hit Max Value** Format: U6

FF_MODE - Thread Mode Register

	If the number of hits reaches the VS Hit Max Value and there is a pending miss to be dispatched, the VS will dispatch the pending miss vertex as a single dispatch. Since VS Reference Count Full Force miss enable was removed, the value can be [1,63].

Value	Name
10	**[Default]**
[1,63]	

19 Tessellation DOP gating Disable

Format:	Disable

Value	Name	Description
0h	Enable **[Default]**	HS, TE, TETG, DS, GS and SOL units are DOP gated if all units are disabled
1h	Disable	DOP gating is disabled for HS, TE, TETG, DS, GS and SOL units

Programming Notes
Once this bit is set to a 1, it must not be cleared to a 0 until after a reset.

18 TRI NOINSIDE Autostrip Cache Invalidate Disable

Format:	Disable

This bit can be used to control the TRI NOINSIDE Autostrip Cache Invalidate feature. By default the invalidation is ENABLED (allowing higher performance).

Value	Name	Description
0h	Enable **[Default]**	TE will suppress the Autostrip cache invalidate for TRI NOINSIDE patches. This setting may improve performance.
1h	Disable	TE will not suppress the Autostrip cache invalidate for TRI NOINSIDE patches.

Programming Notes
The setting of this field impacts the selection of the "provoking vertex" for the center triangle of TRI domains (if a center triangle exists given the tessellation factors), and this will in turn impact the generated image if any PS attributes are enabled as "flat shaded" and that/those attributes are not identical on all 3 vertices of the triangle. Given the fact that the APIs do not impose requirements on the starting/provoking vertices of the tessellation-generated triangles, the selection of provoking vertices can be arbitrary as long as it is deterministic (i.e., repeated rendering the same patch will yield the same results). Note: If FF_mode.TE autostrip Disable is set to 1, then TRI NOINSIDE Autostrip Cache Invalidate will also be disabled.

17 Thread fusing disable

FF_MODE - Thread Mode Register

Value	Name	Description
1h	Disable	Fusing of threads will be disabled. Threads will not be fused.
0h	**[Default]**	Fusing of threads will be enabled. Threads will be fused if all conditions are met to fuse a thread.

16:15 **Reserved**

Format:	PBC

14:13 **Reserved**

Format:	PBC

12 **Reserved**

Default Value:	0h
Format:	PBC

11:7 **Reserved**

Format:	PBC

6:5 **Reserved**

Format:	PBC

4 **Reserved**

Default Value:	0h
Format:	PBC

3 **Reserved**

Format:	PBC

2 **TDS Tracking fifo wrap fix disable**

Format:	Disable

Value	Name	Description
1h		Disable the tds tracking fifo wrap fix.
0h	**[Default]**	Enable the tds tracking fifo wrap fix.

1 **Reserved**

Format:	PBC

0 **Domain shader UAV fix disable**

Value	Name	Description
1		The Domain shader UAV coherency fix is disabled.
0	= **[Default]**	The Domain shader UAV coherency fix is enabled.

Thread Restart Control Register

TDL_THR_RESTART - Thread Restart Control Register		
Register Space:	MMIO: 0/2/0	
Access:	WO	
Size (in bits):	32	
Address:	0E450h	
This register provides control to restart page faulted and halted threads in each subslice.		
DWord	**Bit**	**Description**
0	31:1	**Reserved** Format: MBZ
	0	**Restart All Faulted Threads** A write of 1 to this register restarts all threads that have halted due to page fault.

Tile Cache Control Register

TCCNTLREG - Tile Cache Control Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0B138h
Name:	Tile Cache Control Register
ShortName:	TCCNTLREG
Address:	0B238h
ShortName:	TCCNTLREG_CCS0

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:25	**Unified Tile Cache Pool** Access: R/W Number of ways allocated for the unified client pool. This is a combined pool for all streams. Value: 00h **[Default]**; [0h,68h] Name: Programming Notes: When this field is non-zero, Z tile cache pool and C tile cache pool should be 0KB.
	24:18	**Z Tile Cache Pool** Access: R/W Number of ways allocated for Z streams. Value: 00h **[Default]**; [0h,68h] Name: Programming Notes: Note: This field must be 0KB if Unified Tile cache Pool is non-zero.
	17:11	**C Tile Cache Pool** Access: R/W Number of ways allocated for Color Streams Value: 00h **[Default]**; [0h,68h] Name: Programming Notes: Note: This field must be 0KB if Unified Tile cache Pool is non-zero.
	10:4	**Command Streamer Allocation** Access: R/W

TCCNTLREG - Tile Cache Control Register

Number of ways allocated for CS(Command Streamer)

Value	Name
00h	**[Default]**
[0h,68h]	

3 Reserved

Format:	MBZ

2 L3 Data partial write merging enable

Default Value:	1
Format:	Enable

1 Color/Z write partial write merging enable

Format:	Enable

Value	Name	Description
0	**[Default]**	Partial write merging optimization (in SQDB) will be disabled for Color/Z bound cycles.

0 Reserved

Format:	MBZ

TiledResources Invalid Tile Detection Register

TRINVTILEDETCT - TiledResources Invalid Tile Detection Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04DECh
Name:	TiledResources Invalid Tile Detection Register
ShortName:	TRINVTILEDETCT

DWord	Bit	Description
0	31:0	**Invalid Tile Detection Value** Access: R/W **Value** / **Name** / **Description** 00000000h / **[Default]** / A 32-bit value programmed to enable h/w to perform a match of TR-VA TT entries to detect Invalid Tiles. Hardware will flag each entry and space behind it as Invalid Tile for matched entries.

TiledResources VA Detection Registers

TRVADR - TiledResources VA Detection Registers

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04DF0h
Name:	TiledResources VA Detection Registers
ShortName:	TRVADR

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7:4	**TR - VA Mask Value** Default Value: 0000b Access: R/W 4bit MASK value that is mapped to incoming address bits[47:44] MASK bits are used to identify which address bits need to be considered for compare. If particular mask bit is "1", mapping address bit needs to be compared to DATA value provided. If "0", corresponding address bit is masked which makes it don't care for compare. (This field defaults to "0000" to disable detection.). Note: The only usage model for GFX driver to set this field to "1111". Behavior of h/w for any other setting is not defined. Note: GFX driver shall use same TRVA MASK value for all contexts.
	3:0	**TR- VA Data Value** Access: R/W Value / Name / Description: 0000b **[Default]** 4bit Data value that is mapped to incoming address bits[47:44]. Data bits are used to compare address values that are not filtered by the TRVAMV for match Note: GFX driver shall use same TRVA Data value for all contexts

Tiled Resources Wrapper Write Data Port arbitration

TRWRPARB - Tiled Resources Wrapper Write Data Port arbitration

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04DF8h
Name:	Tiled Resources Wrapper Write Data Port arbitration
ShortName:	TRWRPARB

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:10	**L3 Max Write Request Limit Count** Default Value: 100b Access: R/W This is the MAX number of Allowed writes from L3 before switching the priority to Z Requests Count - Minimum count value must be 1
	9	**Reserved** Format: MBZ
	8:6	**Z Max Write Request Limit Count** Default Value: 010b Access: R/W This is the MAX number of Allowed writes from Z before switching the priority to C Requests Count - Minimum count value must be = 1
	5	**Reserved** Format: MBZ
	4:2	**C Max Write Request Limit Count** Default Value: 010b Access: R/W This is the MAX number of Allowed writes from C before switching to L3 Request Count - Minimum count value = 1
	1	**Reserved** Format: MBZ
	0	**Fixed Arbitration enable** Default Value: 1b Access: R/W Fixed Arbitration enable when 1'b1 Programmable arbitration when 1'b0

TIMESTAMP_CTR

TIMESTAMP_CTR	
Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32
Address:	44070h-44073h
Name:	Time Stamp Counter
ShortName:	TIMESTAMP_CTR
Reset:	global

The register is not reset by a FLR.

DWord	Bit	Description
0	31:0	**TIMESTAMP Counter** This field increments every microsecond. The value in this field is latched in the Pipe Flip TIMESTAMP registers when flips occur, and in the Pipe Frame TIMESTAMP registers at start of vertical blank. The register value will reset if any value is written to it. The register is not reset by a FLR.

TLBInvalidationRegister_BLT

BLT_TLB_INV_CR - TLBInvalidationRegister_BLT

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEE4h
Name:	BLT TLB Invalidation Register
ShortName:	BLT_TLB_INV_CR

_Custom_GTIAccessProtection	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIHardWiredEnable
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Invalidate TLBs on the corresponding Engine** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated engine and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs. This bit is self clear.

TLBInvalidationRegister_GFX

GFX_TLB_INV_CR - TLBInvalidationRegister_GFX

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CED8h
Name:	GFX TLB Invalidation Register
ShortName:	GFX_TLB_INV_CR

_Custom_GTIAccessProtection	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIHardWiredEnable
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Invalidate TLBs on the corresponding Engine** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated engine and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs. This bit is self clear.

TLBInvalidationRegister_OA

OA_TLB_INV_CR - TLBInvalidationRegister_OA

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEECh
Name:	OA TLB Invalidation Register
ShortName:	OA_TLB_INV_CR

_Custom_GTIAccessProtection	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIHardWiredEnable
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Invalidate TLBs on the corresponding Engine** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated engine and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs. This bit is self clear.

Top of Low Usable DRAM Register

TOLUD_REG - Top of Low Usable DRAM Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108000h

This 32 bit register defines the Top of Low Usable DRAM. GT uses this to ensure no GT memory accesses occur between 4GB and TOLUD.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:20	**TOLUD** Default Value: 001h Access: R/W This register contains bits 31 to 20 of an address one byte above the maximum DRAM memory below 4G that is usable by the operating system. Address bits 31 down to 20 programmed to 01h implies a minimum memory size of 1MB. BIOS must set this value. Address bits 19:0 are assumed to be 0_0000h for the purposes of address comparison. The Host interface positively decodes an address towards DRAM if the incoming address is less than the value programmed in this register.
	19:0	**Reserved** Format: MBZ

Total Local Memory

TOTAL_LOCAL_MEMORY - Total Local Memory

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	108430h

Indicates the maximum PCIe LMEMBAR sizes in the PF and VF resize-able BAR capability structures.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:9	**Reserved** Format: MBZ
	8	**Local memory 512GB** Default Value: 0b Access: R/W Indicates 512GB
	7	**Local memory 256GB** Default Value: 0b Access: R/W Indicates 256GB
	6	**Local memory 128GB** Default Value: 0b Access: R/W Indicates 128GB
	5	**Local memory 64GB** Default Value: 0b Access: R/W Indicates 64GB
	4	**Local memory 32GB** Default Value: 0b Access: R/W Indicates 32GB

TOTAL_LOCAL_MEMORY - Total Local Memory

	3	**Local memory 16GB** Default Value: 0b Access: R/W Indicates 16GB
	2	**Local memory 8GB** Default Value: 0b Access: R/W Indicates 8GB
	1	**Local memory 4GB** Default Value: 0b Access: R/W Indicates 4GB
	0	**Local memory 2GB** Default Value: 0b Access: R/W Indicates 2GB

TRANS_CLK_SEL

TRANS_CLK_SEL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	46140h-46143h
Name:	Transcoder A Clock Select
ShortName:	TRANS_CLK_SEL_A
Reset:	soft
Address:	46144h-46147h
Name:	Transcoder B Clock Select
ShortName:	TRANS_CLK_SEL_B
Reset:	soft
Address:	46148h-4614Bh
Name:	Transcoder C Clock Select
ShortName:	TRANS_CLK_SEL_C
Reset:	soft
Address:	4614Ch-4614Fh
Name:	Transcoder D Clock Select
ShortName:	TRANS_CLK_SEL_D
Reset:	soft

This register maps the port clock to the transcoder.

DWord	Bit	Description
0	31:28	**Trans Clock Select** Select which DDI clock to use for this transcoder.

Value	Name
0000b	None - Clock Disabled
0001b	DDI A
0010b	DDI B
0011b	DDI C
0100b	DDI USBC1
0101b	DDI USBC2
0110b	DDI USBC3
0111b	DDI USBC4

TRANS_CLK_SEL			
		1000b	DDI USBC5
		1001b	DDI USBC6
		Restriction	
		This must not be changed while the transcoder is enabled.	
	27:0	**Reserved**	
		Format:	MBZ

TRANS_CONF

TRANS_CONF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of vertical blank (WD cap sync) OR transcoder disabled
Address:	7E008h-7E00Bh
Name:	Transcoder WD0 Configuration
ShortName:	TRANS_CONF_WD0
Reset:	soft
Address:	7D008h-7D00Bh
Name:	Transcoder WD1 Configuration
ShortName:	TRANS_CONF_WD1
Reset:	soft
Address:	7B008h-7B00Bh
Name:	Transcoder DSI 0 Configuration
ShortName:	TRANS_CONF_DSI0
Reset:	soft
Address:	7B808h-7B80Bh
Name:	Transcoder DSI 1 Configuration
ShortName:	TRANS_CONF_DSI1
Reset:	soft
Address:	70008h-7000Bh
Name:	Transcoder Configuration
ShortName:	TRANS_CONF_A
Reset:	soft
Address:	71008h-7100Bh
Name:	Transcoder Configuration
ShortName:	TRANS_CONF_B
Reset:	soft
Address:	72008h-7200Bh
Name:	Transcoder Configuration
ShortName:	TRANS_CONF_C
Reset:	soft
Address:	73008h-7300Bh

TRANS_CONF

Name: Transcoder Configuration
ShortName: TRANS_CONF_D
Reset: soft

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31	**Transcoder Enable** Setting this bit to the value of one, turns on this transcoder. Turning the transcoder off disables the timing generator and synchronization pulses to the display will not be maintained. Enabling the transcoder may be internally delayed for one frame while the display data buffers are re-configured. **Value** / **Name** 0b – Disable 1b – Enable **Restriction** Timing registers must contain valid values before this bit is enabled.
	30	**Transcoder State** Access: RO This read only bit indicates the actual state of the transcoder. **Value** / **Name** 0b – Disabled 1b – Enabled
	29:23	**Reserved** Format: MBZ

<table>
<tr><td>22:21</td><td>Interlaced Mode
These bits control the transcoder interlaced mode. This field is ignored by WD.
<table>
<tr><th>Value</th><th>Name</th><th>Description</th></tr>
<tr><td>00b</td><td>PF-PD</td><td>Progressive Fetch with Progressive Display</td></tr>
<tr><td>01b</td><td>PF-ID</td><td>Progressive Fetch with Interlaced Display</td></tr>
<tr><td>11b</td><td>IF-ID</td><td>Interlaced Fetch with Interlaced Display</td></tr>
<tr><td>Others</td><td>Reserved</td><td>Reserved</td></tr>
</table>
<table>
<tr><th>Programming Notes</th></tr>
<tr><td>Progressive Fetch with Interlaced Display requires pipe scaling.</td></tr>
</table>
<table>
<tr><th>Restriction</th></tr>
<tr><td>VGA display modes do not work while in interlaced fetch mode.
Progressive Fetch with Interlaced Display effectively down scales the vertical by 2X, which reduces the maximum supported pixel rate by half.</td></tr>
<tr><td>Interlaced fetch mode is not supported with Y Tiling. Interlaced fetch mode is not supported with 90/270 rotation. Interlaced fetch mode is not supported with scaling. Interlaced fetch mode is not supported with YUV 420 hybrid planar source pixel formats. In Interlaced mode, the plane height must be a minimum of 2 scanlines.</td></tr>
</table></td></tr>
<tr><td>20:12</td><td>Reserved
<table>
<tr><td>Format:</td><td>MBZ</td></tr>
</table></td></tr>
<tr><td>11:8</td><td>Reserved
<table>
<tr><td></td><td></td></tr>
</table></td></tr>
<tr><td>7</td><td>Reserved
<table>
<tr><td></td><td></td></tr>
</table></td></tr>
<tr><td>6:0</td><td>DP Audio Symbol Watermark
<table>
<tr><td>Default Value:</td><td>24h 36 entries</td></tr>
<tr><td></td><td></td></tr>
</table>
This fields set the level to which the DP audio symbol RAM must fill before it starts to drain during horizontal blank.
The minimum is 2 entries and the maximum is 64.</td></tr>
</table>

TRANS_DDI_FUNC_CTL

TRANS_DDI_FUNC_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B400h-6B403h
Name:	Transcoder DSI 0 DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_DSI0
Reset:	soft
Address:	6BC00h-6BC03h
Name:	Transcoder DSI 1 DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_DSI1
Reset:	soft
Address:	60400h-60403h
Name:	Transcoder DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_A
Reset:	soft
Address:	61400h-61403h
Name:	Transcoder DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_B
Reset:	soft
Address:	62400h-62403h
Name:	Transcoder DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_C
Reset:	soft
Address:	63400h-63403h
Name:	Transcoder DDI Function Control
ShortName:	TRANS_DDI_FUNC_CTL_D
Reset:	soft

DWord	Bit	Description
0	31	**TRANS DDI Function Enable** This bit enables the transcoder DDI function. Value: 0b – Disable; 1b – Enable
	30:27	**DDI Select**

These bits determine which DDI port this transcoder will connect to. It is not valid to enable and direct more than one transcoder to one DDI, except when using Display port multistreaming.

This field is ignored by the DSI transcoders since they have a fixed DDI mapping.

Value	Name
0000b	None
0001b	DDI A
0010b	DDI B
0011b	DDI C
0100b	DDI USBC1
0101b	DDI USBC2
0110b	DDI USBC3
0111b	DDI USBC4
1000b	DDI USBC5
1001b	DDI USBC6

Restriction
This field must not be changed while the function is enabled.

26:24 **TRANS DDI Mode Select**

This field determines the mode of operation. HDMI mode enables a null packet (32 bytes of a value of 0) to be sent when Vsync=1, and also enables preambles and guardbands prior to the null packets, in accordance with the HDMI specification. DVI mode will function as HDMI if DIP packets or audio are enabled.

This field does not apply to the DSI transcoder.

Value	Name	Description
000b	HDMI	Function in HDMI mode
001b	DVI	Function in DVI mode
010b	DP SST	Function in Display port SST mode
011b	DP MST	Function in Display port MST mode
Others	Reserved	Reserved

Restriction
This field must not be changed while the function is enabled. The Display port mode (SST or MST) selected here must match the mode selected in the Display port Transport Control register for the transport attached to this transcoder.
Trans DDI mode select should be programmed to MST in the same register write as MST transport select (field [11:10] in this register).

23 **Reserved**

TRANS_DDI_FUNC_CTL

	Format:	MBZ

22:20 Bits Per Color

This field selects the number of bits per color output on the DDI connected to this transcoder. Dithering should be enabled when selecting a pixel color depth higher or lower than the pixel color depth of the frame buffer.

This field does not apply to the DSI transcoder. The Pixel Format for the DSI transcoder is defined within the TRANS_DSI_FUNC_CONF register.

Value	Name	Description
000b	8 bpc	
001b	10 bpc	
010b	6 bpc	
011b	12 bpc	
Others	Reserved	Reserved

Restriction
This field must not be changed while the function is enabled.
6bpc not supported with HDMI.
6bpc not supported with VDSC.

19:18 Reserved

Format:	MBZ

17:16 Sync Polarity

This field indicates the polarity of Hsync and Vsync.

Field ignored by the DSI transcoder

Value	Name	Description
00b	Low	VS and HS are active low (inverted)
01b	VS Low, HS High	VS is active low (inverted), HS is active high
10b	VS High, HS Low	VS is active high, HS is active low (inverted)
11b	High **[Default]**	VS and HS are active high

15 Reserved

Format:	MBZ

14:12 DSI Input Select

These bits determine the input to transcoder DSI. These bits are ignored by the other transcoders.

Value	Name
000b	Pipe A
101b	Pipe B

110b	Pipe C
111b	Pipe D
Others	Reserved

Restriction
This field must not be changed while the function is enabled. It is not valid to have the same pipes driving multiple enabled transcoders.

11:10 **MST Transport Select**

This field selects which DP transport the DP data from this transcoder is sent to for MST stream combining. This field is ignored when MST is disabled.
Restriction : MST transport select should be programmed in the same register write as Trans DDI mode select (field [26:24] in this register).

Value	Name
00b	DPTP A
01b	DPTP B
10b	DPTP C
11b	DPTP D

Restriction
This field must not be changed while the function is enabled.

9 **Reserved**

8 **DP VC Payload Allocate**

This bit enables Display port Virtual Channel payload allocation. This bit is ignored by transcoder EDP since it does not support multistreaming.
This bit is ignored by transcoder DSI since it does not support multistreaming

Value	Name
0b	Disable
1b	Enable

7 **HDMI Scrambler CTS Enable**

This bit enables Compliance Test Specification mode on the HDMI scrambler. This bit must be set before the scrambler is enabled.
This bit is ignored by transcoder DSI

Value	Name
0b	Disable
1b	True

TRANS_DDI_FUNC_CTL

6 — HDMI Scrambler Reset frequency

This bit specifies the frequency at which the scrambler is reset when the HDMI Scrambler CTS Enable bit is set.
This bit must be set before or along with the HDMI Scrambler CTS Enable bit.

Value	Name	Description
0b	Every Line	SSCP sent on hsync of every line
1b	Every Other Line	SSCP sent on hsync of every other line

5 — Reserved

4 — High TMDS Char Rate

This field enables the high TMDS character rate. It must be enabled when the HDMI link symbol rate is greater than 340 MHz. It must be disabled when the HDMI link symbol rate is less than or equal to 340 MHz.

Value	Name	Description
0	Disable	TMDS Character Rate is less than or equal to 340 Mega-characters/second/channel
1	Enable	TMDS Character Rate is greater than 340 Mega-characters/second/channel

3:1 — Port Width Selection

Description
This field selects the number of lanes to be enabled on the DDI link for Display port and DSI. for DSI, this field specifies the number of Data lanes to use - the Clock lane is always enabled when the DSI function is enabled. This field is ignored for HDMI and DVI which always use all 4 lanes. The value selected here must match the value selected in the DDI Buffer Control register for the DDI attached to this pipe.

Value	Name	Description
000b	x1	x1 Mode
001b	x2	x2 Mode
010b	x3	[] x3 Mode (DSI only)
011b	x4	x4 Mode
Others	Reserved	Reserved

Restriction
This field must not be changed while the DDI is enabled.

0 — HDMI Scrambling Enabled

Setting this bit enables scrambling over the HDMI link.
Scrambling must be enabled when the HDMI link symbol rate is greater than 340 MHz.
Scrambling should be enabled at lower frequencies if the receiver supports it at that speed.
This must not changed while the port is enabled.

Value	Name
0b	Disable

TRANS_DDI_FUNC_CTL			
		1b	Enable

TRANS_DDI_FUNC_CTL2

TRANS_DDI_FUNC_CTL2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B404h-6B407h
Name:	Transcoder DSI 0 DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_DSI0
Reset:	soft
Address:	6BC04h-6BC07h
Name:	Transcoder DSI 1 DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_DSI1
Reset:	soft
Address:	60404h-60407h
Name:	Transcoder DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_A
Reset:	soft
Address:	61404h-61407h
Name:	Transcoder DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_B
Reset:	soft
Address:	62404h-62407h
Name:	Transcoder DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_C
Reset:	soft
Address:	63404h-63407h
Name:	Transcoder DDI Function Control2
ShortName:	TRANS_DDI_FUNC_CTL2_D
Reset:	soft

DWord	Bit	Description
0	31	**Reserved**
	30:29	**Reserved**
	28	**Reserved**

TRANS_DDI_FUNC_CTL2

	Format:	MBZ

27:9	**Reserved**
	Format: MBZ

8	**Double Buffer Vactive**

Value	Name
0b	Normal Vactive
1b	Double Buffer Vactive

7:6	**Audio Mute Override** This field overrides audio mute signal in VBID.

Value	Name	Description
00b,01b	Do not override	
10b	Override and reset	Override audio mute bit to '0'.
11b	Override and set	Override audio mute bit to '1'.

5	**Dual Pipe Sync Enable** This bit informs the DSI transcoder that while it is synchronized with another DSI transcoder, it will also be driven by a separate Pipe

Value	Name	Description
0b	Disabled	Both transcoders are being driven by a single Pipe (Dual Link - Single Pipe)
1b	Enabled	Each transcoder is being driven by a separate Pipe (Dual Link - Dual Pipe)

4	**Port Sync Mode Enable**

This field enables the Display port sync mode on this transcoder. This mode forces two or more transcoders to be in sync; with one transcoder primary and one or more transcoder secondaries. The primary is unaware that it is operating in this mode. Only the secondary is aware that it is operating in this mode. Port sync mode is only enabled in the secondary transcoder.

For DSI, this bit enables DSI Transcoder 1 to be a secondary to DSI Transcoder 0. DSI Transcoder 0 is unaware that it is the primary of DSI Transcoder 1

Value	Name
0b	Disable
1b	Enable

Restriction
Follow the instructions for enabling and disabling Sync Mode in the Display Mode Set Sequence - Sequence for Display port. Port Sync Mode Primary Select must be programmed with a valid value when Port sync Mode is enabled.

TRANS_DDI_FUNC_CTL2

		The secondary and primary transcoders and associated ports must have identical parameters and properties; same color format, link width (number of lanes enabled), resolution, refresh rate, PLL configuration, dot clock, TU size, M and N programming, etc.Spread spectrum clocking cannot be used when the ports use separate PLLs. Port Sync Mode can be enabled with Display port SST and with Display port MST.
	3	**Reserved** Format: MBZ
	2:0	**Port Sync Mode Primary Select** This field indicates which transcoder will be the primary to this transcoder when in port sync mode. This field is ignored by the DSI transcoders since only DSI 0 can be the primary. **Value** / **Name** 001b – Transcoder A 010b – Transcoder B 011b – Transcoder C 100b – Transcoder D **Restriction** A port cannot be seconded to itself. The DSI transcoders cannot be seconded to a non-DSI transcoder - field ignored by the DSI transcoder.

TRANS_DSI_FUNC_CONF

TRANS_DSI_FUNC_CONF

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	6B030h-6B033h
Name:	Transcoder DSI 0 Function Configuration
ShortName:	TRANS_DSI_FUNC_CONF_0
Reset:	soft

Address:	6B830h-6B833h
Name:	Transcoder DSI 1 Function Configuration
ShortName:	TRANS_DSI_FUNC_CONF_1
Reset:	soft

This register defines the functional transcoder configuration that is specific to the DSI transcoders.

Restriction :
This register must be programmed before the DSI Transcoder function is enabled (i.e. TRANS DDI Function Enable)
The contents of this register must not be changed while the DSI Transcoder function is enabled

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:28	**Mode of Operation** Access: R/W This defines whether the DSI transcoder is in Video or Command mode. In addition to the main modes, there are two sub-modes per main mode. For the Command sub-modes, when in the "No Gate" mode, the transcoder will begin transmitting the frame pixels as soon as they are received from the Display Engine. When in the "TE Gate" mode, the transcoder will only start transmitting the frame pixels after a TE event is received. For the Video sub-modes, when in the Sync Event mode only Sync Start packets (VSS/HSS) are sent to the Periphery. When in the Sync Pulse mode, both Sync Start (VSS/HSS) and Sync End (VSE/HSE) packets are sent to the Periphery. Note that regardless of the programming of this field, until the Transcoder Enable bit is set within the TRANS_CONF_DSI register, the DSI transcoder will not generate any timing information to the Display Engine or timing packets to the Peripheral Value / Name: 00b: Command Mode (No Gate) 01b: Command Mode (TE Gate) 10b: Video Mode (Sync Event)

TRANS_DSI_FUNC_CONF

	11b	Video Mode (Sync Pulse)

27 TE Source

Access:	R/W

This bit defines the source of the TE events from the Peripheral when the Transcoder is operating in Command Mode

Value	Name
0	In-band TE event source
1	Out-of-band TE event source (i.e. GPIO)

26 TE Deglitch Enable

Access:	R/W

When using the GPIO as the source of TE events in Command Mode, this bit will control whether the signaling from the GPIO pin is debounced or not.

Value	Name
0b	Disabled
1b	Enabled

25 TE Accumulation

This bit controls whether the TE events from two Panels are accumulated into a single event (usage would be for a Dual Link mode). The accumulated event will feed into the interrupt registers for each DSI transcoder pair (e.g. DSI0 and DSI1).

Value	Name
0b	Disabled
1b	Enabled

Programming Notes

1. This bit only affects the operation of the transcoder when it is operating in the Command Mode
2. It is the responsibility of Software to set this bit accordingly (i.e. it must ensure TE events are being received from both ports)
3. Even though the accumulated event is being fed to the interrupt registers of both transcoders, it is ultimately up to Software on how it enables the TE Interrupt across both transcoders
4. Hardware will automatically enable this feature (i.e. it will override the bit programming) when Periodic Frame Update and Port Sync Mode are enabled for both transcoders. Hardware will use the accumulated TE events to spawn the Frame Update Requests to each transcoder

24:21 Reserved

Format:	MBZ

20 Link Ready

Access:	RO

TRANS_DSI_FUNC_CONF

This bit advertises whether the Link is ready to receive traffic from the DSI transcoder

Value	Name
0	Link is not ready to accept traffic
1	Link is ready to accept traffic

19 **Reserved**

Format:	MBZ

18:16 **Pixel Format**

Access:	R/W

This field defines the pixel format the DSI Transcoder will be operating in

Value	Name
000b	16-bit RGB, 5-6-5
001b	18-bit RGB, 6-6-6 (Packed)
010b	18-bit RGB, 6-6-6 (Loose)
011b	24-bit RGB, 8-8-8
100b	30-bit RGB, 10-10-10
101b	36-bit RGB, 12-12-12
110b	Compressed
Others	Reserved

Restriction
When in the 18-bit RGB (Packed) pixel format, the H. Active Size must be a multiple of 4 pixels

15 **BGR Transmission**

Access:	R/W

This field will reverse the order of the RGB channels within the pixels received from the Display Engine

Value	Name
0	Transmit order is R-G-B
1	Transmit order is B-G-R

14 **Reserved**

Format:	MBZ

13:12 **Pixel Virtual Channel**

Access:	R/W

This field defines the Virtual Channel that HW will bind to all DSI packets carrying pixel data

11:10 **Pixel Buffer Threshold**

Access:	R/W

This field defines the threshold of buffering needed within the Pixel Buffer before the transcoder will start internally processing the pixel stream.

TRANS_DSI_FUNC_CONF

Value	Name
00b	The Pixel Buffer will have to be 1/4 full
01b	The Pixel Buffer will have to be 1/2 full
10b	The Pixel Buffer will have to be 3/4 full
11b	The Pixel Buffer will have to be full

9:8 **Continuous Clock**

Access:	R/W

This field will control the behavior of the Clock Lane and whether it is allowed to enter the LP state.
Keeping the Clock Lane running while letting the Data Lanes go in and out of the LP state keeps the LP to HS turnaround latency to a minimum, but consumes more power.
Certain panels may also require the Clock Lane to continuously run

Value	Name
00b	Always enter LP after Data Lanes
10b	Opportunistically keep Clock in HS or LP
11b	Continuous HS Clock
Others	Reserved

7 **LP Clock during LPM**

When the Clock Lane is configured for Continuous HS Clock, this bit will control whether the DSI transcoder places the Clock Lane into the LP state along with the Data Lanes when the per frame LP mode (LPM) is performed.
This bit has no effect on the Clock Lane for the other Continuous Clock settings.

Value	Name	Description
0b	Disabled	Clock Lane does not follow the Data Lanes
1b	Enable	Clock Lane follows the Data Lanes

6 **Reserved**

Format:	MBZ

5:4 **Link Calibration**

Access:	R/W

This field will control the Link calibration of the DSI Transcoder

Value	Name
00b	Calibration Disabled
10b	Calibration Enabled - Initial only
11b	Calibration Enabled - Initial and Periodic
Others	Reserved

Restriction

TRANS_DSI_FUNC_CONF

Calibration can be enabled for any Link frequency, but it must be enabled when the Link frequency is operating above 1.5 Gbps

3 **Reserved**

Format:	MBZ

2 **Blanking Packet during BLLP**

This bit will control whether the transcoder allows the link to enter the LP state during BLLP regions (assuming there is enough time), or whether it will keep the link in the HS state with a Blanking Packet

Value	Name	Description
0b	Disabled	LP allowed in BLLP regions
1b	Enabled	Blanking packets transmitted in BLLP regions

Programming Notes

1. This bit is only applicable when the transcoder is operating in the Video Mode
2. When this bit is set, then all BLLP regions will be filled with Blanking Packets regardless of where those regions are located (i.e. Vertical active or blank)
3. Regardless of the setting of this bit, if HW determines it cannot allow the link to enter the LP state between HS bursts, then it will automatically fill the region with a Blanking Packet
4. Regardless of the setting of this bit, HW will still ensure the link enters the LP state once per frame per the DSI spec

1 **S3D Orientation**

Access:	R/W

This bit controls the orientation encoding of the 3DMODE field of the Stereoscopic 3D control function sent to a Panel via the Vertical Source Sync (VSS) packet when in Video Mode.

Value	Name
0b	Portrait Orientation
1b	Landscape Orientation

Programming Notes

This bit will only be sampled by the transcoder when Stereoscopic 3D is enabled for the transcoder
This bit should be programmed before enabling Stereoscopic 3D for the transcoder (TRANS_STEREO3D_CTL)
If Software changes this bit, it must also perform a write to the TRANS_STEREO3D_CTL for the change to be sent within the next VSS
This bit is only applicable when the transcoder is operating in Video Mode. If the transcoder is operating in Command Mode, then Software will have to communicate the Stereoscopic 3D function information to the Panel through a set_3D_control DCS command using the DCS Long

TRANS_DSI_FUNC_CONF

		Write DSI packet type.
	0	**EoTp Disabled** Access: R/W When set, the DSI transcoder will not transmit an End of Transmission packet at the end of High Speed bursts

Value	Name
0	EoTp Enabled
1	EoTp Disabled

TRANS_EXITLINE

TRANS_EXITLINE

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	60018h-6001Bh
Name:	Transcoder DC3CO Exit Line
ShortName:	TRANS_EXITLINE_A
Reset:	soft

Address:	61018h-6101Bh
Name:	Transcoder DC3CO Exit Line
ShortName:	TRANS_EXITLINE_B
Reset:	soft

Address:	62018h-6201Bh
Name:	Transcoder DC3CO Exit Line
ShortName:	TRANS_EXITLINE_C
Reset:	soft

Address:	63018h-6301Bh
Name:	Transcoder DC3CO Exit Line
ShortName:	TRANS_EXITLINE_D
Reset:	soft

Restriction
This register should be programmed following the sequence to allow DC3co (i.e., anytime before DC3co is enabled).

DWord	Bit	Description
0	31	**Enable Exit Line** Enable indicates idle frame reset should be applied at exit line Value: 0b = Disable; 1b = Enable
	30:13	**Reserved** Format: MBZ
	12:0	**Exit Line** This field represents the scanline at which DC3CO Exit happens. Example: DC3CO Exit time per calculation is10 scanlines SW needs to program this field as (VACTIVE - 10).

TRANS_HBLANK

TRANS_HBLANK	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60004h-60007h
Name:	Transcoder Horizontal Blank
ShortName:	TRANS_HBLANK_A
Reset:	soft
Address:	61004h-61007h
Name:	Transcoder Horizontal Blank
ShortName:	TRANS_HBLANK_B
Reset:	soft
Address:	62004h-62007h
Name:	Transcoder Horizontal Blank
ShortName:	TRANS_HBLANK_C
Reset:	soft
Address:	63004h-63007h
Name:	Transcoder Horizontal Blank
ShortName:	TRANS_HBLANK_D
Reset:	soft

Restriction
This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**Horizontal Blank End** This field specifies Horizontal Blank End position relative to the horizontal active display start. **Restriction** The minimum horizontal blank size is 32 pixels. For HDMI Audio transmission the minimum is 138 pixels. This register must always be programmed to the same value as the Horizontal Total.
	15:14	**Reserved** Format: MBZ
	13:0	**Horizontal Blank Start** This field specifies the Horizontal Blank Start position relative to the horizontal active display start.

TRANS_HBLANK		
		Restriction
		This register must always be programmed to the same value as the Horizontal Active.

TRANS_HSYNC

TRANS_HSYNC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B008h-6B00Bh
Name:	Transcoder DSI 0 Horizontal Sync
ShortName:	TRANS_HSYNC_DSI0
Reset:	soft
Address:	6B808h-6B80Bh
Name:	Transcoder DSI 1 Horizontal Sync
ShortName:	TRANS_HSYNC_DSI1
Reset:	soft
Address:	60008h-6000Bh
Name:	Transcoder Horizontal Sync
ShortName:	TRANS_HSYNC_A
Reset:	soft
Address:	61008h-6100Bh
Name:	Transcoder Horizontal Sync
ShortName:	TRANS_HSYNC_B
Reset:	soft
Address:	62008h-6200Bh
Name:	Transcoder Horizontal Sync
ShortName:	TRANS_HSYNC_C
Reset:	soft
Address:	63008h-6300Bh
Name:	Transcoder Horizontal Sync
ShortName:	TRANS_HSYNC_D
Reset:	soft

Restriction
This register should not be changed while the transcoder or port are enabled. HSYNC is always programmed to an even number of pixel clock cycles for YUV 4:2:0 pixel format with 10bpc and 12bpc..

DWord	Bit	Description	
0	31:30	**Reserved**	
		Format:	MBZ

TRANS_HSYNC

	29:16	**Horizontal Sync End** This field specifies the Horizontal Sync End position relative to the horizontal active display start. It is programmed with HorizontalActive+FrontPorch+Sync-1 **Restriction** This value must be greater than the horizontal sync start and less than Horizontal Total. For the DSI transcoder this field is only relevant if the transcoder is operating in Video Mode (it is ignored in Command Mode). As such, please refer to the "Determining Minimum Horizontal Blanking Regions" section of the Transcoder DSI Function page for minimum programming allowed
	15:14	**Reserved** Format: MBZ
	13:0	**Horizontal Sync Start** This field specifies the Horizontal Sync Start position relative to the horizontal active display start. It is programmed with HorizontalActive + FrontPorch - 1 **Restriction** This value must be greater than Horizontal Active for all non-DSI transcoders, or for DSI transcoders operating with non-compressed pixels in Video Mode. For DSI transcoders operating on a compressed pixel stream in Video Mode, this value should be greater than the Horizontal Active size divided by the Compression Ratio (H. Blank Start = H. Active / Compression Ratio). In HDMI modes the minimum gap between horizontal blank start and horizontal sync start is 16 pixels. For DSI transcoders, this field is only relevant if the transcoder is operating in Video Mode (it is ignored in Command Mode). When the DSI transcoder is in Video Mode, then please refer to the "Determining Minimum Horizontal Blanking Regions" section of the Transcoder DSI Function page for minimum programming allowed.

TRANS_HTOTAL

TRANS_HTOTAL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E000h-6E003h
Name:	Transcoder WD0 Horizontal Total
ShortName:	TRANS_HTOTAL_WD0
Reset:	soft
Address:	6E800h-6E803h
Name:	Transcoder WD1 Horizontal Total
ShortName:	TRANS_HTOTAL_WD1
Reset:	soft
Address:	6B000h-6B003h
Name:	Transcoder DSI 0 Horizontal Total
ShortName:	TRANS_HTOTAL_DSI0
Reset:	soft
Address:	6B800h-6B803h
Name:	Transcoder DSI 1 Horizontal Total
ShortName:	TRANS_HTOTAL_DSI1
Reset:	soft
Address:	60000h-60003h
Name:	Transcoder Horizontal Total
ShortName:	TRANS_HTOTAL_A
Reset:	soft
Address:	61000h-61003h
Name:	Transcoder Horizontal Total
ShortName:	TRANS_HTOTAL_B
Reset:	soft
Address:	62000h-62003h
Name:	Transcoder Horizontal Total
ShortName:	TRANS_HTOTAL_C
Reset:	soft
Address:	63000h-63003h
Name:	Transcoder Horizontal Total

TRANS_HTOTAL

ShortName: TRANS_HTOTAL_D

Reset: soft

Programming Notes
For eDP CoG: $Htotal_{COG}$ = (active pixels per segment) + (overlap pixels * number of segments/2) + Original Horizontal Blanking

Restriction
This register should not be changed while the transcoder or port are enabled.
The following restriction applies only to HDMI 4:2:0. All horizontal timings should be a multiple of 4 for 8/12/16 bpc cases and multiple of 8 for 10 bpc case. This applies to full blend and bypass modes.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**Horizontal Total** This field specifies Horizontal Total size. This field is programmed to the number of pixels desired minus one. This should be equal to the sum of the horizontal active and the horizontal blank sizes for all non-DSI transcoders, or for DSI transcoders operating with non-compressed pixels in Video Mode. For DSI transcoders operating with compressed pixels in Video Mode, this field should be equal to the sum of the compressed horizontal active size and the horizontal blank size (H. Total = (H. Active + H. Blank size) / Compression Ratio) For DSI transcoders operating in Command Mode, there are no restrictions on the programming of this field. This field is ignored by WD transcoders. **Restriction** This register must always be programmed to the same value as the Horizontal Blank End.
	15:14	**Reserved** Format: MBZ
	13:0	**Horizontal Active** This field specifies Horizontal Active Display size. The first horizontal active display pixel is considered pixel number 0. This field is programmed to the number of pixels desired minus one. **Restriction** The minimum horizontal active display size is 64 pixels. In HDMI modes the minimum is 256 pixels. This register must always be programmed to the same value as the Horizontal Blank Start. DSI requires a minimum Horizontal Active Display of, 256 pixels. Also, when transmitting an 18-bit RGB pixel format, the one-based size must be a multiple of 4 pixels

TRANS_MSA_MISC

TRANS_MSA_MISC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60410h-60413h
Name:	Transcoder MSA Misc
ShortName:	TRANS_MSA_MISC_A
Reset:	soft
Address:	61410h-61413h
Name:	Transcoder MSA Misc
ShortName:	TRANS_MSA_MISC_B
Reset:	soft
Address:	62410h-62413h
Name:	Transcoder MSA Misc
ShortName:	TRANS_MSA_MISC_C
Reset:	soft
Address:	63410h-63413h
Name:	Transcoder MSA Misc
ShortName:	TRANS_MSA_MISC_D
Reset:	soft

This register selects what value will be sent in the Display port Main Stream Attribute (MSA) Miscellaneous (MISC) fields. The MSA MISC fields are mostly used to indicate the color encoding format and need to be programmed to indicate color space, bits per color, etc.

Programming Notes

See the Display port specification for the details on what to program in these fields.

DWord	Bit	Description
0	31:16	**MSA Unused** This field selects the value that will be sent in the Display port MSA unused fields. **Programming Notes** This should be usually programmed with all 0s.
	15:8	**MSA MISC1** This field selects the value that will be sent in the Display port MSA MISC1 field. When TRANS_STEREO3D_CTL bit FS_MSA_MISC1_Drive_En is enabled, hardware will drive MISC1 bits 2:1 (bits 10:9 of this register) with the field sequential stereo 3D left or right eye indication, and any value written to those bits here will be ignored.
	7:0	**MSA MISC0**

TRANS_MSA_MISC		
		This field selects the value that will be sent in the Display port MSA MISC0 field. **Restriction** Before enabling Display port, bit 0 should always be set to 1 to indicate link clock and stream clock are synchronous.

TRANS_MULT

TRANS_MULT

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	6002Ch-6002Fh
Name:	Transcoder Multiply
ShortName:	TRANS_MULT_A
Reset:	soft

Address:	6102Ch-6102Fh
Name:	Transcoder Multiply
ShortName:	TRANS_MULT_B
Reset:	soft

Address:	6202Ch-6202Fh
Name:	Transcoder Multiply
ShortName:	TRANS_MULT_C
Reset:	soft

Address:	6302Ch-6302Fh
Name:	Transcoder Multiply
ShortName:	TRANS_MULT_D
Reset:	soft

Restriction

This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:3	**Reserved** Format: MBZ
	2:0	**Multiplier** This field specifies the data multiplier value used by HDMI and DVI.

Value	Name	Description
000b	X1	Multiply by 1
001b	X2	Multiply by 2
011b	X4	Multiply by 4
Others	Reserved	Reserved

TRANS_PUSH

TRANS_PUSH	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60A70h-60A73h
Name:	Transcoder ASFU VRR Push
ShortName:	TRANS_PUSH_A
Reset:	soft
Address:	61A70h-61A73h
Name:	Transcoder ASFU VRR Push
ShortName:	TRANS_PUSH_B
Reset:	soft
Address:	62A70h-62A73h
Name:	Transcoder ASFU VRR Push
ShortName:	TRANS_PUSH_C
Reset:	soft
Address:	63A70h-63A73h
Name:	Transcoder ASFU VRR Push
ShortName:	TRANS_PUSH_D
Reset:	soft

After programming any pipe registers in ASFU/VRR cases, Software can set push bit. H/W will sync all those updates for that frame.

DWord	Bit	Description
0	31	**Push Enable** This bit enables Push frame functionality. This bit should be set before ASFU/VRR enable. Value: 0b — Name: Disable Value: 1b — Name: Enable
	30	**Send Push** Access: R/W Set Writing a 1b to this field hints that Frame update is desired. Vblank is asserted at the next decision boundary. This is a sticky bit. The bit will be cleared by hardware after double buffer update. Writing a 0b has no effect.
	29:0	**Reserved** Format: MBZ

TRANS_SPACE

TRANS_SPACE	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B024h-6B027h
Name:	Transcoder DSI 0 Space
ShortName:	TRANS_SPACE_DSI0
Reset:	soft
Address:	6B824h-6B827h
Name:	Transcoder DSI 1 Space
ShortName:	TRANS_SPACE_DSI1
Reset:	soft
Address:	60024h-60027h
Name:	Transcoder Space
ShortName:	TRANS_SPACE_A
Reset:	soft
Address:	61024h-61027h
Name:	Transcoder Space
ShortName:	TRANS_SPACE_B
Reset:	soft
Address:	62024h-62027h
Name:	Transcoder Space
ShortName:	TRANS_SPACE_C
Reset:	soft
Address:	63024h-63027h
Name:	Transcoder Space
ShortName:	TRANS_SPACE_D
Reset:	soft

Restriction
This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:12	**Reserved** Format: MBZ
	11:0	**Vertical Active Space** This field specifies Stereo 3D Vertical Active space. This determines the number of constant pixel

TRANS_SPACE		
		value lines inserted between the left and right eye active video regions in the stereo 3D stacked frame mode. This field will only be used when the transcoder is in the stereo 3D stacked frame mode. This field should usually be programmed to be the same as the width of the vertical blank.

TRANS_STEREO3D_CTL

TRANS_STEREO3D_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	7B020h-7B023h
Name:	Transcoder DSI 0 Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_DSI0
Reset:	soft
Address:	7B820h-7B823h
Name:	Transcoder DSI 1 Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_DSI1
Reset:	soft
Address:	70020h-70023h
Name:	Transcoder Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_A
Reset:	soft
Address:	71020h-71023h
Name:	Transcoder Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_B
Reset:	soft
Address:	72020h-72023h
Name:	Transcoder Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_C
Reset:	soft
Address:	73020h-73023h
Name:	Transcoder Stereo 3D Control
ShortName:	TRANS_STEREO3D_CTL_D
Reset:	soft

This register is sampled one line before vertical blank.

DWord	Bit	Description
0	31	**Transcoder S3D Enable** This bit enables the stereo 3D modes on this transcoder. Updates will take place at the start of the next vertical blank. Value: 0b — Name: Disable

TRANS_STEREO3D_CTL

1b	Enable

Restriction
These modes are only for use with Display port, HDMI, and DVI.HDMI/DVI: Stereo 3D can only be enabled with a mode set. It must be enabled before transcoder and port are enabled. It must be disabled after transcoder is disabled. Display port: Stereo 3D can be enabled and disabled with a mode set, like HDMI and DVI, or it can be enabled after an enable mode set is complete and disabled prior to a disable mode set. VGA display modes, interlaced modes, SRD/PSR, WD, and frame buffer compression (FBC) do not work with stereo 3D.The left surface base address registers for the planes going to this transcoder must be programmed with valid addresses prior to enabling stereo 3D.

30:29 **Reserved**

Format:	MBZ

28:27 **S3D Mode**

This field selects between the stereo 3D modes.
The stacked buffer mode combines both stereo 3D fields (left and right eye images) into a single tall frame with the left eye image on top, then a programmable space of black lines, then the right eye image on the bottom.
The field sequential mode sends one stereo 3D field (left or right eye image) out per frame. This mode is only for use with Display port. Field sequential hardware controlled mode automatically toggles between left and right eye at the start of each vertical blank. The starting field is selected using the FS_Field_Ctl register bit. Field sequential software controlled mode will manually select left or right eye using the FS_Field_Ctl register bit.

Value	Name	Description
00b	FS HW Auto	Hardware controlled auto-toggle between left and right eye on each vertical blank.
01b	FS SW Manual	Software controlled selection between left and right eye
10b	Stacked	Stacked frame mode with both left and right eye images combined in a single tall frame
Others	Reserved	Reserved

Programming Notes
In the stacked frame mode, a vertical sync is not generated in the gap between left and right eye images, and the scan line count increments across the entire tall frame.

Restriction
This field should only be changed when stereo 3D is disabled.

26 **FS Field Ctl**

The operation of this bit depends on the S3D Mode setting. This field is ignored in the S3D stacked mode. In the field sequential software controlled mode this bit selects the field sequential stereo 3D field (left or right eye).In the field sequential hardware controlled mode this

TRANS_STEREO3D_CTL

bit selects the field sequential stereo 3D starting field, the field used on the frame when field sequential stereo 3D is enabled. Hardware does not wait for a specific eye when disabling.

Value	Name
0b	Right Eye
1b	Left Eye **[Default]**

Restriction
The starting field must be set to the left eye for FS HW Auto usage.

25 **Reserved**

Format:	MBZ

24 **S3D Current Field**

Access:	RO

This read only bit indicates the current stereo 3D field (left or right eye).This bit should be ignored when stereo 3D is not enabled.

Value	Name
0b	Right Eye
1b	Left Eye

23 **FS MSA MISC1 Drive En**

This bit enables hardware to drive the MSA MISC1 bits 2:1 with the internal field sequential stereo 3D left/right eye field indication. Hardware will drive 00 when field sequential 3D stereo mode is not enabled, 01 when enabled and the upcoming video frame is the right eye, 11 when enabled and the upcoming video frame is the left eye. This is based on the internal left/right indication which could be either generated by hardware in the HW auto mode or by software in the SW manual mode. FS_MSA_Drive_Invert can be programmed to invert the left and right eye selection in the MSA. When this bit is disabled, software may manually program TRANS_MSA_MISC to set MISC1 bits 2:1.

Value	Name	Description
0b	Disable	Disable hardware driving MSA MISC1 bits 2:1. Allow software to manually program MSA MISC1 bits 2:1 through TRANS_MSA_MISC.
1b	Enable	Enable hardware to drive MSA MISC1 bits 2:1 for stereo 3D.

Restriction
This field should only be changed when stereo 3D is disabled and should not be enabled for the stacked frame mode.

22 **Reserved**

21:0 **Reserved**

Format:	MBZ

TRANS_VBLANK

TRANS_VBLANK	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B010h-6B013h
Name:	Transcoder DSI 0 Vertical Blank
ShortName:	TRANS_VBLANK_DSI0
Reset:	soft
Address:	6B810h-6B813h
Name:	Transcoder DSI 1 Vertical Blank
ShortName:	TRANS_VBLANK_DSI1
Reset:	soft
Address:	60010h-60013h
Name:	Transcoder Vertical Blank
ShortName:	TRANS_VBLANK_A
Reset:	soft
Address:	61010h-61013h
Name:	Transcoder Vertical Blank
ShortName:	TRANS_VBLANK_B
Reset:	soft
Address:	62010h-62013h
Name:	Transcoder Vertical Blank
ShortName:	TRANS_VBLANK_C
Reset:	soft
Address:	63010h-63013h
Name:	Transcoder Vertical Blank
ShortName:	TRANS_VBLANK_D
Reset:	soft

Description
PSR ASU: This register is double buffered when Vactive double buffer bit (bit[8])is asserted in TRANS_DDI_FUNC_CTL2.
The transcoder will generate two Vertical Blanks to the Display Engine. A raw (or unmodified) V. Blank will be generated based off of the vertical timings defined within the TRANS_VTOTAL register (the raw V. Blank will

TRANS_VBLANK

assert after V. Active and de-asserted after V. Total). A delayed V. Blank will be generated from the vertical timings of this register. The delay is in terms of lines, and if this register is programmed with the same value as the TRANS_VTOTAL register (i.e. V. Blank Start = V. Active), then the delay will be zero.

Programming Notes

This register is programmed in terms of lines and the values programmed should be zero-based (e.g. for the vertical blank to start on line 10, the Vertical Blank Start will be programmed to 9)

Restriction

This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Vertical Blank End** This field specifies Vertical Blank End position relative to the vertical active display start. **Restriction** 1. The minimum vertical blank size is 5 lines. With SRD/PSR and/or Display port VDIP GMP the minimum is 8 lines 2. The V. Blank End must be programmed to the same value as V. Total in the TRANS_VTOTAL register 3. The V. Blank End must be greater than the V. Blank Start
	15:13	**Reserved** Format: MBZ
	12:0	**Vertical Blank Start** This field specifies the Vertical Blank Start position relative to the vertical active display start. **Restriction** The V. Blank Start must be greater than or equal to the Vertical Active programming in TRANS_VTOTAL

TRANS_VRR_CTL

TRANS_VRR_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60420h-60423h
Name:	VRR Control Register Transcoder
ShortName:	TRANS_VRR_CTL_A
Reset:	soft
Address:	61420h-61423h
Name:	VRR Control Register Transcoder
ShortName:	TRANS_VRR_CTL_B
Reset:	soft
Address:	62420h-62423h
Name:	VRR Control Register Transcoder
ShortName:	TRANS_VRR_CTL_C
Reset:	soft
Address:	63420h-63423h
Name:	VRR Control Register Transcoder
ShortName:	TRANS_VRR_CTL_D
Reset:	soft

DWord	Bit	Description
0	31	**VRR Enable** This bit enables/disables VRR feature on the fly, no modeset required. Value: 0b – Disable; 1b – Enable
	30	**Ignore Max Shift** This bit when set to '1' will ignore programmed Vblank max shift values (both INC and DEC), allowing Vblank to freely swing between Vmin and Vmax. Value: 1b – IGNORE; 0b – DO NOT IGNORE
	29	**Flip Line Enable** This bit enables/disables Flip Line feature where framestart will be generated at flip line value for VRR. Updates to this field will take effect at the next vertical blank. This field must be enabled

TRANS_VRR_CTL

before VRR enable.
Ignore Max Shift must be set to 1 when Flip Line is enabled.

Value	Name
0b	Disable
1b	Enable

28:16 **Reserved**

Format:	MBZ

15:11 **Reserved**

Format:	MBZ

10:3 **FrameStart to Pipeline Full LineCount**

Default Value:	20h

This 8-bit line count allows a maximum of255 scanlines (programming255 gives255 scanlines duration to fill the pipeline etc.).

Restriction
Always program this field to (Transcoder VRR Vmin - Transcoder Vertical Blank Start - 4) where VRR Vmin and Transcoder Vertical Blank Start are '0' based.

2:1 **Reserved**

Format:	MBZ

0 **Pipeline Full Override**

This bit tells whether to depend on HW generated signal to start Vactive or to depend on the programmed Pipeline full line count.
Setting this bit assumes pipeline full line count is already programmed.

Value	Name
0b	HW generated Pipeline Full Line Count
1b	Programmed Pipeline Full Line Count

Restriction
SW programmed pipeline full line count must be used when flip line is enabled. This will ensure that Vblank always ends at the same point.

TRANS_VRR_FLIPLINE

TRANS_VRR_FLIPLINE	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60438h-6043Bh
Name:	VRR Flipline Trans
ShortName:	TRANS_VRR_FLIPLINE_A
Reset:	soft
Address:	61438h-6143Bh
Name:	VRR Flipline Trans
ShortName:	TRANS_VRR_FLIPLINE_B
Reset:	soft
Address:	62438h-6243Bh
Name:	VRR Flipline Trans
ShortName:	TRANS_VRR_FLIPLINE_C
Reset:	soft
Address:	63438h-6343Bh
Name:	VRR Flipline Trans
ShortName:	TRANS_VRR_FLIPLINE_D
Reset:	soft

This register defines vertical total size to execute a flip for VRR.

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:0	**VRR FLIPLINE** This field provides the vertical total size to execute flip for VRR. This is 0-based. So, value should be programmed as N-1.

TRANS_VRR_STATUS

TRANS_VRR_STATUS

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6042Ch-6042Fh
Name:	VRR Status Trans
ShortName:	TRANS_VRR_STATUS_A
Reset:	soft
Address:	6142Ch-6142Fh
Name:	VRR Status Trans
ShortName:	TRANS_VRR_STATUS_B
Reset:	soft
Address:	6242Ch-6242Fh
Name:	VRR Status Trans
ShortName:	TRANS_VRR_STATUS_C
Reset:	soft
Address:	6342Ch-6342Fh
Name:	VRR Status Trans
ShortName:	TRANS_VRR_STATUS_D
Reset:	soft

This register provides VRR status

DWord	Bit	Description
0	31	**Vmax Reached** Access: R/WC Sticky bit is set indicating no flip has occured when Vmax is reached. This bit?needs to be polled and?cleared by software. Setting of this sticky bit will not?result in any interrupt. 0b: Not Reached 1b: Reached
	30	**No flip till decision boundary** Access: R/WC This bit is asserted whenever frame decision boundary is reached without a flip. 0b:

TRANS_VRR_STATUS

	1b

29 Flip before decision boundary

Access:	R/WC

This bit is asserted whenever frame decision boundary is reached with a flip.

Value	Name
0b	
1b	

28 No flip frame

Access:	R/WC

This bit is asserted whenever current frame terminates without a flip.

Value	Name
0b	
1b	

27 VRR Enable Live

Access:	RO

This bit is asserted whenever pipe/plane logic is running with VRR enabled.

Value	Name
0b	
1b	

26 flips serviced

Access:	R/WC

This bit represents acknowledgement from pipe to transcoder indicating that processing for all flips in the current frame is complete and any subsequent flips will be handled in the next frame.

Value	Name
0b	
1b	

25:23 Reserved

Format:	MBZ

22:20 Current Region in Vblank

Access:	RO

This field indicates current status of VRR FSM.

Value	Name	Description
000b	IDLE	Timing generator disabled.
001b	WAIT_TILL_FDB	Wait till the flip decision boundary
010b	WAIT_TILL_FRAMESTART	After the decision boundary, wait for framestart
011b	WAIT_TILL_FLIP	Transition to this state when past the decision boundary, but no master flip

TRANS_VRR_STATUS				
		100b	PIPELINE_FILL	State after framestart, waiting for a fixed num of lines
		101b	ACTIVE	
		110b	LEGACY_VBLANK	No VRR
	19:0	**Reserved**		
		Format:		MBZ

TRANS_VRR_STATUS2

TRANS_VRR_STATUS2	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6043Ch-6043Fh
Name:	VRR Status2 Trans
ShortName:	TRANS_VRR_STATUS2_A
Reset:	soft
Address:	6143Ch-6143Fh
Name:	VRR Status2 Trans
ShortName:	TRANS_VRR_STATUS2_B
Reset:	soft
Address:	6243Ch-6243Fh
Name:	VRR Status2 Trans
ShortName:	TRANS_VRR_STATUS2_C
Reset:	soft
Address:	6343Ch-6343Fh
Name:	VRR Status2 Trans
ShortName:	TRANS_VRR_STATUS2_D
Reset:	soft

This register provides the live status of vertical line counter. This field should be used to issue flip during VRR Flip Line mode.

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:0	**Vertical Line Counter Status** Access: RO This field provides the live status of vertical line counter. This field should be used to issue flip during VRR Flip Line mode.

TRANS_VRR_VMAX

TRANS_VRR_VMAX	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60424h-60427h
Name:	VRR Vmax Transcoder
ShortName:	TRANS_VRR_VMAX_A
Reset:	soft
Address:	61424h-61427h
Name:	VRR Vmax Transcoder
ShortName:	TRANS_VRR_VMAX_B
Reset:	soft
Address:	62424h-62427h
Name:	VRR Vmax Transcoder
ShortName:	TRANS_VRR_VMAX_C
Reset:	soft
Address:	63424h-63427h
Name:	VRR Vmax Transcoder
ShortName:	TRANS_VRR_VMAX_D
Reset:	soft

Programming Notes

This register is not double buffered and the changed values are reflected immediately in VRR logic.
This regiser should not be updated while VRR mode is running.

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:0	**VRR Vmax** Access: R/W This field provides the maximum vertical total size for VRR. This is a 0-based counter (that is, counted 0 to N-1). This field cannot be zero when VRR is enabled. Vmax= ROUNDDOWN(Dot clock / (Htotal * Min Refresh rate))

TRANS_VRR_VMAXSHIFT

TRANS_VRR_VMAXSHIFT	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60428h-6042Bh
Name:	VRR Vmaxshift Trans
ShortName:	TRANS_VRR_VMAXSHIFT_A
Reset:	soft
Address:	61428h-6142Bh
Name:	VRR Vmaxshift Trans
ShortName:	TRANS_VRR_VMAXSHIFT_B
Reset:	soft
Address:	62428h-6242Bh
Name:	VRR Vmaxshift Trans
ShortName:	TRANS_VRR_VMAXSHIFT_C
Reset:	soft
Address:	63428h-6342Bh
Name:	VRR Vmaxshift Trans
ShortName:	TRANS_VRR_VMAXSHIFT_D
Reset:	soft

This register defines VBLANK maximum shift allowed between successive frames.

Programming Notes

This register is not double buffered and the changed values are reflected immediately in VRR logic.
This regiser should not be updated while VRR mode is running.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**Decrement** This register represents the maximum reduction.Smallest Vblank = Previous Frame Vblank End - Vblank Max Shift Decrement.
	15:14	**Reserved** Format: MBZ
	13:0	**Increment** This register represents the maximum increase.Largest Vblank = Previous Frame Vblank End +

TRANS_VRR_VMAXSHIFT		
		Vblank Max Shift Increment.

TRANS_VRR_VMIN

TRANS_VRR_VMIN	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60434h-60437h
Name:	VRR Vmin Transcoder
ShortName:	TRANS_VRR_VMIN_A
Reset:	soft
Address:	61434h-61437h
Name:	VRR Vmin Transcoder
ShortName:	TRANS_VRR_VMIN_B
Reset:	soft
Address:	62434h-62437h
Name:	VRR Vmin Transcoder
ShortName:	TRANS_VRR_VMIN_C
Reset:	soft
Address:	63434h-63437h
Name:	VRR Vmin Transcoder
ShortName:	TRANS_VRR_VMIN_D
Reset:	soft

Programming Notes

This register is not double buffered and the changed values are reflected immediately in VRR logic.
This regiser should not be updated while VRR mode is running.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**VRR Vmin** Access: R/W This field provides the minimum vertical total size for VRR. This is a 0-based counter (that is, counted0 to N-1). This field cannot be zero when VRR is enabled. Vmin = ROUNDUP(Dot clock / (Htotal * Max Refresh rate))

TRANS_VRR_VTOTAL_PREV

TRANS_VRR_VTOTAL_PREV	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60480h-60483h
Name:	VRR Vtotal Previous Transcoder
ShortName:	TRANS_VRR_VTOTAL_PREV_A
Reset:	soft
Address:	61480h-61483h
Name:	VRR Vtotal Previous Transcoder
ShortName:	TRANS_VRR_VTOTAL_PREV_B
Reset:	soft
Address:	62480h-62483h
Name:	VRR Vtotal Previous Transcoder
ShortName:	TRANS_VRR_VTOTAL_PREV_C
Reset:	soft
Address:	63480h-63483h
Name:	VRR Vtotal Previous Transcoder
ShortName:	TRANS_VRR_VTOTAL_PREV_D
Reset:	soft

This register holds the Vtotal from previous frame and other VRR status bits. If VRR is not enabled, this register will hold software programmed Vtotal.

DWord	Bit	Description
0	31	**Flip Before Boundary** Access: RO This bit indicates that a push has occurred in either Active region or in Vblank before Flip Decision Boundary and will result in a Vblank which is Previous_Frame_Vblank - Vblank_Max_Shift_Dec.
	30	**Flip After Boundary** Access: RO This bit indicates that the first push has occurred after Flip Decision Boundary and will result in a Vblank which is between (Previous_Frame_Vblank - Vblank_Max_Shift_Dec) and (Previous_Frame_Vblank + Vblank_Max_Shift_Inc).
	29	**Flip After Double Buffer** Access: RO

TRANS_VRR_VTOTAL_PREV		
		This bit indicates that the first push has occurred after the Double buffer update and will result in a Vblank which is (Previous_Frame_Vblank + Vblank_Max_Shift_Inc). This however will cause the next frame Vblank to be (Previous_Frame_Vblank - Vblank_Max_Shift_Dec).
	28:20	**Reserved** Format: MBZ
	19:0	**Vtotal Previous** Access: RO Vtotal from previous frame.

TRANS_VSYNC

TRANS_VSYNC	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B014h-6B017h
Name:	Transcoder DSI 0 Vertical Sync
ShortName:	TRANS_VSYNC_DSI0
Reset:	soft
Address:	6B814h-6B817h
Name:	Transcoder DSI 1 Vertical Sync
ShortName:	TRANS_VSYNC_DSI1
Reset:	soft
Address:	60014h-60017h
Name:	Transcoder Vertical Sync
ShortName:	TRANS_VSYNC_A
Reset:	soft
Address:	61014h-61017h
Name:	Transcoder Vertical Sync
ShortName:	TRANS_VSYNC_B
Reset:	soft
Address:	62014h-62017h
Name:	Transcoder Vertical Sync
ShortName:	TRANS_VSYNC_C
Reset:	soft
Address:	63014h-63017h
Name:	Transcoder Vertical Sync
ShortName:	TRANS_VSYNC_D
Reset:	soft

Restriction
This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Vertical Sync End** This field specifies the Vertical Sync End position relative to the vertical active display start. It is

TRANS_VSYNC		
		programmed with VerticalActive+FrontPorch+Sync-1 **Restriction** This value must be greater than the vertical sync start and less than Vertical Total.
	15:13	**Reserved** Format: MBZ
	12:0	**Vertical Sync Start** This field specifies the Vertical Sync Start position relative to the vertical active display start. It is programmed with VerticalActive+FrontPorch-1 **Restriction** This value must be greater than Vertical Active.

TRANS_VSYNCSHIFT

TRANS_VSYNCSHIFT	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6B028h-6B02Bh
Name:	Transcoder DSI 0 Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_DSI0
Reset:	soft
Address:	6B828h-6B82Bh
Name:	Transcoder DSI 1 Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_DSI1
Reset:	soft
Address:	60028h-6002Bh
Name:	Transcoder Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_A
Reset:	soft
Address:	61028h-6102Bh
Name:	Transcoder Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_B
Reset:	soft
Address:	62028h-6202Bh
Name:	Transcoder Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_C
Reset:	soft
Address:	63028h-6302Bh
Name:	Transcoder Vertical Sync Shift
ShortName:	TRANS_VSYNCSHIFT_D
Reset:	soft

Restriction
This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:13	**Reserved** Format: MBZ
	12:0	**Second Field VSync Shift** This value specifies the vertical sync alignment for the start of the interlaced second field,

TRANS_VSYNCSHIFT		
		expressed in terms of the absolute pixel number relative to the horizontal active display start. This value will only be used if the transcoder is programmed to an interlaced mode. Typically, the interlaced second field vertical sync should start one pixel after the point halfway between successive horizontal syncs, so the value of this register should be programmed = horizontal sync start - floor[horizontal total / 2]Calculate using the actual horizontal sync start and horizontal total values and not the minus one values programmed into the registers. This vertical sync shift only occurs during the interlaced second field. In all other cases the vertical sync start position is aligned with horizontal sync start.

TRANS_VTOTAL

TRANS_VTOTAL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E00Ch-6E00Fh
Name:	Transcoder WD0 Vertical Total
ShortName:	TRANS_VTOTAL_WD0
Reset:	soft
Address:	6E80Ch-6E80Fh
Name:	Transcoder WD1 Vertical Total
ShortName:	TRANS_VTOTAL_WD1
Reset:	soft
Address:	6B00Ch-6B00Fh
Name:	Transcoder DSI 0 Vertical Total
ShortName:	TRANS_VTOTAL_DSI0
Reset:	soft
Address:	6B80Ch-6B80Fh
Name:	Transcoder DSI 1 Vertical Total
ShortName:	TRANS_VTOTAL_DSI1
Reset:	soft
Address:	6000Ch-6000Fh
Name:	Transcoder Vertical Total
ShortName:	TRANS_VTOTAL_A
Reset:	soft
Address:	6100Ch-6100Fh
Name:	Transcoder Vertical Total
ShortName:	TRANS_VTOTAL_B
Reset:	soft
Address:	6200Ch-6200Fh
Name:	Transcoder Vertical Total
ShortName:	TRANS_VTOTAL_C
Reset:	soft
Address:	6300Ch-6300Fh
Name:	Transcoder Vertical Total

TRANS_VTOTAL

ShortName: TRANS_VTOTAL_D

Reset: soft

Programming Notes

PSR ASU: This register is double buffered when Vactive double buffer bit (bit[8])is asserted in TRANS_DDI_FUNC_CTL2.

Restriction

This register should not be changed while the transcoder or port are enabled.

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:16	**Vertical Total** **Description** This field specifies Vertical Total size. This should be equal to the sum of the vertical active and the vertical blank sizes. For progressive display modes, this field is programmed to the number of lines desired minus one. For interlaced display modes, this field is programmed with the number of lines desired minus two. The vertical counter is incremented on the leading edge of the horizontal sync. Both even and odd vertical totals are supported. This field is ignored by WD transcoders. Vertical total is double buffered. It updates immediately when transcoder is off. Otherwise, it updates at VBLANK rising edge. **Restriction** This register must always be programmed to the same value as the Vertical Blank End.
	15:13	**Reserved** Format: MBZ
	12:0	**Vertical Active** This field specifies Vertical Active Display size. The first vertical active display line is considered line number# 0. This field is always programmed to the number of lines desired minus one. Restriction : When using the internal panel fitting logic, the minimum vertical active area must be seven lines. This register must always be programmed to the same value as the Vertical Blank Start.

TRANS_WD_FUNC_CTL

TRANS_WD_FUNC_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E400h-6E403h
Name:	Transcoder WD0 Function Control
ShortName:	TRANS_WD_FUNC_CTL_0
Reset:	soft
Address:	6EC00h-6EC03h
Name:	Transcoder WD1 Function Control
ShortName:	TRANS_WD_FUNC_CTL_1
Reset:	soft

DWord	Bit	Description
0	31	**WD Function Enable** This bit enables the WD function. Value: 0b = Disable; 1b = Enable
	30	**Triggered Capture Mode Enable** This field enables the triggered capture mode where a frame is only captured after the Start Trigger Frame bit is written with 1, and hardware will ignore the transcoder frame time. This must be set before or when WD Function Enable is set. When triggered capture mode is disabled hardware will periodically capture frames following the transcoder frame time. Value: 0b = Disable; 1b = Enable
	29	**Start Trigger Frame** Access: R/W Set Write a 1 to this field to start a software triggered frame capture when Triggered Capture Mode Enable is 1. Hardware will clear the field when the frame starts.
	28	**Stop Trigger Frame** Access: R/W Set Write a 1 to this field to stop a software triggered frame capture when Triggered Capture Mode Enable is 1. Hardware will clear the field when the frame stops. This is only intended for use in case of an error where capture is never completing and software times out.

TRANS_WD_FUNC_CTL

It must not be set at the same time as Start Trigger Frame.
After a stop trigger, VDenc will be out of sync with WD and also need to be stopped. WD and VDenc then need to start from the same frame number.

27 Reserved

26 Chroma Filtering Enable

This field selects how U and V are downsampled from YUV 444 to 422. This field only applies to the YUV 422 formats.

Value	Name	Description
0	Drop	Drop U2 and V2
1	Filter **[Default]**	Use a 15-34-15 three tap filter

25:23 Reserved

Format:	MBZ

22:20 WD Color Mode

This field selects the capture color format.

Value	Name	Description
000b	YUV 4:4:4	YUV 32-bit 4:4:4 packed (8:8:8:8 MSB-Y:U:X:V)
001b	YUV 4:2:2	YUV 16-bit 4:2:2 packed (8:8:8:8 MSB- Y1:U:Y2:V) Chroma downsampling is programmable according to the Chroma Filtering field.
010b	XYUV 4:4:4	YUV 32-bit 4:4:4 packed (8:8:8:8 MSB-X:Y:U:V)
011b	RGBX	RGBX 32-bit (8:8:8:8 MSB-X:B:G:R)
100b	Y410	YUV 444 10bpc (MSB-X:V:Y:U)
101b	YUY2 8b	8 bit YUV 422 (MSB-V:Y2:U:Y1) Chroma downsampling is programmable according to the Chroma Filtering field.
110b	RGB10	RGB1010102 (MSB-X:B:G:R)

Restriction
This field must not be changed while the function is enabled.

19:18 Control Pointers

This field controls which pointers are sent and followed. If the head pointer is ignored, then the transcoder captures frames without any pointer comparison to stall the capture.

Value	Name	Description
00b	Enable Tail and Head	Send tail pointer to GT. Follow head pointer from GT.
01b	Enable Tail, Disable Head	Send tail pointer to GT. Ignore head pointer from GT. Non-cacheable.

TRANS_WD_FUNC_CTL

11b	Disable Tail and Head	Do not send tail pointer to GT. Ignore head pointer from GT. Non-cacheable.

17:16 VDenc Session Select

This field selects the encode session. Each enabled WD transcoder must select a unique session. It is not valid to have multiple WD transcoders select the same session.

Value	Name
00b	0
01b	1
10b	2
11b	3

15 Reserved

Format:	MBZ

14:12 WD Input Select

These bits determine the input to WD.

Value	Name
000b	Pipe A
101b	Pipe B
110b	Pipe C
111b	Pipe D
Others	Reserved

Restriction
This field must not be changed while the function is enabled. It is not valid to have the same pipes driving multiple enabled transcoders.

11:4 Reserved

3:0 Frame Number

SW provided frame number. This is sent in the tail pointer message to media, to be used for synchronizing the encode with the display frame.

TRNULLDETCT

REG_TEMPLATE - TRNULLDETCT	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	04DE8h
Name:	TiledResources Null Tile Detection Register
ShortName:	TRNULLDETCT

DWord	Bit	Description
0	31:0	**Null Tile Detection Value** Access: R/W **Value** / **Name** / **Description** 00000000h / **[Default]** / A 32bit value programmed to enable h/w to perform a match of TR-VA TT entries to detect Null Tiles. Hardware will flag each entry and space behind it as Null Tile for matched entries.

TSEG Base Memory

TSEGMB - TSEG Base Memory

Register Space: MMIO: 0/2/0

Size (in bits): 64

Address: 108400h

This 64 bit register defines the TSEG Base.

_Custom_SaiPolicy	_Custom_GTI_CfgLtLock	Custom_GTIIsContextSaved
Unspecified	Y	N

DWord	Bit	Description
0..1	63:32	**TSEG Memory Base MSB** Access: R/W This register contains the base address of TSEG DRAM memory. Bios must program the value of TSEGMB to be the same as BGSM when TSEG is disabled. Value: 00000000h — Name: **[Default]**
	31:20	**TSEG Memory Base LSB** Access: R/W This register contains the base address of TSEG DRAM memory. Bios must program the value of TSEGMB to be the same as BGSM when TSEG is disabled. Value: 000h — Name: **[Default]**
	19:0	**Reserved** Format: MBZ

Ungated Clock Counter for DFR Testability

SAMPLER_DFR_UNGATED_COUNT - Ungated Clock Counter for DFR Testability

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0E148h

For testability of DFR feature

_Custom_GTIAccessProtection	_Custom_GTIHardWiredEnable	_Custom_GTIHardWiredSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Counter Bits** Format: U32 Count of full-speed sampler clocks

Unslice unit Level Clock Gating Control 943C

UNSLCGCTL943C - Unslice unit Level Clock Gating Control 943C

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0943Ch

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31	**hprunit Clock Gating Disable** Access: R/W hprunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	30	**Reserved**
	29:26	**Reserved** Format: MBZ
	25	**mmcdunit Clock Gating Disable** Access: R/W mmcdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**bfceunit Clock Gating Disable** Access: R/W bfceunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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23	**ecpunit Clock Gating Disable** Access: R/W ecpunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
22	**vdlunit1 Clock Gating Disable** Access: R/W vdlunit1 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
21	**vhmeunit Clock Gating Disable** Access: R/W vhmeunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
20	**vimeunit Clock Gating Disable** Access: R/W vimeunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
19	**vcreunit Clock Gating Disable** Access: R/W vcreunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
18	**vdxunit Clock Gating Disable**

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		Access: R/W vdxunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**mdcunit Clock Gating Disable** Access: R/W mdcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**hpounit Clock Gating Disable** Access: R/W hpounit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	15	**hrsunit Clock Gating Disable** Access: R/W hrsunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**ftunit Clock Gating Disable** Access: R/W ftunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	13	**fqunit Clock Gating Disable** Access: R/W fqunit Clock Gating Disable Control:

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		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**hleunit Clock Gating Disable** Access: R/W hleunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**hlcunit Clock Gating Disable** Access: R/W hlcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**hhiunit Clock Gating Disable** Access: R/W hhiunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**mlfunit Clock Gating Disable** Access: R/W mlfunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**mmcunit Clock Gating Disable** Access: R/W mmcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

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		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**mbdunit Clock Gating Disable** Access: R/W mbdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**mpdunit Clock Gating Disable** Access: R/W mpdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**mmxunit Clock Gating Disable** Access: R/W mmxunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**hedunit Clock Gating Disable** Access: R/W hedunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**hlfunit Clock Gating Disable** Access: R/W hlfunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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	2	**hmcunit Clock Gating Disable** Access: R/W hmcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**hmxunit Clock Gating Disable** Access: R/W hmxunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**hppunit Clock Gating Disable** Access: R/W hppunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Unslice unit Level Clock Gating Control 9430

UNSLCGCTL9430 - Unslice unit Level Clock Gating Control 9430

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09430h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**oaal2 Clock Gating Disable** Access: R/W oaal2 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**oaal3 Clock Gating Disable** Access: R/W oaal3 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**mertgart Clock Gating Disable** Access: R/W mertgart Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	26	**RCPBLAT Clock Gating Disable** Access: R/W RCPBLAT Clock Gating Disable Control:

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		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**RCPBARB Clock Gating Disable** Access: R/W RCPBARB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**LNIC Clock Gating Disable** Access: R/W LNIC Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**LNIB Clock Gating Disable** Access: R/W LNIB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**Reserved** Access: R/W Reserved
	21	**Reserved** Format: MBZ
	20	**SARB Clock Gating Disable** Access: R/W SARB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for

UNSLCGCTL9430 - Unslice unit Level Clock Gating Control 9430

		functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**DAP Clock Gating Disable** Access: R/W DAP Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**RCC Clock Gating Disable** Access: R/W RCC Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**RAMRCC Clock Gating Disable** Access: R/W RAMRCC Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**Reserved** Access: R/W Reserved
	15	**SRCPBPIX Clock Gating Disable** Access: R/W SRCPBPIX Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**SCFE Clock Gating Disable**

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	Access:	R/W

SCFE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

13 **LNEP Clock Gating Disable**

Access:	R/W

LNEP Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

12 **MSQC wrapper 2xclk Clock Gating Disable**

Default Value:	1b
Access:	R/W

MSQC wrapper 2xclk Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

11 **MSQC wrapper Clock Gating Disable**

Default Value:	1b
Access:	R/W

MSQC wrapper Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

10 **GCPunit Clock Gating Disable**

Default Value:	1b
Access:	R/W

GCPunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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9	**SPARE6 Clock Gating Disable** Default Value: 1b Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
8	**SPARE5 Clock Gating Disable** Default Value: 1b Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
7	**SPARE4 Clock Gating Disable** Default Value: 1b Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
6	**GPMunit Clock Gating Disable** Default Value: 1b Access: R/W GPMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
5	**MBGFunit Clock Gating Disable** Default Value: 1b Access: R/W

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		MBGFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**MSQDunit Clock Gating Disable** Default Value: 1b Access: R/W MSQDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**MSQDunit 2xclk Clock Gating Disable** Default Value: 1b Access: R/W MSQDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**MISDunits 2x Clock Gating Disable** Default Value: 1b Access: R/W MISDunits Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**MISDunit Clock Gating Disable** Default Value: 1b Access: R/W MISDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**MCRunit Clock Gating Disable**

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		Default Value:	1b
		Access:	R/W
		MCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	

Unslice unit Level Clock Gating Control 9434

UNSLCGCTL9434 - Unslice unit Level Clock Gating Control 9434

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09434h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31	**GTIunit Clock Gating Disable** Access: R/W Format: Disable GTIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always) Value: 1b — Name: **[Default]**
	30	**Reserved** Format: MBZ
	29	**GAMunit Clock Gating Disable** Default Value: 1b Access: R/W Format: Disable GAMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28	**GABunit Clock Gating Disable** Access: R/W Format: Disable GABunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

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'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Value	Name
1b	**[Default]**

27 **DTunit Clock Gating Disable**

Access:	R/W
Format:	Disable

DTunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **Reserved**

Format:	MBZ

25 **BLSunit Clock Gating Disable**

Access:	R/W
Format:	Disable

BLSunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

24 **BLBunit Clock Gating Disable**

Access:	R/W
Format:	Disable

BLBunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

23 **BFunit Clock Gating Disable**

Access:	R/W
Format:	Disable

BFunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

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	'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
22	**BDunit Clock Gating Disable** Access: R/W Format: Disable BDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
21	**BCSunit Clock Gating Disable** Access: R/W Format: Disable BCSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
20	**gamtlbhitarb Clock Gating Disable** Default Value: 1b Access: R/W Format: Disable gamtlbhitarb Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
19	**DTOunit Clock Gating Disable** Access: R/W Format: Disable DTOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
18	**gamtlbmisarb Clock Gating Disable** Default Value: 1b

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	Access:	R/W
	Format:	Disable

gamtlbmisarb Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

17:14 **Reserved**

Format:	MBZ

13 **RCPBunit Clock Gating Disable**

Access:	R/W
Format:	Disable

RCPBunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

12 **QCunit Clock Gating Disable**

Access:	R/W
Format:	Disable

QCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

11:8 **Reserved**

Format:	MBZ

7 **cg3ddisvfgr Clock Gating Disable**

Access:	R/W
Format:	Disable

cg3ddisvfgr Clock Gating Disable
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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6	**MSPBISTunit Clock Gating Disable** Access: R/W Format: Disable MSPBISTunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
5	**OACSunit Clock Gating Disable** Access: R/W Format: Disable OACSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
4	**Reserved**
3	**OARUNIT Clock Gating Disable** Access: R/W Format: Disable OARUNIT Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
2	**VMEunit Clock Gating Disable** Access: R/W Format: Disable VMEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
1	**BCS BE Clock Gating Disable** Access: R/W

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		Format: Disable BCS BE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**BCS FE Clock Gating Disable** Access: R/W Format: Disable BCS FE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Unslice unit Level Clock Gating Control 9438

UNSLCGCTL9438 - Unslice unit Level Clock Gating Control 9438

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09438h

Unit Level Clock Gating Disable bits

CustomGTIIs_ContextSaved
Y

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30:29	**MSQCunit Clock Gating Disable** Access: R/W MSQCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always) Value: 11b — Name: **[Default]**
	28	**VCOPunit Clock Gating Disable** Access: R/W VCOPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	27	**LNIunit Clock Gating Disable** Access: R/W LNIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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26	**LNEUNIT Clock Gating Disable** Access: R/W LNEUNIT Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
25:20	**Reserved** Format: MBZ
19	**RPM Clock Gating Disable** Access: R/W RPM Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
18	**OASC Clock Gating Disable** Access: R/W OASC Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17	**VECS Clock Gating Disable** Access: R/W VECS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
16	**GAHSV Clock Gating Disable** Access: R/W GAHSV Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

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		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	15	**GAHSD Clock Gating Disable** Access: R/W GAHSD Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**Reserved** Format: MBZ
	13	**GAPSL Clock Gating Disable** Access: R/W GAPSL Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**GAPSU Clock Gating Disable** Access: R/W GAPSU Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**SPMunit Clock Gating Disable** Access: R/W SPMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**MUCunit Clock Gating Disable** Access: R/W MUCunit Clock Gating Disable Control:

UNSLCGCTL9438 - Unslice unit Level Clock Gating Control 9438

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**Reserved** Format: MBZ
	8	**Reserved**
	7:0	**Reserved** Format: MBZ

Unslice unit Level Clock Gating Control 9440

UNSLCGCTL9440 - Unslice unit Level Clock Gating Control 9440

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 09440h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28	**gamtlboacs Clock Gating Disable** Access: R/W gamtlboacs Clock Gating Disable Control: 1b — Clock Gating Disabled **[Default]** — Clocks are toggling, always. 0b — Clock Gating Enabled — Clocks can be gated when they are not required to toggle for functionality.
	27	**gamtlbgfx3 Clock Gating Disable** Access: R/W gamtlbgfx3 Clock Gating Disable Control: 1b — Clock Gating Disabled **[Default]** — Clocks are toggling, always. 0b — Clock Gating Enabled — Clocks can be gated when they are not required to toggle for functionality.
	26	**gamtlbgfx2 Clock Gating Disable** Access: R/W gamtlbgfx2 Clock Gating Disable Control: 1b — Clock Gating Disabled **[Default]** — Clocks are toggling, always. 0b — Clock Gating Enabled — Clocks can be gated when they are not required to toggle

UNSLCGCTL9440 - Unslice unit Level Clock Gating Control 9440

		for functionality.

25 gamdrtnunit Clock Gating Disable

Access:	R/W

gamdrtnunit Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

24 gamtlbgfx1 Clock Gating Disable

Access:	R/W

gamtlbgfx1 Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

23 gamtlbgfx0 Clock Gating Disable

Access:	R/W

gamtlbgfx0 Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

22 gamtlbvebox0 Clock Gating Disable

Access:	R/W

gamtlbvebox0 Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

21 gamtlbvdbox2 Clock Gating Disable

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	Access:	R/W

gamtlbvdbox2 Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

20 **SPARE Clock Gating Disable2**

Access:	R/W

SPARE Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

19 **SPARE Clock Gating Disable1**

Access:	R/W

SPARE Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

18 **LSNEPunit Clock Gating Disable**

Access:	R/W

LSNEPUNIT Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

17 **gamtlbvdbox0 Clock Gating Disable**

Access:	R/W

gamtlbvdbox0 Clock Gating Disable Control:

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Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

16 **gamtlbkcr Clock Gating Disable**

Access:	R/W

gamtlbkcr Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

15 **Reserved**

14 **gamtlbblt Clock Gating Disable**

Access:	R/W

gamtlbblt Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

13 **gamtrtlb Clock Gating Disable**

Access:	R/W

gamtrtlb Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

12 **gamstlb Clock Gating Disable**

Access:	R/W

gamstlb Clock Gating Disable Control:

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Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

11 **gamccs Clock Gating Disable**

Access:	R/W

gamccs Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

10 **GACFG Clock Gating Disable**

Access:	R/W

CACFG Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

9 **GAVARBunit Clock Gating Disable**

Access:	R/W

GAVARBunit Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

8 **gamctrl Clock Gating Disable**

Access:	R/W

gamctrl Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.

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0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

7 gamcmdi Clock Gating Disable

Access:	R/W

gamcmdi Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

6 Reserved

Format:	MBZ

5 gamwkrs Clock Gating Disable

Access:	R/W

gamwkrs Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

4 gamdati Clock Gating Disable

Access:	R/W

gamdati Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

3 L3_CR Clock Gating Disable

Access:	R/W

L3_CR Clock Gating Disable Control:

UNSLCGCTL9440 - Unslice unit Level Clock Gating Control 9440

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

2 **gamreqstrm Clock Gating Disable**

Access:	R/W

gamreqstrm Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

1 **ramdft Clock Gating Disable**

Access:	R/W

ramdft Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

0 **hwmunit Clock Gating Disable**

Access:	R/W

hwmunit Clock Gating Disable Control:

Value	Name	Description
1b	Clock Gating Disabled **[Default]**	Clocks are toggling, always.
0b	Clock Gating Enabled	Clocks can be gated when they are not required to toggle for functionality.

Unslice unit Level Clock Gating Control 9444

UNSLCGCTL9444 - Unslice unit Level Clock Gating Control 9444

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09444h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:4	**Reserved** Format: MBZ
	3	**KCRunit Clock Gating Disable** Access: R/W KCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**WCRunit Clock Gating Disable** Access: R/W WCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**lsnunit Clock Gating Disable** Access: R/W lsnunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**warbunit Clock Gating Disable** Access: R/W warbunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Unslice unit Level Clock Gating Control 9448

UNSLCGCTL9448 - Unslice unit Level Clock Gating Control 9448		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09448h	
Unslice unit Level Clock Gating Control 9448 Unit Level Clock Gating Disable bits		
DWord	**Bit**	**Description**
0	31:0	**ECO Spare Bits** Access: R/W Reserved.

Unslice unit Level Clock Gating Control 9450

UNSLCGCTL9450 - Unslice unit Level Clock Gating Control 9450

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	09450h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**URBunit Clock Gating Disable** Access: R/W URBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	28:27	**Reserved** Format: MBZ
	26	**RCPBEunit Clock Gating Disable** Access: R/W RCPBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**GAMunit Clock Gating Disable** Access: R/W GAMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**HDCunit Clock Gating Disable**

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		Access: R/W
		HDCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**Reserved** Format: MBZ
	22	**BLBunit Clock Gating Disable** Access: R/W BLBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**BFunit Clock Gating Disable** Access: R/W BFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**MUCunit Clock Gating Disable** Access: R/W MUCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**WVISunit Clock Gating Disable** Access: R/W WVISunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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18	**WAVM Clock Gating Disable** Access: R/W WAVM Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17	**WHME Clock Gating Disable** Access: R/W WHME Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
16	**WIME Clock Gating Disable** Access: R/W WIME Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
15	**WMPC Clock Gating Disable** Access: R/W WMPC Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
14	**Reserved** Format: MBZ
13	**VSHM Clock Gating Disable** Access: R/W VSHM Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for

UNSLCGCTL9450 - Unslice unit Level Clock Gating Control 9450

		functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**DAPRTS Clock Gating Disable** Access: R/W DAPRTS Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**Reserved** Format: MBZ
	10	**Reserved**
	9:6	**Reserved** Format: MBZ
	5	**vdlunit1 Clock Gating Disable** Access: R/W vdlunit1 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**vhmeunit Clock Gating Disable** Access: R/W vhmeunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**vcreunit Clock Gating Disable** Access: R/W vcreunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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	2	**hleunit Clock Gating Disable** Access: R/W hleunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**mbdunit Clock Gating Disable** Access: R/W mbdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**mmxunit Clock Gating Disable** Access: R/W mmxunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Unslice unit Level Clock Gating Control 9454

UNSLCGCTL9454 - Unslice unit Level Clock Gating Control 9454		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	09454h	
Unit Level Clock Gating Disable bits		
DWord	**Bit**	**Description**
0	31:22	**Reserved** Format: MBZ
	21	**SPARE Clock Gating Disable2** Access: R/W SPARE Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**ram gamtm2 unit Clock Gating Disable** Access: R/W gamtm2 unit Clock Gating Disable Control for ram: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	19	**ram gamtm1 unit Clock Gating Disable** Access: R/W gamtm1 unit Clock Gating Disable Control for ram: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	18	**VDIunit Clock Gating Disable** Access: R/W VDIunit Clock Gating Disable Control:

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	'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
17:14	**Reserved** Format: MBZ
13	**GAMTGunit Clock Gating Disable** Access: R/W GAMTGunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
12	**GAMTOunit Clock Gating Disable** Access: R/W GAMTOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
11:10	**Reserved** Format: MBZ
9	**mpdunit Clock Gating Disable** Access: R/W mpdunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
8	**hedunit Clock Gating Disable** Access: R/W hedunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

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7	**hlfunit Clock Gating Disable** Access: R/W hlfunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
6	**hmcunit Clock Gating Disable** Access: R/W hmcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
5	**hmxunit Clock Gating Disable** Access: R/W hmxunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
4	**hppunit Clock Gating Disable** Access: R/W hppunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
3	**hprunit Clock Gating Disable** Access: R/W hprunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
2	**hucunit Clock Gating Disable**

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		Access: R/W hucunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**hwmunit Clock Gating Disable** Access: R/W hwmunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**mdcunit Clock Gating Disable** Access: R/W mdcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

URB Runtime ECC capture Register

URB_ECC_CAPTURE_REG - URB Runtime ECC capture Register

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	0B14Ch

This register shows the captured value of the ECC calculated by the internal logic for URB writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:20	**Reserved** Format: MBZ
	19:0	**URB Latched ECC Value** Access: RO This field holds the value of the ECC generated by the URB pipeline for the preceding write cycle.

URB Runtime ECC Test Control Register

URB_ECC_TEST_CTL - URB Runtime ECC Test Control Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0B148h

This register is used to control the run time testing of the ECC logic in the URB pipeline.

_Custom_GTIAccessProtection	_Custom_GTILockWriteSignal	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:22	**Reserved** Format: MBZ
	21	**URB ECC Latch Enable** Access: R/W This bit enables the latching of the ECC value generated for any write access made to the URB. The latched value of the ECC can be read from the "URB Cache Runtime ECC capture Register". 0 – **[Default]** – Disable latching. 1 – Enable the latching
	20	**URB ECC Override Enable** Access: R/W This bit enables the overriding of the ECC value generated for any write access made to the URB. The value in the field below will be used to override the ECC internally generated. 0 – **[Default]** – Disable override of the ECC value 1 – Enable the override of the ECC value
	19:0	**URB ECC Override Value** Default Value: 00h Access: R/W This is the value to be used as the override for the ECC when enabled in the bit field above.

UTIL_PIN_BUF_CTL

UTIL_PIN_BUF_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	48404h-48407h
Name:	Utility Pin Buffer Control
ShortName:	UTIL_PIN_BUF_CTL
Reset:	soft

This register controls the display utility pin I/O buffer.

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:28	**Hysteresis**
	27	**Reserved** Format: MBZ
	26:24	**Spare**
	23:21	**Reserved** Format: MBZ
	20:16	**Pulldown Strength**
	15:12	**Pulldown Slew**
	11:9	**Reserved** Format: MBZ
	8:4	**Pullup Strength**
	3:0	**Pullup Slew**

UTIL_PIN_CTL

UTIL_PIN_CTL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	48400h-48403h
Name:	Utility Pin Control
ShortName:	UTIL_PIN_CTL
Reset:	soft

This register controls the display utility pin. The maximum switching frequency is 100 KHz.

DWord	Bit	Description
0	31	**Util Pin Enable** This bit enables the utility pin. Value: 0b – Disable; 1b – Enable
	30:29	**Pipe Select** This bit selects which pipe will be used when the utility pin is outputting timing related signals. Value: 00b – Pipe A; 01b – Pipe B; 10b – Pipe C; 11b – Pipe D Restriction: The field should only be changed when the utility pin is disabled or not configured to use any timing signals.
	28	**Reserved** Format: MBZ
	27:24	**Util Pin Mode** This bit configures the utility pin mode of operation for output. 0000b – Data – Output the Util_Pin_Output_Data value. 0001b – PWM – Output from the backlight PWM circuit. 0100b – Vblank – Output the vertical blank. [] This is the pipe delayed vblank. 0101b – Vsync – Output the vertical sync.

1000b	Right/Left Eye Level	Output the stereo 3D right/left eye level signal. Asserted for the left eye and de-asserted for the right eye.
Others	Reserved	Reserved

Restriction
The field should only be changed when the utility pin is disabled.

23 **Util Pin Output Data**

This bit selects what the value to drive as an output when in the data mode.

Value	Name
0b	0
1b	1

22 **Util Pin Output Polarity**

This bit inverts the polarity of the pin output.

Value	Name
0b	Not inverted
1b	Inverted

21:20 **Reserved**

Format:	MBZ

19 **Util Pin Direction**

This bit selects whether the pin is used as an output or an input.

Value	Name
0b	Output
1b	Input

Restriction
The field should only be changed when the utility pin is disabled.

18:17 **Reserved**

Format:	MBZ

16 **Util Pin Input Data**

Access:	RO

This bit gives the value received on the pin. This is only valid when the utility pin is enabled and the direction is input.

15:0 **Reserved**

Format:	MBZ

Valid Bit Vector 3 for RCC Register

RCCTLB_VLD_3 - Valid Bit Vector 3 for RCC Register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	04DACh	
This register contains the valid bits for entries 0-31 of RCCTLB.		
DWord	**Bit**	**Description**
0	31:0	**Valid Bit Vector 3 for RCC** Default Value: 00000000h Access: RO Valid Bits per Entry.

VCS CSB

VCS_CSB - VCS CSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
SW reads this offset to read the CSB entry at the top of the CSB fifo. Reads must occur in pairs to obtain a single 64 bit CSB entry. The second read pops the entry off the CSB fifo.		
DWord	**Bit**	**Description**
0	31:0	**Context Status Buffer DW** Access: RO This DW holds CSB bits[31:0] for the first read and CSB bits[63:32] for the second read.

VCS CSB Fifo Status Register

VCS_CSB_FSR - VCS CSB Fifo Status Register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
This RO register holds status of the CSB fifo.		
DWord	**Bit**	**Description**
0	31	**Not Empty** Default Value: 0000000000000000b Access: RO
	30:16	**Reserved** Format: MBZ
	15:8	**FIFO Maximum Occupancy Count** This field is a read-only field. It reflects the depth of the FIFO, which is a static value for each product.
	7:0	**Fifo Occupancy Count** Access: RO

Vdbox Power Context Save request

VDCGCTL3F00 - Vdbox Power Context Save request

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F00h-1C3F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX0
Address:	1C7F00h-1C7F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX1
Address:	1D3F00h-1D3F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX2
Address:	1D7F00h-1D7F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX3
Address:	1E3F00h-1E3F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX4
Address:	1E7F00h-1E7F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX5
Address:	1F3F00h-1F3F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX6
Address:	1F7F00h-1F7F03h
Name:	VDbox registers1
ShortName:	VDCGCTL3F00_VDBOX7

CustomGTIIs_ContextSaved
N

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO

VDCGCTL3F00 - Vdbox Power Context Save request

		Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

VDBox TLB Invalidation Register

VD_TLB_INV_CR - VDBox TLB Invalidation Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEDCh

_Custom_GTIAccessProtection	_Custom_GTIReset
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Mask Bits** Default Value: 0000000000000000b Access: R/W
	15:8	**Reserved** Format: MBZ
	7	**Invalidate VDBox TLBs bit7** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	6	**Invalidate VDBox TLBs bit6** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	5	**Invalidate VDBox TLBs bit5** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when

		invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	4	**Invalidate VDBox TLBs bit4** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	3	**Invalidate VDBox TLBs bit3** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	2	**Invalidate VDBox TLBs bit2** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	1	**Invalidate VDBox TLBs bit1** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0]

VD_TLB_INV_CR - VDBox TLB Invalidation Register

		TLBs. No Effect on non-existent VDBoxs. These bits self clear.
	0	**Invalidate VDBox TLBs bit0** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VDBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all itsmemory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[7:0] invalidates VDBox[7:0] TLBs. No Effect on non-existent VDBoxs. These bits self clear.

Vdbox unit Level Clock Gating Control 3F0C

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F0Ch-1C3F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX0
Address:	1C7F0Ch-1C7F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX1
Address:	1D3F0Ch-1D3F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX2
Address:	1D7F0Ch-1D7F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX3
Address:	1E3F0Ch-1E3F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX4
Address:	1E7F0Ch-1E7F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX5
Address:	1F3F0Ch-1F3F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX6
Address:	1F7F0Ch-1F7F0Fh
Name:	VDbox registers4
ShortName:	VDCGCTL3F0C_VDBOX7
Unit Level Clock Gating Disable bits	

_Custom_GTIIsContextSaved	CustomGTIIs_ContextSaved
Y	Y

DWord	Bit	Description
0	31	**SPARE Clock Gating Disable12**

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

	Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

30 **SPARE Clock Gating Disable11**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

29 **SPARE Clock Gating Disable10**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

28 **SPARE Clock Gating Disable9**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

27 **VNCunit Clock Gating Disable**

Access:	R/W

VNCunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **VMXunit Clock Gating Disable**

Access:	R/W

VMXunit Clock Gating Disable Control:

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**VMTSunit Clock Gating Disable** Access: R/W VMTSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**VMPCunit Clock Gating Disable** Access: R/W VMPCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**VMDunit Clock Gating Disable** Access: R/W VMDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**VMCRunit Clock Gating Disable** Default Value: 1b Access: R/W VMCRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**VMCunit Clock Gating Disable** Access: R/W VMCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

		functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**VMBunit Clock Gating Disable** Access: R/W VMBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**VLFunit Clock Gating Disable** Access: R/W VLFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**VITunit Clock Gating Disable** Access: R/W VITunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**VISunit Clock Gating Disable** Access: R/W VISunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**VIPunit Clock Gating Disable** Access: R/W VIPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

15	**VID6 Clock Gating Disable** Access: R/W VID6 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
14	**VID5 Clock Gating Disable** Access: R/W VID5 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
13	**VID4 Clock Gating Disable** Access: R/W VID4 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
12	**VID3 Clock Gating Disable** Access: R/W VID3 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
11	**VID2 Clock Gating Disable** Access: R/W VID2 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
10	**VID1 Clock Gating Disable**

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

	Access:	R/W

VID1 Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

9 **VIMEunit Clock Gating Disable**

Access:	R/W

VIMEunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

8 **VHRunit's Clock Gating Disable**

Access:	R/W

VHRunit's Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

7 **VHMEunit Clock Gating Disable**

Access:	R/W

VHMEunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

6 **VFTunit Clock Gating Disable**

Access:	R/W

VFTunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

5 **VDXunit Clock Gating Disable**

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C

		Access: R/W VDXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**VDSunit Clock Gating Disable** Access: R/W VDSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**vdl1unit Clock Gating Disable** Access: R/W vdl1unit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**Csunit's Clock Gating Disable** Access: R/W Csunit's Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**VCREunit Clock Gating Disable** Access: R/W VCREunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**VCPunit Clock Gating Disable** Access: R/W VCPunit Clock Gating Disable Control:

VDCGCTL3F0C - Vdbox unit Level Clock Gating Control 3F0C		
		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating Control 3F04

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F04h-1C3F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX0
Address:	1C7F04h-1C7F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX1
Address:	1D3F04h-1D3F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX2
Address:	1D7F04h-1D7F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX3
Address:	1E3F04h-1E3F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX4
Address:	1E7F04h-1E7F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX5
Address:	1F3F04h-1F3F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX6
Address:	1F7F04h-1F7F07h
Name:	VDbox registers2
ShortName:	VDCGCTL3F04_VDBOX7
Unit Level Clock Gating Disable bits	

_Custom_GTIIsContextSaved	CustomGTIIs_ContextSaved
Y	Y

DWord	Bit	Description
0	31	**spare Clock Gating Disable4**

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

	Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

30 **spare Clock Gating Disable3**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

29 **spare Clock Gating Disable2**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

28 **HVSHAREunit Clock Gating Disable**

Access:	R/W

HVSHAREunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

27 **HFTunit Clock Gating Disable**

Access:	R/W

HFTunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **HFQunit Clock Gating Disable**

Access:	R/W

HFQunit Clock Gating Disable Control:

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**HCRESunit Clock Gating Disable** Access: R/W HCRESunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**HCREIunit Clock Gating Disable** Access: R/W HCREIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**HCREFunit Clock Gating Disable** Access: R/W HCREFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**MEDunit Clock Gating Disable** Access: R/W MEDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**GACXunit Clock Gating Disable** Access: R/W GACXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**GACunit Clock Gating Disable** Access: R/W GACunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**ECPunit Clock Gating Disable** Access: R/W ECPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**BSPunit Clock Gating Disable** Access: R/W BSPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**vmmunit Clock Gating Disable** Access: R/W vmmunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**VHLFunit Clock Gating Disable** Access: R/W VHLFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

15	**VDKMXunit Clock Gating Disable**	
	Access:	R/W
	VDKMXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	
14	**HWMunit Clock Gating Disable**	
	Access:	R/W
	HWMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	
13	**HUCMXunit Clock Gating Disable**	
	Access:	R/W
	HUCMXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	
12	**HUCunit Clock Gating Disable**	
	Access:	R/W
	HUCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	
11	**HSSEunit Clock Gating Disable**	
	Access:	R/W
	HSSEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)	
10	**HSFunit Clock Gating Disable**	

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

		Access: R/W HSFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**HPRunit Clock Gating Disable** Access: R/W HPRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**HPPunit Clock Gating Disable** Access: R/W HPPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**HMXFunit Clock Gating Disable** Access: R/W HMXFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**HMXBunit Clock Gating Disable** Access: R/W HMXBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**HMCunit Clock Gating Disable** Access: R/W HMCunit Clock Gating Disable Control:

VDCGCTL3F04 - Vdbox unit Level Clock Gating Control 3F04

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**HITunit Clock Gating Disable** Access: R/W HITunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**HHLFunit Clock Gating Disable** Access: R/W HHLFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**HFCunit Clock Gating Disable** Access: R/W HFCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**HEDunit Clock Gating Disable** Access: R/W HEDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**HBEunit Clock Gating Disable** Access: R/W HBEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating Control 3F08

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F08h-1C3F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX0
Address:	1C7F08h-1C7F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX1
Address:	1D3F08h-1D3F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX2
Address:	1D7F08h-1D7F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX3
Address:	1E3F08h-1E3F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX4
Address:	1E7F08h-1E7F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX5
Address:	1F3F08h-1F3F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX6
Address:	1F7F08h-1F7F0Bh
Name:	VDbox registers3
ShortName:	VDCGCTL3F08_VDBOX7

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved	CustomGTIIs_ContextSaved
Y	Y

DWord	Bit	Description
0	31	**SPARE Clock Gating Disable8**

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

	Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

30 **SPARE Clock Gating Disable7**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

29 **SPARE Clock Gating Disable6**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

28 **spare Clock Gating Disable5**

Access:	R/W

SPARE Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

27 **VCIunit Clock Gating Disable**

Access:	R/W

VCIunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26 **VCDunit Clock Gating Disable**

Access:	R/W

VCDunit Clock Gating Disable Control:

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**vbspunit Clock Gating Disable** Access: R/W vbspunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**VBPunits Clock Gating Disable** Access: R/W VBPunits Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**VAMunit Clock Gating Disable** Access: R/W VAMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**VADuit Clock Gating Disable** Access: R/W VADuit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**VACunit Clock Gating Disable** Access: R/W VACunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**USBunit Clock Gating Disable** Access: R/W USBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**SECunit Clock Gating Disable** Access: R/W SECunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**RDOFunit Clock Gating Disable** Access: R/W RDOFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	17	**RDOBunit Clock Gating Disable** Access: R/W RDOBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	16	**QRCunit Clock Gating Disable** Access: R/W QRCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

15	**MEDunit Clock Gating Disable** Access: R/W MEDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
14	**MPCunit Clock Gating Disable** Access: R/W MPCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
13	**MDCunit Clock Gating Disable** Access: R/W MDCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
12	**jusbunit Clock Gating Disable** Access: R/W jusbunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
11	**JPGunit Clock Gating Disable** Access: R/W JPGunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
10	**HWOPunit Clock Gating Disable**

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

		Access: R/W
		HWOPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**MARB Clock Gating Disable** Access: R/W MARB Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**HVDunit Clock Gating Disable** Access: R/W HVDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**HTQunit Clock Gating Disable** Access: R/W HTQunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**HSAOunit Clock Gating Disable** Access: R/W HSAOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**HRSunit Clock Gating Disable** Access: R/W HRSunit Clock Gating Disable Control:

VDCGCTL3F08 - Vdbox unit Level Clock Gating Control 3F08

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**HPOunit Clock Gating Disable** Access: R/W HPOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**HMDCunit Clock Gating Disable** Access: R/W HMDCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**HLEunit Clock Gating Disable** Access: R/W HLEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**HLCunit Clock Gating Disable** Access: R/W HLCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**HIMEunit Clock Gating Disable** Access: R/W HIMEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating Control 3F10

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F10h-1C3F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX0
Address:	1C7F10h-1C7F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX1
Address:	1D3F10h-1D3F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX2
Address:	1D7F10h-1D7F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX3
Address:	1E3F10h-1E3F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX4
Address:	1E7F10h-1E7F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX5
Address:	1F3F10h-1F3F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX6
Address:	1F7F10h-1F7F13h
Name:	VDbox registers5
ShortName:	VDCGCTL3F10_VDBOX7

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved	CustomGTIIs_ContextSaved
Y	Y

DWord	Bit	Description
0	31	**Reserved**

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

	Format:	MBZ

30	**VFWunit Clock Gating Disable**

Access:	R/W

VFWunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

29	**VEOunit Clock Gating Disable**

Access:	R/W

VEOunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

28	**ECSunit Clock Gating Disable**

Access:	R/W

ECSunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

27	**VDNunit Clock Gating Disable**

Access:	R/W

VDNunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

26	**VDMunit Clock Gating Disable**

Access:	R/W

VDMunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

	25	**VDIunit Clock Gating Disable** Access: R/W VDIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**VCWunit Clock Gating Disable** Access: R/W VCWunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**VCUSunit Clock Gating Disable** Access: R/W VCUSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**IECPunit Clock Gating Disable** Access: R/W IECPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**GAVARBunit Clock Gating Disable** Access: R/W GAVARBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**GAVunit Clock Gating Disable**

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

	Access:	R/W

GAVunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

19 **dec400 unit Clock Gating Disable**

Access:	R/W

dec400 unit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

18 **decsubunit Clock Gating Disable**

Access:	R/W

decsubunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

17 **SFXunit Clock Gating Disable**

Access:	R/W

SFXunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

16 **SFOunit Clock Gating Disable**

Access:	R/W

SFOunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

15 **SFMunit Clock Gating Disable**

Access:	R/W

SFMunit Clock Gating Disable Control:

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**SFIunit Clock Gating Disable** Access: R/W SFIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	13	**SFEunit Clock Gating Disable** Access: R/W SFEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**SFDunit Clock Gating Disable** Access: R/W SFDunitClock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**SFAunit Clock Gating Disable** Access: R/W SFAunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**hmxbrouterunit Clock Gating Disable** Access: R/W hmxbrouterunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**RAMDFTunit Clock Gating Disable** Access: R/W RAMDFTunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**Reserved** Format: MBZ
	7	**SWPunit Clock Gating Disable** Access: R/W SWPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**VTQunit Clock Gating Disable** Access: R/W VTQunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**VSLunit Clock Gating Disable** Access: R/W VSLunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**VSECunit Clock Gating Disable** Access: R/W VSECunit Clock Gating Disable Control:

VDCGCTL3F10 - Vdbox unit Level Clock Gating Control 3F10

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**VRTunit Clock Gating Disable** Access: R/W VRTunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**VPRunit Clock Gating Disable** Access: R/W VPRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**VOPunit Clock Gating Disable** Access: R/W VOPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**VNEunit Clock Gating Disable** Access: R/W VNEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating Control 3F14

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F14h-1C3F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX0
Address:	1C7F14h-1C7F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX1
Address:	1D3F14h-1D3F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX2
Address:	1D7F14h-1D7F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX3
Address:	1E3F14h-1E3F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX4
Address:	1E7F14h-1E7F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX5
Address:	1F3F14h-1F3F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX6
Address:	1F7F14h-1F7F17h
Name:	VDbox registers6
ShortName:	VDCGCTL3F14_VDBOX7

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved	CustomGTIIs_ContextSaved
Y	Y

DWord	Bit	Description
0	31	**VDIunit Clock Gating Disable**

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

	Access:	R/W

VDIunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

30 **SFMunit Clock Gating Disable1**

Access:	R/W

SFMunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

29 **SFEunit Clock Gating Disable1**

Access:	R/W

SFEunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

28 **SFDunits Clock Gating Disable1**

Access:	R/W

SFDunits Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

27 **SFAunit Clock Gating Disable1**

Access:	R/W

SFAunit Clock Gating Disable Control:

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

		'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	26	**VEOunit Clock Gating Disable** Access: R/W VEOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	25	**VNCunit Clock Gating Disable** Access: R/W VNCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	24	**VMXunit Clock Gating Disable** Access: R/W VMXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	23	**vmpcunit Clock Gating Disable** Access: R/W vmpcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

		'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**vmmunit Clock Gating Disable** Access: R/W vmmunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**VMCunit Clock Gating Disable** Access: R/W VMCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	20	**VLFunit Clock Gating Disable** Access: R/W VLFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	19	**VISunit Clock Gating Disable** Access: R/W VISunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	18	**vhmeunit Clock Gating Disable**

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

	Access:	R/W

vhmeunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

17 **vhlfunit Clock Gating Disable**

Access:	R/W

vhlfunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

16 **VCWunit Clock Gating Disable**

Access:	R/W

VCWunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

15 **vcreunit Clock Gating Disable**

Access:	R/W

vcreunit Clock Gating Disable Control:

'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

14 **USBunit Clock Gating Disable**

Access:	R/W

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

		USBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	13	**QRCunit Clock Gating Disable** Access: R/W QRCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**MPCunit Clock Gating Disable** Access: R/W MPCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**mdcunit Clock Gating Disable** Access: R/W mdcunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**HWMunit Clock Gating Disable** Access: R/W HWMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

		functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**IECPuit Clock Gating Disable** Access: R/W IECPuit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**HVDunit Clock Gating Disable** Access: R/W HVDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**HUCMXunit Clock Gating Disable** Access: R/W HUCMXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**HUCunit Clock Gating Disable** Access: R/W HUCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

	5	**HTQunit Clock Gating Disable** Access: R/W HTQunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**HSAOunit Clock Gating Disable** Access: R/W HSAOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**HPRunit Clock Gating Disable** Access: R/W HPRunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**HPPunit Clock Gating Disable** Access: R/W HPPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**HHLFunit Clock Gating Disable**

VDCGCTL3F14 - Vdbox unit Level Clock Gating Control 3F14

		Access: R/W
		HHLFunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**HFCunit Clock Gating Disable**
		Access: R/W
		HFCunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating Control 3F18

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F18h-1C3F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX0
Address:	1C7F18h-1C7F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX1
Address:	1D3F18h-1D3F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX2
Address:	1D7F18h-1D7F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX3
Address:	1E3F18h-1E3F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX4
Address:	1E7F18h-1E7F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX5
Address:	1F3F18h-1F3F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX6
Address:	1F7F18h-1F7F1Bh
Name:	VDbox registers7
ShortName:	VDCGCTL3F18_VDBOX7
Unit Level Clock Gating Disable bits	

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:27	**Reserved**

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

	Format:	MBZ
26	**VECS BE unit Clock Gating Disable**	
	Access:	R/W
	VECS BE unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)	
25	**VECS FE unit Clock Gating Disable**	
	Access:	R/W
	VECS FE unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)	
24	**VCS BE unit Clock Gating Disable**	
	Access:	R/W
	VCS BE unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)	
23	**VCS FE unit Clock Gating Disable**	
	Access:	R/W
	VCS FE unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)	
22	**amx router unit Clock Gating Disable**	

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

	Access:	R/W

amxb router unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

21 **amx unit Clock Gating Disable**

	Access:	R/W

amx unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

20 **splt unit Clock Gating Disable**

	Access:	R/W

splt unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

19 **tbc unit Clock Gating Disable**

	Access:	R/W

tbc unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

18 **vdl1is unit Clock Gating Disable**

	Access:	R/W

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

		vdl1is unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	17	**lbc unit Clock Gating Disable** Access: R/W lbc unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	16	**amxb unit Clock Gating Disable** Access: R/W amxb unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	15	**Reserved** Format: MBZ
	14	**awm unit Clock Gating Disable** Access: R/W awm unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	13	**aln unit Clock Gating Disable**

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

	Access:	R/W

aln unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

12 **alf unit Clock Gating Disable**

Access:	R/W

alf unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

11 **apr unit Clock Gating Disable**

Access:	R/W

apr unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

10 **amc unit Clock Gating Disable**

Access:	R/W

amc unit Clock Gating Disable Control:

'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

9 **ait unit Clock Gating Disable**

Access:	R/W

ait unit Clock Gating Disable Control:

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

		'0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	8	**app unit Clock Gating Disable** Access: R/W app unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	7	**aed unit Clock Gating Disable** Access: R/W aed unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	6	**hfe unit Clock Gating Disable** Access: R/W hfe unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	5	**scr unit Clock Gating Disable 2** Access: R/W scr unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality)

VDCGCTL3F18 - Vdbox unit Level Clock Gating Control 3F18

		'1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	4	**scr unit Clock Gating Disable 1** Access: R/W scr unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	3	**scr unit Clock Gating Disable 0** Access: R/W scr unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	2	**scr unit Clock Gating Disable 3** Access: R/W scr unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)
	1	**Reserved** Format: MBZ
	0	**kin unit Clock Gating Disable** Access: R/W kin unit Clock Gating Disable Control: '0' : Clock Gating Enabled.; (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled.; (i.e., clocks are toggling, always)

Vdbox unit Level Clock Gating override during rstflow

VDMISCCP3F20 - Vdbox unit Level Clock Gating override during rstflow	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C3F20h-1C3F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX0
Address:	1C7F20h-1C7F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX1
Address:	1D3F20h-1D3F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX2
Address:	1D7F20h-1D7F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX3
Address:	1E3F20h-1E3F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX4
Address:	1E7F20h-1E7F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX5
Address:	1F3F20h-1F3F23h
Name:	VDbox registers9
ShortName:	VDMISCCP3F20_VDBOX6
Address:	1F7F20h-1F7F23h

VDMISCCP3F20 - Vdbox unit Level Clock Gating override during rstflow

Name: VDbox registers9

ShortName: VDMISCCP3F20_VDBOX7

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**ECO Spare Bits** Access: R/W Reserved

VDENC current encoded bitstream quality

CUR_ENC_BITS_QUALITY - VDENC current encoded bitstream quality	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	128
Address:	1C2D80h-1C2D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG0
Address:	1C6D80h-1C6D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG1
Address:	1D2D80h-1D2D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG2
Address:	1D6D80h-1D6D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG3
Address:	1E2D80h-1E2D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG4
Address:	1E6D80h-1E6D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG5
Address:	1F2D80h-1F2D8Fh
Name:	Current Encoded bitstream quality for LCU rows
ShortName:	CUR_ENC_BITS_QUALITY_VDENC_REG6

CUR_ENC_BITS_QUALITY - VDENC current encoded bitstream quality

Address: 1F6D80h-1F6D8Fh

Name: Current Encoded bitstream quality for LCU rows

ShortName: CUR_ENC_BITS_QUALITY_VDENC_REG7

Current frame row quality. Each bit in this register indicates the quality of current encoded bitstream. This is the status information derived based on Maximum QP used for any CU in the LCU row.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Current encoded bitstream quality vector** Access: RO This register indicates the quality of current frame for 32 consecutive LCU rows starting from LCU row 0.
1	31:0	**Current encoded bitstream quality vector** Access: RO This register indicates the quality of current frame for 32 consecutive LCU rows starting from LCU row 32.
2	31:0	**Current encoded bitstream quality vector** Access: RO This register indicates the quality of current frame for 32 consecutive LCU rows starting from LCU row 64.
3	31:0	**Current encoded bitstream quality vector** Access: RO This register indicates the quality of current frame for 32 consecutive LCU rows starting from LCU row 96.

VDENC X_Y_POS

VDENC_X_Y_POS - VDENC X_Y_POS	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C2DA8h-1C2DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG0
Address:	1C6DA8h-1C6DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG1
Address:	1D2DA8h-1D2DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG2
Address:	1D6DA8h-1D6DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG3
Address:	1E2DA8h-1E2DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG4
Address:	1E6DA8h-1E6DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG5
Address:	1F2DA8h-1F2DABh
Name:	VDENC X_Y_POS
ShortName:	VDENC_X_Y_POS_VDENC_REG6
Address:	1F6DA8h-1F6DABh
Name:	VDENC X_Y_POS

VDENC_X_Y_POS - VDENC X_Y_POS

ShortName: VDENC_X_Y_POS_VDENC_REG7

This register is used to indicate the VDENC processed X and Y position. This change was introduced for Stream in buffer implementation for fulsim to detect till what point VDENC has processed the data.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:8	**vdenc_x_pos_map** Access: RO
	7:0	**vdenc_y_pos** Access: RO

VDMBDFBARKVM

VDMBDFBARKVM - VDMBDFBARKVM

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 134140h

Allows indirection of KVM traffic for manageability.

_Custom_SaiPolicy []

Unspecified

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18:16	**BARNUM** Default Value: 111b Access: R/W Indicates to which base address register VDM packets should be addressed.
	15:8	**BUSNUM** Default Value: 00000000b Access: R/W Indicates to which bus number VDM packets should be addressed.
	7:3	**DEVNUM** Default Value: 10110b Access: R/W Indicates to which Device number VDM packets should be addressed.
	2:0	**FUNNUM** Default Value: 000b Access: R/W Indicates to which Function number VDM packets should be addressed.

Vebox Power Context Save request

VECGCTL3F00 - Vebox Power Context Save request		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	1CBF00h-1CBF03h	
Name:	VEbox registers	
ShortName:	VECGCTL3F00_VEBOX0	
Address:	1DBF00h-1DBF03h	
Name:	VEbox registers	
ShortName:	VECGCTL3F00_VEBOX1	
Address:	1EBF00h-1EBF03h	
Name:	VEbox registers	
ShortName:	VECGCTL3F00_VEBOX2	
Address:	1FBF00h-1FBF03h	
Name:	VEbox registers	
ShortName:	VECGCTL3F00_VEBOX3	

DWord	Bit	Description
0	31:16	**Message Mask** Access: RO Message Mask bots for lower 16 bits
	15:10	**Reserved** Format: MBZ
	9	**Power context save request** Access: R/W Set Power Context Save Request 1'b0 : Power context save is not being requested 1'b1 : Power context save is being requested CPUnit self-clears this bit upon sampling.
	8:0	**Power Context Save request crdit count** Access: R/W QWord Credits for Power Context Save Request Minimum Credits = 1 : Unit may send 1 QWord pair (enough for first LRI at least) Maximum Credits = 511 : Unit may send 511 QWord pairs A QWord pair is defined as a 32-bit register address and the corresponding 32-bits of register data. Note that the LRI header and END commands are 64-bits each (32-bit command followed by 32-bit NOOP) and will consume one QWord credit. Only valid with PWRCTX_SAVE_REQ (Bit9).

VEBOX TLB Invalidation Register

VE_TLB_INV_CR - VEBOX TLB Invalidation Register

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0CEE0h

DWord	Bit	Description
0	31:16	**Mask Bits** Default Value: 0000000000000000b Access: R/W
	15:4	**Reserved** Format: MBZ
	3	**Invalidate VEBox TLBs bit3** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VEBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[3:0] invalidates VEBox[3:0] TLBs. No Effect on non-existent VEBoxs. These bits self clear.
	2	**Invalidate VEBox TLBs bit2** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VEBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[3:0] invalidates VEBox[3:0] TLBs. No Effect on non-existent VEBoxs. These bits self clear.
	1	**Invalidate VEBox TLBs bit1** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VEBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses.

VE_TLB_INV_CR - VEBOX TLB Invalidation Register

		Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[3:0] invalidates VEBox[3:0] TLBs. No Effect on non-existent VEBoxs. These bits self clear.
	0	**Invalidate VEBox TLBs bit0** Default Value: 0b Access: R/W SW writes 1 to invalidate the TLBs for the associated VEBox and HW clears the bit when invalidation is complete. To ensure proper invalidation of the TLBs, SW has to ensure the corresponding engine's HW pipeline is flushed and cleared from all its memory accesses. Otherwise HW cannot guarantee the proper invalidation for TLBs.Bit[3:0] invalidates VEBox[3:0] TLBs. No Effect on non-existent VEBoxs. These bits self clear.

Vebox unit Level Clock Gating Control 3F04

VECGCTL3F04 - Vebox unit Level Clock Gating Control 3F04	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1CBF04h-1CBF07h
Name:	VEbox registers
ShortName:	VECGCTL3F04_VEBOX0
Address:	1DBF04h-1DBF07h
Name:	VEbox registers
ShortName:	VECGCTL3F04_VEBOX1
Address:	1EBF04h-1EBF07h
Name:	VEbox registers
ShortName:	VECGCTL3F04_VEBOX2
Address:	1FBF04h-1FBF07h
Name:	VEbox registers
ShortName:	VECGCTL3F04_VEBOX3

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23	**ramdftunit Clock Gating Disable** Access: R/W ramdftunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	22	**cg3ddis_spare2 Clock Gating Disable** Access: R/W cg3ddis_spare2 Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	21	**cg3ddis_spare1 Clock Gating Disable**

VECGCTL3F04 - Vebox unit Level Clock Gating Control 3F04

	Access:	R/W

cg3ddis_spare1 Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

20 **MCRunit Clock Gating Disable**

Default Value:	1b
Access:	R/W

MCRunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

19 **VFWunit Clock Gating Disable**

Access:	R/W

VFWunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

18 **VEOunit Clock Gating Disable**

Access:	R/W

VEOunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

17 **ECSunit Clock Gating Disable**

Access:	R/W

ECSunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

16 **VDNunit Clock Gating Disable**

Access:	R/W

VDNunit Clock Gating Disable Control:
'0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality)
'1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

VECGCTL3F04 - Vebox unit Level Clock Gating Control 3F04

	15	**VDMunit Clock Gating Disable** Access: R/W VDMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	14	**VDIunit Clock Gating Disable** Access: R/W VDIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	13	**VCWunit Clock Gating Disable** Access: R/W VCWunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	12	**VCUSunit Clock Gating Disable** Access: R/W VCUSunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	11	**SFXunit Clock Gating Disable** Access: R/W SFXunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	10	**SFOunit Clock Gating Disable** Access: R/W SFOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	9	**SFMunit Clock Gating Disable**

VECGCTL3F04 - Vebox unit Level Clock Gating Control 3F04

		Access: R/W SFMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	8	**SFIunit Clock Gating Disable** Access: R/W SFIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	7	**SFEunit Clock Gating Disable** Access: R/W SFEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**SFDunit Clock Gating Disable** Access: R/W SFDunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**SFAunit Clock Gating Disable** Access: R/W SFAunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**Reserved**
	3	**IECPunit Clock Gating Disable** Access: R/W IECPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**GCPunit Clock Gating Disable**

VECGCTL3F04 - Vebox unit Level Clock Gating Control 3F04		
		Access: R/W GCPunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**GAVARBunit Clock Gating Disable** Access: R/W GAVARBunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**GAVunit Clock Gating Disable** Access: R/W GAVunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vebox unit Level Clock Gating Control 3F08

VECGCTL3F08 - Vebox unit Level Clock Gating Control 3F08

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1CBF08h-1CBF0Bh
Name:	VEbox registers
ShortName:	VECGCTL3F08_VEBOX0
Address:	1DBF08h-1DBF0Bh
Name:	VEbox registers
ShortName:	VECGCTL3F08_VEBOX1
Address:	1EBF08h-1EBF0Bh
Name:	VEbox registers
ShortName:	VECGCTL3F08_VEBOX2
Address:	1FBF08h-1FBF0Bh
Name:	VEbox registers
ShortName:	VECGCTL3F08_VEBOX3

Unit Level Clock Gating Disable bits

_Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7	**VEOunit Clock Gating Disable** Access: R/W VEOunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	6	**VDIunit Clock Gating Disable** Access: R/W VDIunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	5	**VCWunit Clock Gating Disable**

VECGCTL3F08 - Vebox unit Level Clock Gating Control 3F08

		Access: R/W VCWunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	4	**SFMunit Clock Gating Disable** Access: R/W SFMunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	3	**SFEunit Clock Gating Disable** Access: R/W SFEunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	2	**SFDunits Clock Gating Disable** Access: R/W SFDunits Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	1	**SFAunit Clock Gating Disable** Access: R/W SFAunit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)
	0	**IECPuit Clock Gating Disable** Access: R/W IECPuit Clock Gating Disable Control: '0' : Clock Gating Enabled. (i.e., clocks can be gated when they are not required to toggle for functionality) '1' : Clock Gating Disabled. (i.e., clocks are toggling, always)

Vebox unit Level Clock Gating override during rstflow

VEMISCCP3F10 - Vebox unit Level Clock Gating override during rstflow

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	03F10h

Unit Level Clock Gating Disable bits

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**misccp Clock Gating Disable during rstflow** Default Value: 1b Access: R/W misccp Clock Gating Disable Control: '0' : Clock Gating Enabled during reset flows (i.e., clocks can be gated when they are not required to toggle for functionality, NOT Recommended) '1' : Clock Gating Disabled during reset flows. (i.e., clocks are toggling, always) Randomizing this bit will result in X flush not completing during the simulation

VEBX Context Element Descriptor (Low Part)

VEBX_CTX_EDR_L - VEBX Context Element Descriptor (Low Part)		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
Address:	044C0h	
DWord	**Bit**	**Description**
0	31:0	**VEBX Context Element Descriptor** Default Value: 00000009h Access: R/W

VECS CSB

VECS_CSB - VECS CSB		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
SW reads this offset to read the CSB entry at the top of the CSB fifo. Reads must occur in pairs to obtain a single 64 bit entry. The second read pops the entry off the CSB fifo.		
DWord	**Bit**	**Description**
0	31:0	**Context Status Buffer DW** Access: RO This DW holds CSB bits[31:0] for the first read and CSB bits[63:32] for the second read.

VECS CSB Fifo Status Register

VECS_CSB_FSR - VECS CSB Fifo Status Register		
Register Space:	MMIO: 0/2/0	
Size (in bits):	32	
This RO register holds status of the CSB fifo		
DWord	**Bit**	**Description**
0	31	**Not Empty** Access: RO
	30:16	**Reserved** Format: MBZ
	15:8	**Fifo Maximum Occupancy Count** This field is a read-only field. It reflects the depth of the FIFO, which is a static value for each product.
	7:0	**FIFO Occupancy Count** Access: RO

Vendor Identification

VID2_0_2_0_PCI - Vendor Identification

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00000h

This register combined with the Device Identification register uniquely identifies any PCI device.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:0	**Vendor Identification Number** Default Value: 1000000010000110b Access: RO PCI standard identification for Intel.

VEO Current Pipe 0 XY Register

VEO_CURRENT0_XY - VEO Current Pipe 0 XY Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1CA054h
ShortName:	VEO_CURRENT0_XY_01
Address:	1DA054h
ShortName:	VEO_CURRENT0_XY_02
Address:	1EA054h
ShortName:	VEO_CURRENT0_XY_03
Address:	1FA054h
ShortName:	VEO_CURRENT0_XY_04

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**Current Input Pipe 0 X** Default Value: 0h
	15	**Reserved** Format: MBZ
	14:0	**Current Input Pipe 0 Y** Default Value: 0h

VEO DN Pipe 0 XY Register

VEO_DN0_XY - VEO DN Pipe 0 XY Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1CA04Ch
ShortName:	VEO_DN0_XY_01
Address:	1DA04Ch
ShortName:	VEO_DN0_XY_02
Address:	1EA04Ch
ShortName:	VEO_DN0_XY_03
Address:	1FA04Ch
ShortName:	VEO_DN0_XY_04

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**DN Pipe 0 X** Default Value: 0h dn_input_x[13:0]
	15	**Reserved** Format: MBZ
	14:0	**DN Pipe 0 Y** Default Value: 0h dn_input_y[14:0]

VEO DN Pipe 1 XY Register

VEO_DN1_XY - VEO DN Pipe 1 XY Register

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1CA050h
ShortName:	VEO_DN1_XY_01
Address:	1DA050h
ShortName:	VEO_DN1_XY_02
Address:	1EA050h
ShortName:	VEO_DN1_XY_03
Address:	1FA050h
ShortName:	VEO_DN1_XY_04

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**DN Pipe 1 X** Default Value: 0h
	15	**Reserved** Format: MBZ
	14:0	**DN Pipe 1 Y** Default Value: 0h

VEO DV Count Register

VEO_DV_COUNT - VEO DV Count Register			
Register Space:	MMIO: 0/2/0		
Access:	RO		
Size (in bits):	32		
Address:	1CA044h		
ShortName:	VEO_DV_COUNT_01		
Address:	1DA044h		
ShortName:	VEO_DV_COUNT_02		
Address:	1EA044h		
ShortName:	VEO_DV_COUNT_03		
Address:	1FA044h		
ShortName:	VEO_DV_COUNT_04		
DWord	**Bit**	**Description**	
0	31:24	**Pipe1 Motion History DV/Hold Maxcount**	
		Default Value:	0h
	23:16	**Pipe1 Pixel History DV/Hold Maxcount**	
		Default Value:	0h
	15:8	**Pipe0 Motion History DV/Hold Maxcount**	
		Default Value:	0h
	7:0	**Pipe0 Pixel History DV/Hold Maxcount**	
		Default Value:	0h

VEO DV Hold Register

VEO_DVHOLD - VEO DV Hold Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	1CA05Ch	
ShortName:	VEO_DVHOLD_01	
Address:	1DA05Ch	
ShortName:	VEO_DVHOLD_02	
Address:	1EA05Ch	
ShortName:	VEO_DVHOLD_03	
Address:	1FA05Ch	
ShortName:	VEO_DVHOLD_04	
Datavalid/Hold signals for VEO interface		

DWord	Bit	Description
0	31	**vdn_p0_veo_pixel_dv** Default Value: 0h
	30	**veo_vdn_p0_pixel_hold** Default Value: 0h
	29	**vdn_p0_veo_mh_dv** Default Value: 0h
	28	**veo_vdn_p0_mh_hold** Default Value: 0h
	27	**vdn_p0_veo_bne_luma_dv** Default Value: 0h
	26	**veo_vdn_p0_bne_luma_hold** Default Value: 0h
	25	**vdn_p0_veo_bne_chroma_dv** Default Value: 0h
	24	**veo_vdn_p0_bne_chroma_hold** Default Value: 0h
	23	**vdi_p0_veo_pixel_dv** Default Value: 0h
	22	**veo_vdi_p0_pixel_hold**

VEO_DVHOLD - VEO DV Hold Register

		Default Value: 0h
	21	**vdi_p0_veo_stmm_dv** Default Value: 0h
	20	**veo_vdi_p0_stmm_hold** Default Value: 0h
	19	**vdi_p0_veo_fmd_dv** Default Value: 0h
	18	**veo_vdi_p0_fmd_hold** Default Value: 0h
	17	**iecp_p0_veo_dv** Default Value: 0h
	16	**veo_iecp_p0_hold** Default Value: 0h
	15	**vdn_p1_veo_pixel_dv** Default Value: 0h
	14	**veo_vdn_p1_pixel_hold** Default Value: 0h
	13	**vdn_p1_veo_mh_dv** Default Value: 0h
	12	**veo_vdn_p1_mh_hold** Default Value: 0h
	11	**vdn_p1_veo_bne_luma_dv** Default Value: 0h
	10	**veo_vdn_p1_bne_luma_hold** Default Value: 0h
	9	**vdn_p1_veo_bne_chroma_dv** Default Value: 0h
	8	**veo_vdn_p1_bne_chroma_hold** Default Value: 0h
	7	**vdi_p1_veo_pixel_dv** Default Value: 0h
	6	**veo_vdi_p1_pixel_hold** Default Value: 0h
	5	**vdi_p1_veo_stmm_dv** Default Value: 0h

VEO_DVHOLD - VEO DV Hold Register		
	4	**veo_vdi_p1_stmm_hold** Default Value: 0h
	3	**vdi_p1_veo_fmd_dv** Default Value: 0h
	2	**veo_vdi_p1_fmd_hold** Default Value: 0h
	1	**iecp_p1_veo_dv** Default Value: 0h
	0	**veo_iecp_p1_hold** Default Value: 0h

VEO IECP DV Count Register

VEO_IECP_DV_COUNT - VEO IECP DV Count Register			
Register Space:	MMIO: 0/2/0		
Access:	RO		
Size (in bits):	32		
Address:	1CA048h		
ShortName:	VEO_IECP_DV_COUNT_01		
Address:	1DA048h		
ShortName:	VEO_IECP_DV_COUNT_02		
Address:	1EA048h		
ShortName:	VEO_IECP_DV_COUNT_03		
Address:	1FA048h		
ShortName:	VEO_IECP_DV_COUNT_04		
DWord	**Bit**	**Description**	
0	31:24	**IECP DV/Hold Maxcount**	
		Default Value:	0h
	23:16	**DI/FMD DV/Hold Maxcount**	
		Default Value:	0h
	15:8	**DI/STMM DV/Hold Maxcount**	
		Default Value:	0h
	7:0	**DI Pixel DV/Hold Maxcount**	
		Default Value:	0h

VEO Previous Pipe 0 XY Register

VEO_PREVIOUS0_XY - VEO Previous Pipe 0 XY Register	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1CA058h
ShortName:	VEO_PREVIOUS0_XY_01
Address:	1DA058h
ShortName:	VEO_PREVIOUS0_XY_02
Address:	1EA058h
ShortName:	VEO_PREVIOUS0_XY_03
Address:	1FA058h
ShortName:	VEO_PREVIOUS0_XY_04

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29:16	**Previous Input Pipe 0 X** Default Value: 0h
	15	**Reserved** Format: MBZ
	14:0	**Previous Input Pipe 0 Y** Default Value: 0h

VEO State Register

VEO_STATE - VEO State Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	1CA040h	
ShortName:	VEO_STATE_01	
Address:	1DA040h	
ShortName:	VEO_STATE_02	
Address:	1EA040h	
ShortName:	VEO_STATE_03	
Address:	1FA040h	
ShortName:	VEO_STATE_04	
Data valids and holds for the statistics interface		

DWord	Bit	Description
0	31	**iecp_p0_veo_his_dv** Default Value: 0h
	30	**iecp_p0_veo_skin_dv** Default Value: 0h
	29	**iecp_p0_veo_rgb_his_dv** Default Value: 0h
	28	**iecp_p0_veo_out_dist_dv** Default Value: 0h
	27	**iecp_p1_veo_his_dv** Default Value: 0h
	26	**iecp_p1_veo_skin_dv** Default Value: 0h
	25	**iecp_p1_veo_out_dist_dv** Default Value: 0h
	24	**veo_iecp_p0_rgb_his_hold** Default Value: 0h
	23	**Reserved** Format: MBZ
	22:19	**VSC_FSM_State**

VEO_STATE - VEO State Register		
		Default Value: 0h State of the VEO_VSC_CNTRL state machine
	18:16	**GAV Command Credit Count** Default Value: 4h
	15:12	**GAV Data Credit Count** Default Value: 8h
	11:8	**Reserved** Format: MBZ
	7:0	**GAV Stall Clk Cnt Max** Default Value: 0h The longest stall from GAV since the beginning of the frame.

VE SFC Forced Lock Acknowledgement Register

VE_SFC_FORCED_LOCK_ACK - VE SFC Forced Lock Acknowledgement Register

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	1CA018h
ShortName:	VE_SFC_FORCED_LOCK_ACK_VECS0
Address:	1DA018h
ShortName:	VE_SFC_FORCED_LOCK_ACK_VECS1
Address:	1EA018h
ShortName:	VE_SFC_FORCED_LOCK_ACK_VECS2
Address:	1FA018h
ShortName:	VE_SFC_FORCED_LOCK_ACK_VECS3

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**VE_SFC_FORCED_LOCK_ACK** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit is going to be polled by driver. This bit indicates that VE has received MFX_SFC_Forced_Lock from driver and it has sent that signal to SFC. Once this bit is set, it indicates SFC status (lock or unlock) will not be changed anymore. Driver will be safe to start the reset process after this bit is set. Hardware has to de-assert this bit after driver de-assert VE_SFC_Forced_Lock as well.

VE SFC Forced Lock Register

VE_SFC_FORCED_LOCK - VE SFC Forced Lock Register		
Register Space:	MMIO: 0/2/0	
Access:	WO	
Size (in bits):	32	
Address:	1CA01Ch	
ShortName:	VE_SFC_FORCED_LOCK_01	
Address:	1DA01Ch	
ShortName:	VE_SFC_FORCED_LOCK_02	
Address:	1EA01Ch	
ShortName:	VE_SFC_FORCED_LOCK_03	
Address:	1FA01Ch	
ShortName:	VE_SFC_FORCED_LOCK_04	

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**VE_SFC_FORCED_LOCK** Format: U1 This bit can only be set by driver and it has to be clear by driver as well. Driver should set this bit before issuing the software (watchdog timer) reset. It tells VEBox that a software reset is going to happen. VE then issues a forced lock to SFC. If SFC is currently locked to VE, SFC should not unlock itself from VE. If SFC is NOT currently locked to VE, SFC should not accept the lock request from VE. Driver needs to clear this bit after the software reset sequence is complete.

VE VFW SFC Usage Register

VE_SFC_USAGE - VE VFW SFC Usage Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	1CA014h	
ShortName:	VE_SFC_USAGE_VECS0	
Address:	1DA014h	
ShortName:	VE_SFC_USAGE_VECS1	
Address:	1EA014h	
ShortName:	VE_SFC_USAGE_VECS2	
Address:	1FA014h	
ShortName:	VE_SFC_USAGE_VECS3	

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**VE_SFC_USAGE** Format: U1 This bit can only be set by hardware and it has to be clear by hardware as well. This bit indicates SFC is currently locked to VE. This bit should be set after SFC accepts the lock request from VE. This bit should be clear once SFC finishes the workload and unlocked from VEBox. In case a reset happens on MFX, this bit must be reset once a new workload is received

VF_CAPABILITY_REGISTER

VF_CAP_REG - VF_CAPABILITY_REGISTER

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1901F8h

This register is used to communicate information about the VF to the VM Drivers. The same offset (0x1901F8) is used for all VF and the PF.

Custom_GTIIsContextSaved
N

DWord	Bit	Description
0	31:1	**Reserved** Format: MBZ
	0	**Virtual Function** Access: RO Value / Name: 0b – Physical Function **[Default]** 1b – Virtual Function

VF_SW_FLAG

VF_SW_FLAG	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	190240h
Name:	VF_SW_FLAG_0
ShortName:	VF_SW_FLAG_0
Address:	190244h
Name:	VF_SW_FLAG_1
ShortName:	VF_SW_FLAG_1
Address:	190248h
Name:	VF_SW_FLAG_2
ShortName:	VF_SW_FLAG_2
Address:	19024Ch
Name:	VF_SW_FLAG_3
ShortName:	VF_SW_FLAG_3

Each Virtual Function has 4x32bit Software Flag registers, which can be used as scratch registers.

Custom_GTIIsContextSaved
Y

DWord	Bit	Description
0	31:0	**Data** Default Value: 00000000h Access: R/W The format of this register is defined by Software.

VF BAR0 LDW

VF_BAR0_LDW_0_2_0_PCI - VF BAR0 LDW

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00344h

Lower DW of the BAR that defines the base address of GTTMMADR for all VFs.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:24	**VF GTTMMADDR Lower DW** Default Value: 00000000b Access: R/W VF GTTMMADDR Lower DW
	23:4	**VF GTTMMADDR Lower DW Mask** Default Value: 00000000000000000000000000b Access: RO VF GTTMMADDR Lower DW Mask
	3	**Prefetchable** Default Value: 0b Access: RO Indicates if a BAR is Prefetchable or Non-prefectable
	2:1	**Type** Default Value: 10b Access: RO Type. Value 10 indicates 64 bit BAR
	0	**Memory Space Indicator** Default Value: 0b Access: RO Memory space Indicator. Value 0 indicates memory space.

VF BAR0 UDW

VF_BAR0_UDW_0_2_0_PCI - VF BAR0 UDW

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00348h

Upper DW of the BAR that defines the base address of GTTMMADR for all VFs

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:0	**VF GTTMMMADDR Upper DW** Default Value: 00000000000000000000000000000000b Access: R/W VF GTTMMADDR Upper DW

VF BAR1 LDW

VF_BAR1_LDW_0_2_0_PCI - VF BAR1 LDW

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	0034Ch

Description
Lower DW of the BAR that defines the base address of GMADR for all VFs.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:29	**VF GMADDR Lower DW** Default Value: 000b Access: R/W VF GMADDR Lower DW
	28:4	**VF GMADDR Lower DW Mask** Default Value: 00000000000000000000b Access: RO VF GMADDR Lower DW Mask
	3	**Prefetchable** Default Value: 1b Access: RO Inidicates if a BAR is Prefetchable or Non-Prefetchable
	2:1	**Type** Default Value: 10b Access: RO Type. Value 10 indicates 64 bit BAR
	0	**Memory Space Indicator** Default Value: 0b Access: RO Memory space Indicator. Value 0 indicates memory space.

VF BAR1 UDW

VF_BAR1_UDW_0_2_0_PCI - VF BAR1 UDW

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00350h

Upper DW of the BAR that defines the base address of GMADR for all VFs

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	31:0	**Reserved** Format: MBZ

VF BAR2 LDW

VF_BAR2_LDW_0_2_0_PCI - VF BAR2 LDW

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00354h

Lower DW of Unused BAR

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**Reserved Bar** Default Value: 00000000000000000000000000000000b Access: RO Reserved

VF BAR2 UDW

VF_BAR2_UDW_0_2_0_PCI - VF BAR2 UDW	
Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00358h
Upper DW of Unused BAR	

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**Reserved Bar** Default Value: 00000000000000000000000000000000b Access: RO Reserved

VF Device ID

VF_DEVICEID_0_2_0_PCI - VF Device ID

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00338h

Defines the Device ID to be used by all Virtual Functions

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:16	**VF DEVICE ID VALUE** Access: RO Variant Mirror the same device ID as the PF Value: 1001101001000000b — Name: **[Default]**
	15:0	**Reserved** Format: MBZ

VF Migration State Array Offset

VF_MIGST_OFFSET_0_2_0_PCI - VF Migration State Array Offset

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	0035Ch

Defines offset from a PF BAR to the VF Migration State Array. VF Migration not supported in this implementation

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:0	**Reserved bits** Default Value: 00000000000000000000000000000000b Access: RO Reserved

VF Scratch Pad

VFSKPD - VF Scratch Pad

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	083A8h-083ABh
Name:	VF Scratch Pad
ShortName:	VFSKPD_VFUNIT
Address:	16EA8h-16EABh
Name:	VF Scratch Pad
ShortName:	VFSKPD_VFRUNIT

DWord	Bit	Description
0	31:16	**Mask** Access: WO Format: Mask Must be set to modify corresponding bit in Bits 15:0. (All bits implemented)
	15	**Reserved** Format: MBZ
	14	**Reserved** Access: R/W Format: PBC
	13	**Mid Object Preemption Topology Fix Disable** Access: R/W Format: Disable 0h – Enable **[Default]** – VF replay topology fix is enabled - VF will output correct topology after Object Level Pre-emption. 1h – VF replay topology fix is disabled
	12	**Index Buffer Fetch Enhancement Disable** Access: R/W

VFSKPD - VF Scratch Pad

Format:	Disable

Value	Name	Description
0h	Enable **[Default]**	The index buffer fetch enhancement is enabled. If the number of vertex per instance is less than the index buffer depth, VF will only fetch the indices from the index buffer on the first instance. All other instances will re-use the indices stored in the index buffer.
1h		The index fetch enhancement is disabled. All indices are always fetched.

11 **POLYGON PrimitiveID Fix Disable**

Access:	R/W
Format:	Disable

Value	Name	Description
0h	Enable **[Default]**	PrimitiveID is constant across all triangles of a POLYGON.
1h	Disable	PrimitiveID is incremented for each triangle of a POLYGON.

10 **VF POSH Starvation Disable**

Access:	R/W
Format:	Disable

Value	Name	Description
0h	Enable **[Default]**	The VF will inform OVR when it is starved for POSH token data.
1h	Disable	The VF will not inform OVR when it is starved for POSH token data.

9 **Partial Autostrip Disable**

Access:	R/W
Format:	Disable

Value	Name	Description
0h	Enable **[Default]**	The VF can generate "partial autostrip" primitives from TRILIST inputs (if/when possible).
1h	Disable	VF will not generate "partial autostrip" primitives

8 **Reserved**

Access:	R/W
Format:	PBC

7 **Reserved**

Access:	R/W

VFSKPD - VF Scratch Pad

Format:	PBC

6 Autostrip Disable

Access:	R/W
Format:	U1

Value	Name	Description
0h	Enable **[Default]**	The VF can generate "autostrip" primitives from TRILIST inputs (if/when possible).
1h	Disable	VF will not generate "autostrip" primitives.

5 TLB Prefectch Enable

Access:	R/W
Format:	U1

Value	Name	Description
0h	Disable **[Default]**	The VF will generate prefetch of TLB when it is fetching sequential vertex data and four or fewer vertex buffers are valid.
1h	Enable	VF will disable prefetch of TLB entries.

4 4th Vertex Data Pipe Disable

Access:	R/W
Format:	Disable

Value	Name	Description
0h	**[Default]**	The 4th Vertex Data Pipe is enabled.
1h		The 4th Vertex Data Pipe is disabled.

Programming Notes
This is only valid when there are 3 or more vertex data pipes.

3 Nullprim early credit release disable

Access:	R/W

Value	Name	Description
0h	**[Default]**	The nullprim credit release will be returned to csunit when the upper pipe of vfunit is empty.
1h		The nullprim credit release will be returned to csunit when the upper pipe

VFSKPD - VF Scratch Pad

		and the lower pipe of vfunit are empty.

2 Vertex Cache Implicit Disable Inhibit

Access:	R/W
Format:	U1

Value	Name	Description
0h	**[Default]**	Allow VF to disable VS0 when Sequential index or Prim ID is a valid Element.
1h		VF never implicitly disables the vertex cache. Software must disable the VS0 Cache when required.

1 Disable Over Fetch Cache

Access:	R/W

Value	Name	Description
0h	**[Default]**	Cache will check for data in cache before making a request to memory
1h		Always re-fetch new data from memory.

Programming Notes
Note that the Disable Multiple Miss Read squash bit must be cleared for Disable Over Fetch Cache to be set.

0 Disable Multiple Miss Read squash

Access:	R/W
Format:	Disable

Value	Name	Description
0h	**[Default]**	Allow VF to squash reads that are to the same cacheline for vertex buffer requests.
1h		Disallow VF from squashing reads that are to the same cacheline for vertex buffer requests.

VF Stride

VF_STRIDE_0_2_0_PCI - VF Stride

Register Space:	PCI: 0/2/0
Size (in bits):	16
Address:	00336h

Defines the stride of the function number from one VF to the next.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	15:0	**VF STRIDE VALUE** Default Value: 0000000000000001b Access: RO Defines the Routing ID offset from one VF to the next one for all VFs associated with the PF that contains this Capability structure. The next VFs 16-bit Routing ID is calculated by adding the contents of this field to the Routing ID of the current VF, ignoring any carry, using unsigned 16-bit arithmetic. The value of this field is hardwired to 0001h.

VFW Credit Count Register

VFW_CREDIT_CNT - VFW Credit Count Register		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	1CA010h	
ShortName:	VFW_CREDIT_CNT_01	
Address:	1DA010h	
ShortName:	VFW_CREDIT_CNT_02	
Address:	1EA010h	
ShortName:	VFW_CREDIT_CNT_03	
Address:	1FA010h	
ShortName:	VFW_CREDIT_CNT_04	

DWord	Bit	Description
0	31:8	**Reserved** Format: MBZ
	7:0	**Credit Count** Default Value: 4h The number of outstanding credits between VFW and GAV. If zero VEBOX cannot proceed due to GAV not releasing credits.

VGA_CONTROL

VGA_CONTROL

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	41000h-41003h
Name:	VGA Control
ShortName:	VGA_CONTROL
Reset:	global

Restriction

VGA requires panel fitting to be enabled.VGA is always connected to pipe A.VGA can not be enabled while the display power well is powered down.VGA display should only be enabled if all display planes other than VGA are disabled.

DWord	Bit	Description
0	31	**VGA Display Disable** This bit will disable the VGA compatible display mode.It has no effect on VGA register or A0000-BFFFF memory aperture accesses which are controlled by the PCI configuration and VGA I/O register settings. **Value** / **Name** 0b – Enable 1b – Disable **[Default]** **Restriction** The VGA SR01 screen off bit must be programmed when enabling and disabling VGA. See the VGA Registers document.
	30:27	**Reserved** Format: MBZ
	26	**VGA Border Enable** This bit determines if the VGA border areas are included in the active display area. The border will be scaled along with the pixel data. **Value** / **Name** 0b – Disable 1b – Enable
	25	**DBuf Clock Gate** Access: R/W The bit controls the Display buffer clocking when VGA is used. Software must set this bit to 0b before enabling VGA and set it to 1b after VGA gets disabled.

VGA_CONTROL

24	**Pipe CSC Enable** This bit enables pipe color space conversion and the pipe pre-CSC gamma for the VGA pixel data.

Value	Name
0b	Disable
1b	Enable

23:21	**Reserved**

Format:	MBZ

20	**Legacy 8Bit Palette En** This bit affects reads and writes to the palette through VGA I/O addresses .In the 6-bit mode, the 8-bits of data are shifted up two bits on the write (upper two bits are lost) and shifted two bits down on the read. This provides backward compatibility for original VGA programs as well as VESA VBE support for 8-bit palette. It does not affect palette accesses through the palette register MMIO path.

Value	Name
0b	6 bit DAC
1b	8 bit DAC

19	**Reserved**
18	**Reserved**
17:16	**Reserved**

Format:	MBZ

15:12	**Reserved**
11:8	**Reserved**
7:6	**Blink Duty Cycle** Controls the VGA text mode blink duty cycle relative to the VGA cursor blink duty cycle.

Value	Name	Description
00b	100%	100% Duty Cycle, Full Cursor Rate
01b	25%	25% Duty Cycle, 1/2 Cursor Rate
10b	50%	50% Duty Cycle, 1/2 Cursor Rate
11b	75%	75% Duty Cycle, 1/2 Cursor Rate

5:0	**VSYNC Blink Rate** Controls the VGA blink rate in terms of the number of VSYNCs per on/off cycle.

Programming Notes
Program with (VSYNCs/cycle)/2-1

VIDEO_DIP_CTL

VIDEO_DIP_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60200h-60203h
Name:	Transcoder Video Data Island Packet Control
ShortName:	VIDEO_DIP_CTL_A
Reset:	soft
Address:	61200h-61203h
Name:	Transcoder Video Data Island Packet Control
ShortName:	VIDEO_DIP_CTL_B
Reset:	soft
Address:	62200h-62203h
Name:	Transcoder Video Data Island Packet Control
ShortName:	VIDEO_DIP_CTL_C
Reset:	soft
Address:	63200h-63203h
Name:	Transcoder Video Data Island Packet Control
ShortName:	VIDEO_DIP_CTL_D
Reset:	soft

Each type of Video DIP will be sent once each frame while it is enabled.

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28	**DRM DIP enable** Access: R/W This bit enables the output of the DRM DIP. Value: 1b — Name: DRM DIP enable Value: 0b — Name: DRM DIP disable **Programming Notes** This needs to be enabled with HDMI only.
	27	**PSR PSR2 VSC bit 7** This bit manually sets PSR VSC bit for future specification changes.

VIDEO_DIP_CTL

Value	Name
0b	Do not set
1b	Set

26:25 **VSC select**

Select between hardware and software control of the VSC DIP.
Valid values below indicate what hardware controls.

If PSR2/SU SDP without y coordinate is enabled SW must set the header bits of the VSC packet.

Value	Name	Description
00b	Header and Data	Hardware controls header and data.
01b	Header Only	Hardware controls header, software controls data.
10b	Data Only	Software controls header, hardware controls data.
11b	None	Software controls header and data.

24 **VDIP Enable PPS**

Access:	R/W

This field controls enable/disable of PPS DIP. It should be enabled prior to enabling VDSC.
SW should enable DSC hardware feature only after programming PPS.
Hardware still sends PPS once at the beginning of enable cycle in disable PPS case.
PPS DIP can only be enabled with Display port.

Value	Name
0b	Disable
1b	Enable

23:22 **Reserved**

Format:	MBZ

21 **Reserved**

Format:	MBZ

20 **VDIP Enable VSC**

Access:	R/W

This bit enables the output of the Video Stream Configuration DIP.

Value	Name
0b	Disable VSC DIP
1b	Enable VSC DIP

Restriction
VSC can only be enabled with Display port. VSC should be enabled prior to enabling PSR or stereo 3D if VSC will be used to transmit stereo 3D related information.

19:17 **Reserved**

Format:	MBZ

VIDEO_DIP_CTL

16	**VDIP Enable GCP** Access: R/W This bit enables the output of the General Control Packet (GCP) DIP.GCP is different from other DIPs in that much of the payload is automatically reflected in the packet, and therefore there is a VIDEO_DIP_GCP register instead of DIP data buffers for GCP. **Value** / **Name** 0b: Disable GCP DIP 1b: Enable GCP DIP **Restriction** GCP is only supported with HDMI when the bits per color is not equal to 8. GCP must be enabled prior to enabling TRANS_DDI_FUNC_CTL for HDMI with bits per color not equal to 8 and disabled after disabling TRANS_DDI_FUNC_CTL
15:13	**Reserved** Format: MBZ
12	**VDIP Enable AVI** Access: R/W This bit enables the output of the Auxiliary Video Information DIP. **Value** / **Name** 0b: Disable AVI DIP 1b: Enable AVI DIP **Restriction** Only enable with HDMI.
11:9	**Reserved** Format: MBZ
8	**VDIP Enable VS** Access: R/W This bit enables the output of the Vendor Specific (VS) DIP. **Value** / **Name** 0b: Disable VS DIP 1b: Enable VS DIP **Restriction** Only enable with HDMI.
7:5	**Reserved** Format: MBZ
4	**VDIP Enable GMP**

VIDEO_DIP_CTL

		Access: R/W This bit enables the output of the Gamut Metadata Packet (GMP) DIP.GMP can be enabled with either Display port or HDMI. **Value** / **Name** 0b – Disable GMP DIP 1b – Enable GMP DIP
	3:1	**Reserved** Format: MBZ
	0	**VDIP Enable SPD** Access: R/W This bit enables the output of the Source Product Description (SPD) DIP. **Value** / **Name** 0b – Disable SPD DIP 1b – Enable SPD DIP **Restriction** Only enable with HDMI.

VIDEO_DIP_DATA

VIDEO_DIP_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60220h-60223h
Name:	Transcoder Video Data Island Packet AVI Data 0
ShortName:	VIDEO_DIP_AVI_DATA_0_A
Reset:	soft
Address:	60224h-60227h
Name:	Transcoder Video Data Island Packet AVI Data 1
ShortName:	VIDEO_DIP_AVI_DATA_1_A
Reset:	soft
Address:	60228h-6022Bh
Name:	Transcoder Video Data Island Packet AVI Data 2
ShortName:	VIDEO_DIP_AVI_DATA_2_A
Reset:	soft
Address:	6022Ch-6022Fh
Name:	Transcoder Video Data Island Packet AVI Data 3
ShortName:	VIDEO_DIP_AVI_DATA_3_A
Reset:	soft
Address:	60230h-60233h
Name:	Transcoder Video Data Island Packet AVI Data 4
ShortName:	VIDEO_DIP_AVI_DATA_4_A
Reset:	soft
Address:	60234h-60237h
Name:	Transcoder Video Data Island Packet AVI Data 5
ShortName:	VIDEO_DIP_AVI_DATA_5_A
Reset:	soft
Address:	60238h-6023Bh
Name:	Transcoder Video Data Island Packet AVI Data 6
ShortName:	VIDEO_DIP_AVI_DATA_6_A
Reset:	soft
Address:	6023Ch-6023Fh
Name:	Transcoder Video Data Island Packet AVI Data 7

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_AVI_DATA_7_A
Reset:	soft
Address:	60260h-60263h
Name:	Transcoder Video Data Island Packet VS Data 0
ShortName:	VIDEO_DIP_VS_DATA_0_A
Reset:	soft
Address:	60264h-60267h
Name:	Transcoder Video Data Island Packet VS Data 1
ShortName:	VIDEO_DIP_VS_DATA_1_A
Reset:	soft
Address:	60268h-6026Bh
Name:	Transcoder Video Data Island Packet VS Data 2
ShortName:	VIDEO_DIP_VS_DATA_2_A
Reset:	soft
Address:	6026Ch-6026Fh
Name:	Transcoder Video Data Island Packet VS Data 3
ShortName:	VIDEO_DIP_VS_DATA_3_A
Reset:	soft
Address:	60270h-60273h
Name:	Transcoder Video Data Island Packet VS Data 4
ShortName:	VIDEO_DIP_VS_DATA_4_A
Reset:	soft
Address:	60274h-60277h
Name:	Transcoder Video Data Island Packet VS Data 5
ShortName:	VIDEO_DIP_VS_DATA_5_A
Reset:	soft
Address:	60278h-6027Bh
Name:	Transcoder Video Data Island Packet VS Data 6
ShortName:	VIDEO_DIP_VS_DATA_6_A
Reset:	soft
Address:	6027Ch-6027Fh
Name:	Transcoder Video Data Island Packet VS Data 7
ShortName:	VIDEO_DIP_VS_DATA_7_A
Reset:	soft
Address:	602A0h-602A3h
Name:	Transcoder Video Data Island Packet SPD Data 0

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_SPD_DATA_0_A
Reset:	soft
Address:	602A4h-602A7h
Name:	Transcoder Video Data Island Packet SPD Data 1
ShortName:	VIDEO_DIP_SPD_DATA_1_A
Reset:	soft
Address:	602A8h-602ABh
Name:	Transcoder Video Data Island Packet SPD Data 2
ShortName:	VIDEO_DIP_SPD_DATA_2_A
Reset:	soft
Address:	602ACh-602AFh
Name:	Transcoder Video Data Island Packet SPD Data 3
ShortName:	VIDEO_DIP_SPD_DATA_3_A
Reset:	soft
Address:	602B0h-602B3h
Name:	Transcoder Video Data Island Packet SPD Data 4
ShortName:	VIDEO_DIP_SPD_DATA_4_A
Reset:	soft
Address:	602B4h-602B7h
Name:	Transcoder Video Data Island Packet SPD Data 5
ShortName:	VIDEO_DIP_SPD_DATA_5_A
Reset:	soft
Address:	602B8h-602BBh
Name:	Transcoder Video Data Island Packet SPD Data 6
ShortName:	VIDEO_DIP_SPD_DATA_6_A
Reset:	soft
Address:	602BCh-602BFh
Name:	Transcoder Video Data Island Packet SPD Data 7
ShortName:	VIDEO_DIP_SPD_DATA_7_A
Reset:	soft
Address:	602E0h-602E3h
Name:	Transcoder Video Data Island Packet GMP Data 0
ShortName:	VIDEO_DIP_GMP_DATA_0_A
Reset:	soft
Address:	602E4h-602E7h
Name:	Transcoder Video Data Island Packet GMP Data 1

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_GMP_DATA_1_A
Reset:	soft
Address:	602E8h-602EBh
Name:	Transcoder Video Data Island Packet GMP Data 2
ShortName:	VIDEO_DIP_GMP_DATA_2_A
Reset:	soft
Address:	602ECh-602EFh
Name:	Transcoder Video Data Island Packet GMP Data 3
ShortName:	VIDEO_DIP_GMP_DATA_3_A
Reset:	soft
Address:	602F0h-602F3h
Name:	Transcoder Video Data Island Packet GMP Data 4
ShortName:	VIDEO_DIP_GMP_DATA_4_A
Reset:	soft
Address:	602F4h-602F7h
Name:	Transcoder Video Data Island Packet GMP Data 5
ShortName:	VIDEO_DIP_GMP_DATA_5_A
Reset:	soft
Address:	602F8h-602FBh
Name:	Transcoder Video Data Island Packet GMP Data 6
ShortName:	VIDEO_DIP_GMP_DATA_6_A
Reset:	soft
Address:	602FCh-602FFh
Name:	Transcoder Video Data Island Packet GMP Data 7
ShortName:	VIDEO_DIP_GMP_DATA_7_A
Reset:	soft
Address:	60300h-60303h
Name:	Transcoder Video Data Island Packet GMP Data 8
ShortName:	VIDEO_DIP_GMP_DATA_8_A
Reset:	soft
Address:	60320h-60323h
Name:	Transcoder Video Data Island Packet VSC Data 0
ShortName:	VIDEO_DIP_VSC_DATA_0_A
Reset:	soft
Address:	60324h-60327h
Name:	Transcoder Video Data Island Packet VSC Data 1

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_VSC_DATA_1_A
Reset:	soft
Address:	60328h-6032Bh
Name:	Transcoder Video Data Island Packet VSC Data 2
ShortName:	VIDEO_DIP_VSC_DATA_2_A
Reset:	soft
Address:	6032Ch-6032Fh
Name:	Transcoder Video Data Island Packet VSC Data 3
ShortName:	VIDEO_DIP_VSC_DATA_3_A
Reset:	soft
Address:	60330h-60333h
Name:	Transcoder Video Data Island Packet VSC Data 4
ShortName:	VIDEO_DIP_VSC_DATA_4_A
Reset:	soft
Address:	60334h-60337h
Name:	Transcoder Video Data Island Packet VSC Data 5
ShortName:	VIDEO_DIP_VSC_DATA_5_A
Reset:	soft
Address:	60338h-6033Bh
Name:	Transcoder Video Data Island Packet VSC Data 6
ShortName:	VIDEO_DIP_VSC_DATA_6_A
Reset:	soft
Address:	6033Ch-6033Fh
Name:	Transcoder Video Data Island Packet VSC Data 7
ShortName:	VIDEO_DIP_VSC_DATA_7_A
Reset:	soft
Address:	60340h-60343h
Name:	Transcoder Video Data Island Packet VSC Data 8
ShortName:	VIDEO_DIP_VSC_DATA_8_A
Reset:	soft
Address:	61220h-61223h
Name:	Transcoder Video Data Island Packet AVI Data 0
ShortName:	VIDEO_DIP_AVI_DATA_0_B
Reset:	soft
Address:	61224h-61227h
Name:	Transcoder Video Data Island Packet AVI Data 1

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_AVI_DATA_1_B
Reset:	soft
Address:	61228h-6122Bh
Name:	Transcoder Video Data Island Packet AVI Data 2
ShortName:	VIDEO_DIP_AVI_DATA_2_B
Reset:	soft
Address:	6122Ch-6122Fh
Name:	Transcoder Video Data Island Packet AVI Data 3
ShortName:	VIDEO_DIP_AVI_DATA_3_B
Reset:	soft
Address:	61230h-61233h
Name:	Transcoder Video Data Island Packet AVI Data 4
ShortName:	VIDEO_DIP_AVI_DATA_4_B
Reset:	soft
Address:	61234h-61237h
Name:	Transcoder Video Data Island Packet AVI Data 5
ShortName:	VIDEO_DIP_AVI_DATA_5_B
Reset:	soft
Address:	61238h-6123Bh
Name:	Transcoder Video Data Island Packet AVI Data 6
ShortName:	VIDEO_DIP_AVI_DATA_6_B
Reset:	soft
Address:	6123Ch-6123Fh
Name:	Transcoder Video Data Island Packet AVI Data 7
ShortName:	VIDEO_DIP_AVI_DATA_7_B
Reset:	soft
Address:	61260h-61263h
Name:	Transcoder Video Data Island Packet VS Data 0
ShortName:	VIDEO_DIP_VS_DATA_0_B
Reset:	soft
Address:	61264h-61267h
Name:	Transcoder Video Data Island Packet VS Data 1
ShortName:	VIDEO_DIP_VS_DATA_1_B
Reset:	soft
Address:	61268h-6126Bh
Name:	Transcoder Video Data Island Packet VS Data 2

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_VS_DATA_2_B
Reset:	soft
Address:	6126Ch-6126Fh
Name:	Transcoder Video Data Island Packet VS Data 3
ShortName:	VIDEO_DIP_VS_DATA_3_B
Reset:	soft
Address:	61270h-61273h
Name:	Transcoder Video Data Island Packet VS Data 4
ShortName:	VIDEO_DIP_VS_DATA_4_B
Reset:	soft
Address:	61274h-61277h
Name:	Transcoder Video Data Island Packet VS Data 5
ShortName:	VIDEO_DIP_VS_DATA_5_B
Reset:	soft
Address:	61278h-6127Bh
Name:	Transcoder Video Data Island Packet VS Data 6
ShortName:	VIDEO_DIP_VS_DATA_6_B
Reset:	soft
Address:	6127Ch-6127Fh
Name:	Transcoder Video Data Island Packet VS Data 7
ShortName:	VIDEO_DIP_VS_DATA_7_B
Reset:	soft
Address:	612A0h-612A3h
Name:	Transcoder Video Data Island Packet SPD Data 0
ShortName:	VIDEO_DIP_SPD_DATA_0_B
Reset:	soft
Address:	612A4h-612A7h
Name:	Transcoder Video Data Island Packet SPD Data 1
ShortName:	VIDEO_DIP_SPD_DATA_1_B
Reset:	soft
Address:	612A8h-612ABh
Name:	Transcoder Video Data Island Packet SPD Data 2
ShortName:	VIDEO_DIP_SPD_DATA_2_B
Reset:	soft
Address:	612ACh-612AFh
Name:	Transcoder Video Data Island Packet SPD Data 3

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_SPD_DATA_3_B
Reset:	soft
Address:	612B0h-612B3h
Name:	Transcoder Video Data Island Packet SPD Data 4
ShortName:	VIDEO_DIP_SPD_DATA_4_B
Reset:	soft
Address:	612B4h-612B7h
Name:	Transcoder Video Data Island Packet SPD Data 5
ShortName:	VIDEO_DIP_SPD_DATA_5_B
Reset:	soft
Address:	612B8h-612BBh
Name:	Transcoder Video Data Island Packet SPD Data 6
ShortName:	VIDEO_DIP_SPD_DATA_6_B
Reset:	soft
Address:	612BCh-612BFh
Name:	Transcoder Video Data Island Packet SPD Data 7
ShortName:	VIDEO_DIP_SPD_DATA_7_B
Reset:	soft
Address:	612E0h-612E3h
Name:	Transcoder Video Data Island Packet GMP Data 0
ShortName:	VIDEO_DIP_GMP_DATA_0_B
Reset:	soft
Address:	612E4h-612E7h
Name:	Transcoder Video Data Island Packet GMP Data 1
ShortName:	VIDEO_DIP_GMP_DATA_1_B
Reset:	soft
Address:	612E8h-612EBh
Name:	Transcoder Video Data Island Packet GMP Data 2
ShortName:	VIDEO_DIP_GMP_DATA_2_B
Reset:	soft
Address:	612ECh-612EFh
Name:	Transcoder Video Data Island Packet GMP Data 3
ShortName:	VIDEO_DIP_GMP_DATA_3_B
Reset:	soft
Address:	612F0h-612F3h
Name:	Transcoder Video Data Island Packet GMP Data 4

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_GMP_DATA_4_B
Reset:	soft
Address:	612F4h-612F7h
Name:	Transcoder Video Data Island Packet GMP Data 5
ShortName:	VIDEO_DIP_GMP_DATA_5_B
Reset:	soft
Address:	612F8h-612FBh
Name:	Transcoder Video Data Island Packet GMP Data 6
ShortName:	VIDEO_DIP_GMP_DATA_6_B
Reset:	soft
Address:	612FCh-612FFh
Name:	Transcoder Video Data Island Packet GMP Data 7
ShortName:	VIDEO_DIP_GMP_DATA_7_B
Reset:	soft
Address:	61300h-61303h
Name:	Transcoder Video Data Island Packet GMP Data 8
ShortName:	VIDEO_DIP_GMP_DATA_8_B
Reset:	soft
Address:	61320h-61323h
Name:	Transcoder Video Data Island Packet VSC Data 0
ShortName:	VIDEO_DIP_VSC_DATA_0_B
Reset:	soft
Address:	61324h-61327h
Name:	Transcoder Video Data Island Packet VSC Data 1
ShortName:	VIDEO_DIP_VSC_DATA_1_B
Reset:	soft
Address:	61328h-6132Bh
Name:	Transcoder Video Data Island Packet VSC Data 2
ShortName:	VIDEO_DIP_VSC_DATA_2_B
Reset:	soft
Address:	6132Ch-6132Fh
Name:	Transcoder Video Data Island Packet VSC Data 3
ShortName:	VIDEO_DIP_VSC_DATA_3_B
Reset:	soft
Address:	61330h-61333h
Name:	Transcoder Video Data Island Packet VSC Data 4

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_VSC_DATA_4_B
Reset:	soft
Address:	61334h-61337h
Name:	Transcoder Video Data Island Packet VSC Data 5
ShortName:	VIDEO_DIP_VSC_DATA_5_B
Reset:	soft
Address:	61338h-6133Bh
Name:	Transcoder Video Data Island Packet VSC Data 6
ShortName:	VIDEO_DIP_VSC_DATA_6_B
Reset:	soft
Address:	6133Ch-6133Fh
Name:	Transcoder Video Data Island Packet VSC Data 7
ShortName:	VIDEO_DIP_VSC_DATA_7_B
Reset:	soft
Address:	61340h-61343h
Name:	Transcoder Video Data Island Packet VSC Data 8
ShortName:	VIDEO_DIP_VSC_DATA_8_B
Reset:	soft
Address:	62220h-62223h
Name:	Transcoder Video Data Island Packet AVI Data 0
ShortName:	VIDEO_DIP_AVI_DATA_0_C
Reset:	soft
Address:	62224h-62227h
Name:	Transcoder Video Data Island Packet AVI Data 1
ShortName:	VIDEO_DIP_AVI_DATA_1_C
Reset:	soft
Address:	62228h-6222Bh
Name:	Transcoder Video Data Island Packet AVI Data 2
ShortName:	VIDEO_DIP_AVI_DATA_2_C
Reset:	soft
Address:	6222Ch-6222Fh
Name:	Transcoder Video Data Island Packet AVI Data 3
ShortName:	VIDEO_DIP_AVI_DATA_3_C
Reset:	soft
Address:	62230h-62233h
Name:	Transcoder Video Data Island Packet AVI Data 4

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_AVI_DATA_4_C
Reset:	soft
Address:	62234h-62237h
Name:	Transcoder Video Data Island Packet AVI Data 5
ShortName:	VIDEO_DIP_AVI_DATA_5_C
Reset:	soft
Address:	62238h-6223Bh
Name:	Transcoder Video Data Island Packet AVI Data 6
ShortName:	VIDEO_DIP_AVI_DATA_6_C
Reset:	soft
Address:	6223Ch-6223Fh
Name:	Transcoder Video Data Island Packet AVI Data 7
ShortName:	VIDEO_DIP_AVI_DATA_7_C
Reset:	soft
Address:	62260h-62263h
Name:	Transcoder Video Data Island Packet VS Data 0
ShortName:	VIDEO_DIP_VS_DATA_0_C
Reset:	soft
Address:	62264h-62267h
Name:	Transcoder Video Data Island Packet VS Data 1
ShortName:	VIDEO_DIP_VS_DATA_1_C
Reset:	soft
Address:	62268h-6226Bh
Name:	Transcoder Video Data Island Packet VS Data 2
ShortName:	VIDEO_DIP_VS_DATA_2_C
Reset:	soft
Address:	6226Ch-6226Fh
Name:	Transcoder Video Data Island Packet VS Data 3
ShortName:	VIDEO_DIP_VS_DATA_3_C
Reset:	soft
Address:	62270h-62273h
Name:	Transcoder Video Data Island Packet VS Data 4
ShortName:	VIDEO_DIP_VS_DATA_4_C
Reset:	soft
Address:	62274h-62277h
Name:	Transcoder Video Data Island Packet VS Data 5

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_VS_DATA_5_C
Reset:	soft
Address:	62278h-6227Bh
Name:	Transcoder Video Data Island Packet VS Data 6
ShortName:	VIDEO_DIP_VS_DATA_6_C
Reset:	soft
Address:	6227Ch-6227Fh
Name:	Transcoder Video Data Island Packet VS Data 7
ShortName:	VIDEO_DIP_VS_DATA_7_C
Reset:	soft
Address:	622A0h-622A3h
Name:	Transcoder Video Data Island Packet SPD Data 0
ShortName:	VIDEO_DIP_SPD_DATA_0_C
Reset:	soft
Address:	622A4h-622A7h
Name:	Transcoder Video Data Island Packet SPD Data 1
ShortName:	VIDEO_DIP_SPD_DATA_1_C
Reset:	soft
Address:	622A8h-622ABh
Name:	Transcoder Video Data Island Packet SPD Data 2
ShortName:	VIDEO_DIP_SPD_DATA_2_C
Reset:	soft
Address:	622ACh-622AFh
Name:	Transcoder Video Data Island Packet SPD Data 3
ShortName:	VIDEO_DIP_SPD_DATA_3_C
Reset:	soft
Address:	622B0h-622B3h
Name:	Transcoder Video Data Island Packet SPD Data 4
ShortName:	VIDEO_DIP_SPD_DATA_4_C
Reset:	soft
Address:	622B4h-622B7h
Name:	Transcoder Video Data Island Packet SPD Data 5
ShortName:	VIDEO_DIP_SPD_DATA_5_C
Reset:	soft
Address:	622B8h-622BBh
Name:	Transcoder Video Data Island Packet SPD Data 6

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_SPD_DATA_6_C
Reset:	soft
Address:	622BCh-622BFh
Name:	Transcoder Video Data Island Packet SPD Data 7
ShortName:	VIDEO_DIP_SPD_DATA_7_C
Reset:	soft
Address:	622E0h-622E3h
Name:	Transcoder Video Data Island Packet GMP Data 0
ShortName:	VIDEO_DIP_GMP_DATA_0_C
Reset:	soft
Address:	622E4h-622E7h
Name:	Transcoder Video Data Island Packet GMP Data 1
ShortName:	VIDEO_DIP_GMP_DATA_1_C
Reset:	soft
Address:	622E8h-622EBh
Name:	Transcoder Video Data Island Packet GMP Data 2
ShortName:	VIDEO_DIP_GMP_DATA_2_C
Reset:	soft
Address:	622ECh-622EFh
Name:	Transcoder Video Data Island Packet GMP Data 3
ShortName:	VIDEO_DIP_GMP_DATA_3_C
Reset:	soft
Address:	622F0h-622F3h
Name:	Transcoder Video Data Island Packet GMP Data 4
ShortName:	VIDEO_DIP_GMP_DATA_4_C
Reset:	soft
Address:	622F4h-622F7h
Name:	Transcoder Video Data Island Packet GMP Data 5
ShortName:	VIDEO_DIP_GMP_DATA_5_C
Reset:	soft
Address:	622F8h-622FBh
Name:	Transcoder Video Data Island Packet GMP Data 6
ShortName:	VIDEO_DIP_GMP_DATA_6_C
Reset:	soft
Address:	622FCh-622FFh
Name:	Transcoder Video Data Island Packet GMP Data 7

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_GMP_DATA_7_C
Reset:	soft
Address:	62300h-62303h
Name:	Transcoder Video Data Island Packet GMP Data 8
ShortName:	VIDEO_DIP_GMP_DATA_8_C
Reset:	soft
Address:	62320h-62323h
Name:	Transcoder Video Data Island Packet VSC Data 0
ShortName:	VIDEO_DIP_VSC_DATA_0_C
Reset:	soft
Address:	62324h-62327h
Name:	Transcoder Video Data Island Packet VSC Data 1
ShortName:	VIDEO_DIP_VSC_DATA_1_C
Reset:	soft
Address:	62328h-6232Bh
Name:	Transcoder Video Data Island Packet VSC Data 2
ShortName:	VIDEO_DIP_VSC_DATA_2_C
Reset:	soft
Address:	6232Ch-6232Fh
Name:	Transcoder Video Data Island Packet VSC Data 3
ShortName:	VIDEO_DIP_VSC_DATA_3_C
Reset:	soft
Address:	62330h-62333h
Name:	Transcoder Video Data Island Packet VSC Data 4
ShortName:	VIDEO_DIP_VSC_DATA_4_C
Reset:	soft
Address:	62334h-62337h
Name:	Transcoder Video Data Island Packet VSC Data 5
ShortName:	VIDEO_DIP_VSC_DATA_5_C
Reset:	soft
Address:	62338h-6233Bh
Name:	Transcoder Video Data Island Packet VSC Data 6
ShortName:	VIDEO_DIP_VSC_DATA_6_C
Reset:	soft
Address:	6233Ch-6233Fh
Name:	Transcoder Video Data Island Packet VSC Data 7

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_VSC_DATA_7_C
Reset:	soft
Address:	62340h-62343h
Name:	Transcoder Video Data Island Packet VSC Data 8
ShortName:	VIDEO_DIP_VSC_DATA_8_C
Reset:	soft
Address:	63220h-63223h
Name:	Transcoder Video Data Island Packet AVI Data 0
ShortName:	VIDEO_DIP_AVI_DATA_0_D
Reset:	soft
Address:	63224h-63227h
Name:	Transcoder Video Data Island Packet AVI Data 1
ShortName:	VIDEO_DIP_AVI_DATA_1_D
Reset:	soft
Address:	63228h-6322Bh
Name:	Transcoder Video Data Island Packet AVI Data 2
ShortName:	VIDEO_DIP_AVI_DATA_2_D
Reset:	soft
Address:	6322Ch-6322Fh
Name:	Transcoder Video Data Island Packet AVI Data 3
ShortName:	VIDEO_DIP_AVI_DATA_3_D
Reset:	soft
Address:	63230h-63233h
Name:	Transcoder Video Data Island Packet AVI Data 4
ShortName:	VIDEO_DIP_AVI_DATA_4_D
Reset:	soft
Address:	63234h-63237h
Name:	Transcoder Video Data Island Packet AVI Data 5
ShortName:	VIDEO_DIP_AVI_DATA_5_D
Reset:	soft
Address:	63238h-6323Bh
Name:	Transcoder Video Data Island Packet AVI Data 6
ShortName:	VIDEO_DIP_AVI_DATA_6_D
Reset:	soft
Address:	6323Ch-6323Fh
Name:	Transcoder Video Data Island Packet AVI Data 7

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_AVI_DATA_7_D
Reset:	soft
Address:	63260h-63263h
Name:	Transcoder Video Data Island Packet VS Data 0
ShortName:	VIDEO_DIP_VS_DATA_0_D
Reset:	soft
Address:	63264h-63267h
Name:	Transcoder Video Data Island Packet VS Data 1
ShortName:	VIDEO_DIP_VS_DATA_1_D
Reset:	soft
Address:	63268h-6326Bh
Name:	Transcoder Video Data Island Packet VS Data 2
ShortName:	VIDEO_DIP_VS_DATA_2_D
Reset:	soft
Address:	6326Ch-6326Fh
Name:	Transcoder Video Data Island Packet VS Data 3
ShortName:	VIDEO_DIP_VS_DATA_3_D
Reset:	soft
Address:	63270h-63273h
Name:	Transcoder Video Data Island Packet VS Data 4
ShortName:	VIDEO_DIP_VS_DATA_4_D
Reset:	soft
Address:	63274h-63277h
Name:	Transcoder Video Data Island Packet VS Data 5
ShortName:	VIDEO_DIP_VS_DATA_5_D
Reset:	soft
Address:	63278h-6327Bh
Name:	Transcoder Video Data Island Packet VS Data 6
ShortName:	VIDEO_DIP_VS_DATA_6_D
Reset:	soft
Address:	6327Ch-6327Fh
Name:	Transcoder Video Data Island Packet VS Data 7
ShortName:	VIDEO_DIP_VS_DATA_7_D
Reset:	soft
Address:	632A0h-632A3h
Name:	Transcoder Video Data Island Packet SPD Data 0

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_SPD_DATA_0_D
Reset:	soft
Address:	632A4h-632A7h
Name:	Transcoder Video Data Island Packet SPD Data 1
ShortName:	VIDEO_DIP_SPD_DATA_1_D
Reset:	soft
Address:	632A8h-632ABh
Name:	Transcoder Video Data Island Packet SPD Data 2
ShortName:	VIDEO_DIP_SPD_DATA_2_D
Reset:	soft
Address:	632ACh-632AFh
Name:	Transcoder Video Data Island Packet SPD Data 3
ShortName:	VIDEO_DIP_SPD_DATA_3_D
Reset:	soft
Address:	632B0h-632B3h
Name:	Transcoder Video Data Island Packet SPD Data 4
ShortName:	VIDEO_DIP_SPD_DATA_4_D
Reset:	soft
Address:	632B4h-632B7h
Name:	Transcoder Video Data Island Packet SPD Data 5
ShortName:	VIDEO_DIP_SPD_DATA_5_D
Reset:	soft
Address:	632B8h-632BBh
Name:	Transcoder Video Data Island Packet SPD Data 6
ShortName:	VIDEO_DIP_SPD_DATA_6_D
Reset:	soft
Address:	632BCh-632BFh
Name:	Transcoder Video Data Island Packet SPD Data 7
ShortName:	VIDEO_DIP_SPD_DATA_7_D
Reset:	soft
Address:	632E0h-632E3h
Name:	Transcoder Video Data Island Packet GMP Data 0
ShortName:	VIDEO_DIP_GMP_DATA_0_D
Reset:	soft
Address:	632E4h-632E7h
Name:	Transcoder Video Data Island Packet GMP Data 1

VIDEO_DIP_DATA	
ShortName:	VIDEO_DIP_GMP_DATA_1_D
Reset:	soft
Address:	632E8h-632EBh
Name:	Transcoder Video Data Island Packet GMP Data 2
ShortName:	VIDEO_DIP_GMP_DATA_2_D
Reset:	soft
Address:	632ECh-632EFh
Name:	Transcoder Video Data Island Packet GMP Data 3
ShortName:	VIDEO_DIP_GMP_DATA_3_D
Reset:	soft
Address:	632F0h-632F3h
Name:	Transcoder Video Data Island Packet GMP Data 4
ShortName:	VIDEO_DIP_GMP_DATA_4_D
Reset:	soft
Address:	632F4h-632F7h
Name:	Transcoder Video Data Island Packet GMP Data 5
ShortName:	VIDEO_DIP_GMP_DATA_5_D
Reset:	soft
Address:	632F8h-632FBh
Name:	Transcoder Video Data Island Packet GMP Data 6
ShortName:	VIDEO_DIP_GMP_DATA_6_D
Reset:	soft
Address:	632FCh-632FFh
Name:	Transcoder Video Data Island Packet GMP Data 7
ShortName:	VIDEO_DIP_GMP_DATA_7_D
Reset:	soft
Address:	63300h-63303h
Name:	Transcoder Video Data Island Packet GMP Data 8
ShortName:	VIDEO_DIP_GMP_DATA_8_D
Reset:	soft
Address:	63320h-63323h
Name:	Transcoder Video Data Island Packet VSC Data 0
ShortName:	VIDEO_DIP_VSC_DATA_0_D
Reset:	soft
Address:	63324h-63327h
Name:	Transcoder Video Data Island Packet VSC Data 1

VIDEO_DIP_DATA

ShortName:	VIDEO_DIP_VSC_DATA_1_D
Reset:	soft
Address:	63328h-6332Bh
Name:	Transcoder Video Data Island Packet VSC Data 2
ShortName:	VIDEO_DIP_VSC_DATA_2_D
Reset:	soft
Address:	6332Ch-6332Fh
Name:	Transcoder Video Data Island Packet VSC Data 3
ShortName:	VIDEO_DIP_VSC_DATA_3_D
Reset:	soft
Address:	63330h-63333h
Name:	Transcoder Video Data Island Packet VSC Data 4
ShortName:	VIDEO_DIP_VSC_DATA_4_D
Reset:	soft
Address:	63334h-63337h
Name:	Transcoder Video Data Island Packet VSC Data 5
ShortName:	VIDEO_DIP_VSC_DATA_5_D
Reset:	soft
Address:	63338h-6333Bh
Name:	Transcoder Video Data Island Packet VSC Data 6
ShortName:	VIDEO_DIP_VSC_DATA_6_D
Reset:	soft
Address:	6333Ch-6333Fh
Name:	Transcoder Video Data Island Packet VSC Data 7
ShortName:	VIDEO_DIP_VSC_DATA_7_D
Reset:	soft
Address:	63340h-63343h
Name:	Transcoder Video Data Island Packet VSC Data 8
ShortName:	VIDEO_DIP_VSC_DATA_8_D
Reset:	soft

There are multiple instances of this register format per DIP type and per transcoder.

DWord	Bit	Description
0	31:0	**Video DIP DATA** Access: R/W This field contains the video DIP data to be transmitted.

VIDEO_DIP_DATA		
		Restriction
		Data should be loaded before enabling the transmission through the DIP type enable bit.

VIDEO_DIP_DRM_DATA

VIDEO_DIP_DRM_DATA - VIDEO_DIP_DRM_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60440h-60443h
Name:	Transcoder Video Data Island Packet for DRM 0
ShortName:	VIDEO_DIP_DRM_DATA_0_A
Reset:	soft
Address:	60444h-60447h
Name:	Transcoder Video Data Island Packet for DRM 1
ShortName:	VIDEO_DIP_DRM_DATA_1_A
Reset:	soft
Address:	60448h-6044Bh
Name:	Transcoder Video Data Island Packet for DRM 2
ShortName:	VIDEO_DIP_DRM_DATA_2_A
Reset:	soft
Address:	6044Ch-6044Fh
Name:	Transcoder Video Data Island Packet for DRM 3
ShortName:	VIDEO_DIP_DRM_DATA_3_A
Reset:	soft
Address:	60450h-60453h
Name:	Transcoder Video Data Island Packet for DRM 4
ShortName:	VIDEO_DIP_DRM_DATA_4_A
Reset:	soft
Address:	60454h-60457h
Name:	Transcoder Video Data Island Packet for DRM 5
ShortName:	VIDEO_DIP_DRM_DATA_5_A
Reset:	soft
Address:	60458h-6045Bh
Name:	Transcoder Video Data Island Packet for DRM 6
ShortName:	VIDEO_DIP_DRM_DATA_6_A
Reset:	soft
Address:	6045Ch-6045Fh
Name:	Transcoder Video Data Island Packet for DRM 7

VIDEO_DIP_DRM_DATA - VIDEO_DIP_DRM_DATA	
ShortName:	VIDEO_DIP_DRM_DATA_7_A
Reset:	soft
Address:	61440h-61443h
Name:	Transcoder Video Data Island Packet for DRM 0
ShortName:	VIDEO_DIP_DRM_DATA_0_B
Reset:	soft
Address:	61444h-61447h
Name:	Transcoder Video Data Island Packet for DRM 1
ShortName:	VIDEO_DIP_DRM_DATA_1_B
Reset:	soft
Address:	61448h-6144Bh
Name:	Transcoder Video Data Island Packet for DRM 2
ShortName:	VIDEO_DIP_DRM_DATA_2_B
Reset:	soft
Address:	6144Ch-6144Fh
Name:	Transcoder Video Data Island Packet for DRM 3
ShortName:	VIDEO_DIP_DRM_DATA_3_B
Reset:	soft
Address:	61450h-61453h
Name:	Transcoder Video Data Island Packet for DRM 4
ShortName:	VIDEO_DIP_DRM_DATA_4_B
Reset:	soft
Address:	61454h-61457h
Name:	Transcoder Video Data Island Packet for DRM 5
ShortName:	VIDEO_DIP_DRM_DATA_5_B
Reset:	soft
Address:	61458h-6145Bh
Name:	Transcoder Video Data Island Packet for DRM 6
ShortName:	VIDEO_DIP_DRM_DATA_6_B
Reset:	soft
Address:	6145Ch-6145Fh
Name:	Transcoder Video Data Island Packet for DRM 7
ShortName:	VIDEO_DIP_DRM_DATA_7_B
Reset:	soft
Address:	62440h-62443h
Name:	Transcoder Video Data Island Packet for DRM 0

VIDEO_DIP_DRM_DATA - VIDEO_DIP_DRM_DATA	
ShortName:	VIDEO_DIP_DRM_DATA_0_C
Reset:	soft
Address:	62444h-62447h
Name:	Transcoder Video Data Island Packet for DRM 1
ShortName:	VIDEO_DIP_DRM_DATA_1_C
Reset:	soft
Address:	62448h-6244Bh
Name:	Transcoder Video Data Island Packet for DRM 2
ShortName:	VIDEO_DIP_DRM_DATA_2_C
Reset:	soft
Address:	6244Ch-6244Fh
Name:	Transcoder Video Data Island Packet for DRM 3
ShortName:	VIDEO_DIP_DRM_DATA_3_C
Reset:	soft
Address:	62450h-62453h
Name:	Transcoder Video Data Island Packet for DRM 4
ShortName:	VIDEO_DIP_DRM_DATA_4_C
Reset:	soft
Address:	62454h-62457h
Name:	Transcoder Video Data Island Packet for DRM 5
ShortName:	VIDEO_DIP_DRM_DATA_5_C
Reset:	soft
Address:	62458h-6245Bh
Name:	Transcoder Video Data Island Packet for DRM 6
ShortName:	VIDEO_DIP_DRM_DATA_6_C
Reset:	soft
Address:	6245Ch-6245Fh
Name:	Transcoder Video Data Island Packet for DRM 7
ShortName:	VIDEO_DIP_DRM_DATA_7_C
Reset:	soft
Address:	63440h-63443h
Name:	Transcoder Video Data Island Packet for DRM 0
ShortName:	VIDEO_DIP_DRM_DATA_0_D
Reset:	soft
Address:	63444h-63447h
Name:	Transcoder Video Data Island Packet for DRM 1

VIDEO_DIP_DRM_DATA - VIDEO_DIP_DRM_DATA

ShortName:	VIDEO_DIP_DRM_DATA_1_D
Reset:	soft

Address:	63448h-6344Bh
Name:	Transcoder Video Data Island Packet for DRM 2
ShortName:	VIDEO_DIP_DRM_DATA_2_D
Reset:	soft

Address:	6344Ch-6344Fh
Name:	Transcoder Video Data Island Packet for DRM 3
ShortName:	VIDEO_DIP_DRM_DATA_3_D
Reset:	soft

Address:	63450h-63453h
Name:	Transcoder Video Data Island Packet for DRM 4
ShortName:	VIDEO_DIP_DRM_DATA_4_D
Reset:	soft

Address:	63454h-63457h
Name:	Transcoder Video Data Island Packet for DRM 5
ShortName:	VIDEO_DIP_DRM_DATA_5_D
Reset:	soft

Address:	63458h-6345Bh
Name:	Transcoder Video Data Island Packet for DRM 6
ShortName:	VIDEO_DIP_DRM_DATA_6_D
Reset:	soft

Address:	6345Ch-6345Fh
Name:	Transcoder Video Data Island Packet for DRM 7
ShortName:	VIDEO_DIP_DRM_DATA_7_D
Reset:	soft

HDMI 2.0 DRM Infoframe DIP data.

DWord	Bit	Description
0	31:0	**DRM DIP data** Access: R/W

VIDEO_DIP_DRM_ECC

VIDEO_DIP_DRM_ECC - VIDEO_DIP_DRM_ECC	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	60460h-60463h
Name:	Transcoder Video Data Island Packet for DRM ECC 0
ShortName:	VIDEO_DIP_DRM_ECC_0_A
Reset:	soft
Address:	60464h-60467h
Name:	Transcoder Video Data Island Packet for DRM ECC 1
ShortName:	VIDEO_DIP_DRM_ECC_1_A
Reset:	soft
Address:	61460h-61463h
Name:	Transcoder Video Data Island Packet for DRM ECC 0
ShortName:	VIDEO_DIP_DRM_ECC_0_B
Reset:	soft
Address:	61464h-61467h
Name:	Transcoder Video Data Island Packet for DRM ECC 1
ShortName:	VIDEO_DIP_DRM_ECC_1_B
Reset:	soft
Address:	62460h-62463h
Name:	Transcoder Video Data Island Packet for DRM ECC 0
ShortName:	VIDEO_DIP_DRM_ECC_0_C
Reset:	soft
Address:	62464h-62467h
Name:	Transcoder Video Data Island Packet for DRM ECC 1
ShortName:	VIDEO_DIP_DRM_ECC_1_C
Reset:	soft
Address:	63460h-63463h
Name:	Transcoder Video Data Island Packet for DRM ECC 0
ShortName:	VIDEO_DIP_DRM_ECC_0_D
Reset:	soft
Address:	63464h-63467h
Name:	Transcoder Video Data Island Packet for DRM ECC 1

VIDEO_DIP_DRM_ECC - VIDEO_DIP_DRM_ECC

ShortName: VIDEO_DIP_DRM_ECC_1_D

Reset: soft

HDMI 2.0 DRM Infoframe ECC data.

DWord	Bit	Description
0	31:0	**DRM ECC data**

VIDEO_DIP_ECC

VIDEO_DIP_ECC	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	60240h-60243h
Name:	Transcoder Video Data Island Packet AVI ECC 0
ShortName:	VIDEO_DIP_AVI_ECC_0_A
Reset:	soft
Address:	60244h-60247h
Name:	Transcoder Video Data Island Packet AVI ECC 1
ShortName:	VIDEO_DIP_AVI_ECC_1_A
Reset:	soft
Address:	60280h-60283h
Name:	Transcoder Video Data Island Packet VS ECC 0
ShortName:	VIDEO_DIP_VS_ECC_0_A
Reset:	soft
Address:	60284h-60287h
Name:	Transcoder Video Data Island Packet VS ECC 1
ShortName:	VIDEO_DIP_VS_ECC_1_A
Reset:	soft
Address:	602C0h-602C3h
Name:	Transcoder Video Data Island Packet SPD ECC 0
ShortName:	VIDEO_DIP_SPD_ECC_0_A
Reset:	soft
Address:	602C4h-602C7h
Name:	Transcoder Video Data Island Packet SPD ECC 1
ShortName:	VIDEO_DIP_SPD_ECC_1_A
Reset:	soft
Address:	602D0h-602D3h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 0
ShortName:	VIDEO_DIP_VSC_ECC_COG2_0_A
Reset:	soft
Address:	602D4h-602D7h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 1

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_VSC_ECC_COG2_1_A
Reset:	soft
Address:	602D8h-602DBh
Name:	Transcoder Video Data Island Packet VSC ECC COG2 2
ShortName:	VIDEO_DIP_VSC_ECC_COG2_2_A
Reset:	soft
Address:	60304h-60307h
Name:	Transcoder Video Data Island Packet GMP ECC 0
ShortName:	VIDEO_DIP_GMP_ECC_0_A
Reset:	soft
Address:	60308h-6030Bh
Name:	Transcoder Video Data Island Packet GMP ECC 1
ShortName:	VIDEO_DIP_GMP_ECC_1_A
Reset:	soft
Address:	6030Ch-6030Fh
Name:	Transcoder Video Data Island Packet GMP ECC 2
ShortName:	VIDEO_DIP_GMP_ECC_2_A
Reset:	soft
Address:	60310h-60313h
Name:	Transcoder Video Data Island Packet GMP ECC 3
ShortName:	VIDEO_DIP_GMP_ECC_3_A
Reset:	soft
Address:	60314h-60317h
Name:	Transcoder Video Data Island Packet GMP ECC 4
ShortName:	VIDEO_DIP_GMP_ECC_4_A
Reset:	soft
Address:	60344h-60347h
Name:	Transcoder Video Data Island Packet VSC ECC 0
ShortName:	VIDEO_DIP_VSC_ECC_0_A
Reset:	soft
Address:	60348h-6034Bh
Name:	Transcoder Video Data Island Packet VSC ECC 1
ShortName:	VIDEO_DIP_VSC_ECC_1_A
Reset:	soft
Address:	6034Ch-6034Fh
Name:	Transcoder Video Data Island Packet VSC ECC 2

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_VSC_ECC_2_A
Reset:	soft
Address:	61240h-61243h
Name:	Transcoder Video Data Island Packet AVI ECC 0
ShortName:	VIDEO_DIP_AVI_ECC_0_B
Reset:	soft
Address:	61244h-61247h
Name:	Transcoder Video Data Island Packet AVI ECC 1
ShortName:	VIDEO_DIP_AVI_ECC_1_B
Reset:	soft
Address:	61280h-61283h
Name:	Transcoder Video Data Island Packet VS ECC 0
ShortName:	VIDEO_DIP_VS_ECC_0_B
Reset:	soft
Address:	61284h-61287h
Name:	Transcoder Video Data Island Packet VS ECC 1
ShortName:	VIDEO_DIP_VS_ECC_1_B
Reset:	soft
Address:	612C0h-612C3h
Name:	Transcoder Video Data Island Packet SPD ECC 0
ShortName:	VIDEO_DIP_SPD_ECC_0_B
Reset:	soft
Address:	612C4h-612C7h
Name:	Transcoder Video Data Island Packet SPD ECC 1
ShortName:	VIDEO_DIP_SPD_ECC_1_B
Reset:	soft
Address:	612D0h-612D3h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 0
ShortName:	VIDEO_DIP_VSC_ECC_COG2_0_B
Reset:	soft
Address:	612D4h-612D7h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 1
ShortName:	VIDEO_DIP_VSC_ECC_COG2_1_B
Reset:	soft
Address:	612D8h-612DBh
Name:	Transcoder Video Data Island Packet VSC ECC COG2 2

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_VSC_ECC_COG2_2_B
Reset:	soft
Address:	61304h-61307h
Name:	Transcoder Video Data Island Packet GMP ECC 0
ShortName:	VIDEO_DIP_GMP_ECC_0_B
Reset:	soft
Address:	61308h-6130Bh
Name:	Transcoder Video Data Island Packet GMP ECC 1
ShortName:	VIDEO_DIP_GMP_ECC_1_B
Reset:	soft
Address:	6130Ch-6130Fh
Name:	Transcoder Video Data Island Packet GMP ECC 2
ShortName:	VIDEO_DIP_GMP_ECC_2_B
Reset:	soft
Address:	61310h-61313h
Name:	Transcoder Video Data Island Packet GMP ECC 3
ShortName:	VIDEO_DIP_GMP_ECC_3_B
Reset:	soft
Address:	61314h-61317h
Name:	Transcoder Video Data Island Packet GMP ECC 4
ShortName:	VIDEO_DIP_GMP_ECC_4_B
Reset:	soft
Address:	61344h-61347h
Name:	Transcoder Video Data Island Packet VSC ECC 0
ShortName:	VIDEO_DIP_VSC_ECC_0_B
Reset:	soft
Address:	61348h-6134Bh
Name:	Transcoder Video Data Island Packet VSC ECC 1
ShortName:	VIDEO_DIP_VSC_ECC_1_B
Reset:	soft
Address:	6134Ch-6134Fh
Name:	Transcoder Video Data Island Packet VSC ECC 2
ShortName:	VIDEO_DIP_VSC_ECC_2_B
Reset:	soft
Address:	62240h-62243h
Name:	Transcoder Video Data Island Packet AVI ECC 0

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_AVI_ECC_0_C
Reset:	soft
Address:	62244h-62247h
Name:	Transcoder Video Data Island Packet AVI ECC 1
ShortName:	VIDEO_DIP_AVI_ECC_1_C
Reset:	soft
Address:	62280h-62283h
Name:	Transcoder Video Data Island Packet VS ECC 0
ShortName:	VIDEO_DIP_VS_ECC_0_C
Reset:	soft
Address:	62284h-62287h
Name:	Transcoder Video Data Island Packet VS ECC 1
ShortName:	VIDEO_DIP_VS_ECC_1_C
Reset:	soft
Address:	622C0h-622C3h
Name:	Transcoder Video Data Island Packet SPD ECC 0
ShortName:	VIDEO_DIP_SPD_ECC_0_C
Reset:	soft
Address:	622C4h-622C7h
Name:	Transcoder Video Data Island Packet SPD ECC 1
ShortName:	VIDEO_DIP_SPD_ECC_1_C
Reset:	soft
Address:	622D0h-622D3h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 0
ShortName:	VIDEO_DIP_VSC_ECC_COG2_0_C
Reset:	soft
Address:	622D4h-622D7h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 1
ShortName:	VIDEO_DIP_VSC_ECC_COG2_1_C
Reset:	soft
Address:	622D8h-622DBh
Name:	Transcoder Video Data Island Packet VSC ECC COG2 2
ShortName:	VIDEO_DIP_VSC_ECC_COG2_2_C
Reset:	soft
Address:	62304h-62307h
Name:	Transcoder Video Data Island Packet GMP ECC 0

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_GMP_ECC_0_C
Reset:	soft
Address:	62308h-6230Bh
Name:	Transcoder Video Data Island Packet GMP ECC 1
ShortName:	VIDEO_DIP_GMP_ECC_1_C
Reset:	soft
Address:	6230Ch-6230Fh
Name:	Transcoder Video Data Island Packet GMP ECC 2
ShortName:	VIDEO_DIP_GMP_ECC_2_C
Reset:	soft
Address:	62310h-62313h
Name:	Transcoder Video Data Island Packet GMP ECC 3
ShortName:	VIDEO_DIP_GMP_ECC_3_C
Reset:	soft
Address:	62314h-62317h
Name:	Transcoder Video Data Island Packet GMP ECC 4
ShortName:	VIDEO_DIP_GMP_ECC_4_C
Reset:	soft
Address:	62344h-62347h
Name:	Transcoder Video Data Island Packet VSC ECC 0
ShortName:	VIDEO_DIP_VSC_ECC_0_C
Reset:	soft
Address:	62348h-6234Bh
Name:	Transcoder Video Data Island Packet VSC ECC 1
ShortName:	VIDEO_DIP_VSC_ECC_1_C
Reset:	soft
Address:	6234Ch-6234Fh
Name:	Transcoder Video Data Island Packet VSC ECC 2
ShortName:	VIDEO_DIP_VSC_ECC_2_C
Reset:	soft
Address:	63240h-63243h
Name:	Transcoder Video Data Island Packet AVI ECC 0
ShortName:	VIDEO_DIP_AVI_ECC_0_D
Reset:	soft
Address:	63244h-63247h
Name:	Transcoder Video Data Island Packet AVI ECC 1

VIDEO_DIP_ECC	
ShortName:	VIDEO_DIP_AVI_ECC_1_D
Reset:	soft
Address:	63280h-63283h
Name:	Transcoder Video Data Island Packet VS ECC 0
ShortName:	VIDEO_DIP_VS_ECC_0_D
Reset:	soft
Address:	63284h-63287h
Name:	Transcoder Video Data Island Packet VS ECC 1
ShortName:	VIDEO_DIP_VS_ECC_1_D
Reset:	soft
Address:	632C0h-632C3h
Name:	Transcoder Video Data Island Packet SPD ECC 0
ShortName:	VIDEO_DIP_SPD_ECC_0_D
Reset:	soft
Address:	632C4h-632C7h
Name:	Transcoder Video Data Island Packet SPD ECC 1
ShortName:	VIDEO_DIP_SPD_ECC_1_D
Reset:	soft
Address:	632D0h-632D3h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 0
ShortName:	VIDEO_DIP_VSC_ECC_COG2_0_D
Reset:	soft
Address:	632D4h-632D7h
Name:	Transcoder Video Data Island Packet VSC ECC COG2 1
ShortName:	VIDEO_DIP_VSC_ECC_COG2_1_D
Reset:	soft
Address:	632D8h-632DBh
Name:	Transcoder Video Data Island Packet VSC ECC COG2 2
ShortName:	VIDEO_DIP_VSC_ECC_COG2_2_D
Reset:	soft
Address:	63304h-63307h
Name:	Transcoder Video Data Island Packet GMP ECC 0
ShortName:	VIDEO_DIP_GMP_ECC_0_D
Reset:	soft
Address:	63308h-6330Bh
Name:	Transcoder Video Data Island Packet GMP ECC 1

VIDEO_DIP_ECC

ShortName:	VIDEO_DIP_GMP_ECC_1_D
Reset:	soft

Address:	6330Ch-6330Fh
Name:	Transcoder Video Data Island Packet GMP ECC 2
ShortName:	VIDEO_DIP_GMP_ECC_2_D
Reset:	soft

Address:	63310h-63313h
Name:	Transcoder Video Data Island Packet GMP ECC 3
ShortName:	VIDEO_DIP_GMP_ECC_3_D
Reset:	soft

Address:	63314h-63317h
Name:	Transcoder Video Data Island Packet GMP ECC 4
ShortName:	VIDEO_DIP_GMP_ECC_4_D
Reset:	soft

Address:	63344h-63347h
Name:	Transcoder Video Data Island Packet VSC ECC 0
ShortName:	VIDEO_DIP_VSC_ECC_0_D
Reset:	soft

Address:	63348h-6334Bh
Name:	Transcoder Video Data Island Packet VSC ECC 1
ShortName:	VIDEO_DIP_VSC_ECC_1_D
Reset:	soft

Address:	6334Ch-6334Fh
Name:	Transcoder Video Data Island Packet VSC ECC 2
ShortName:	VIDEO_DIP_VSC_ECC_2_D
Reset:	soft

There are multiple instances of this register format per DIP type and per transcoder.

DWord	Bit	Description
0	31:0	**Video DIP ECC** This field contains the video DIP ECC value for read back.

VIDEO_DIP_GCP

VIDEO_DIP_GCP	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60210h-60213h
Name:	Transcoder Video Data Island Packet GCP
ShortName:	VIDEO_DIP_GCP_A
Reset:	soft
Address:	61210h-61213h
Name:	Transcoder Video Data Island Packet GCP
ShortName:	VIDEO_DIP_GCP_B
Reset:	soft
Address:	62210h-62213h
Name:	Transcoder Video Data Island Packet GCP
ShortName:	VIDEO_DIP_GCP_C
Reset:	soft
Address:	63210h-63213h
Name:	Transcoder Video Data Island Packet GCP
ShortName:	VIDEO_DIP_GCP_D
Reset:	soft

DWord	Bit	Description
0	31:3	**Reserved** Format: MBZ
	2	**GCP color indication** Access: R/W Value / Name / Description: 0b / Don't Indicate / Don't indicate color depth. CD and PP bits in GCP set to zero. 1b / Indicate / Indicate color depth using CD bits in GCP. The color depth value comes from the TRANS_DDI_FUNC_CTL register. Restriction: This bit must be set when in HDMI deep color (>8 BPC) mode.
	1	**GCP default phase enable** Access: R/W

VIDEO_DIP_GCP

GCP default phase indicates that video timings meet alignment requirements such that the following conditions are met:

1. Htotal is a multiple of the value given in the table below
2. Hactive is an even number
3. Front and back porches for Hsync are even numbers
4. Vsync always starts on an even-numbered pixel within a line in interlaced modes (starting counting with 0)

BPC	Color Format	Htotal Multiple Requirement
8	RGB	2
8	YUV420	4
10	RGB	4
10	YUV420	8
12	RGB	2
12	YUV420	4

Value	Name	Description
0b	Clear	Default phase bit in GCP is cleared.
1b	Set	Default phase bit in GCP is set.

Restriction
Do not set this bit if these requirements are not met.

0 **Reserved**

VIDEO_DIP_PPS_DATA

VIDEO_DIP_PPS_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60350h-60353h
Name:	Transcoder Video Data Island Packet for PPS 0
ShortName:	VIDEO_DIP_PPS_DATA_0_A
Reset:	soft
Address:	60354h-60357h
Name:	Transcoder Video Data Island Packet for PPS 1
ShortName:	VIDEO_DIP_PPS_DATA_1_A
Reset:	soft
Address:	60358h-6035Bh
Name:	Transcoder Video Data Island Packet for PPS 2
ShortName:	VIDEO_DIP_PPS_DATA_2_A
Reset:	soft
Address:	6035Ch-6035Fh
Name:	Transcoder Video Data Island Packet for PPS 3
ShortName:	VIDEO_DIP_PPS_DATA_3_A
Reset:	soft
Address:	60360h-60363h
Name:	Transcoder Video Data Island Packet for PPS 4
ShortName:	VIDEO_DIP_PPS_DATA_4_A
Reset:	soft
Address:	60364h-60367h
Name:	Transcoder Video Data Island Packet for PPS 5
ShortName:	VIDEO_DIP_PPS_DATA_5_A
Reset:	soft
Address:	60368h-6036Bh
Name:	Transcoder Video Data Island Packet for PPS 6
ShortName:	VIDEO_DIP_PPS_DATA_6_A
Reset:	soft
Address:	6036Ch-6036Fh
Name:	Transcoder Video Data Island Packet for PPS 7

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_7_A
Reset:	soft
Address:	60370h-60373h
Name:	Transcoder Video Data Island Packet for PPS 8
ShortName:	VIDEO_DIP_PPS_DATA_8_A
Reset:	soft
Address:	60374h-60377h
Name:	Transcoder Video Data Island Packet for PPS 9
ShortName:	VIDEO_DIP_PPS_DATA_9_A
Reset:	soft
Address:	60378h-6037Bh
Name:	Transcoder Video Data Island Packet for PPS 10
ShortName:	VIDEO_DIP_PPS_DATA_10_A
Reset:	soft
Address:	6037Ch-6037Fh
Name:	Transcoder Video Data Island Packet for PPS 11
ShortName:	VIDEO_DIP_PPS_DATA_11_A
Reset:	soft
Address:	60380h-60383h
Name:	Transcoder Video Data Island Packet for PPS 12
ShortName:	VIDEO_DIP_PPS_DATA_12_A
Reset:	soft
Address:	60384h-60387h
Name:	Transcoder Video Data Island Packet for PPS 13
ShortName:	VIDEO_DIP_PPS_DATA_13_A
Reset:	soft
Address:	60388h-6038Bh
Name:	Transcoder Video Data Island Packet for PPS 14
ShortName:	VIDEO_DIP_PPS_DATA_14_A
Reset:	soft
Address:	6038Ch-6038Fh
Name:	Transcoder Video Data Island Packet for PPS 15
ShortName:	VIDEO_DIP_PPS_DATA_15_A
Reset:	soft
Address:	60390h-60393h
Name:	Transcoder Video Data Island Packet for PPS 16

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_16_A
Reset:	soft
Address:	60394h-60397h
Name:	Transcoder Video Data Island Packet for PPS 17
ShortName:	VIDEO_DIP_PPS_DATA_17_A
Reset:	soft
Address:	60398h-6039Bh
Name:	Transcoder Video Data Island Packet for PPS 18
ShortName:	VIDEO_DIP_PPS_DATA_18_A
Reset:	soft
Address:	6039Ch-6039Fh
Name:	Transcoder Video Data Island Packet for PPS 19
ShortName:	VIDEO_DIP_PPS_DATA_19_A
Reset:	soft
Address:	603A0h-603A3h
Name:	Transcoder Video Data Island Packet for PPS 20
ShortName:	VIDEO_DIP_PPS_DATA_20_A
Reset:	soft
Address:	603A4h-603A7h
Name:	Transcoder Video Data Island Packet for PPS 21
ShortName:	VIDEO_DIP_PPS_DATA_21_A
Reset:	soft
Address:	603A8h-603ABh
Name:	Transcoder Video Data Island Packet for PPS 22
ShortName:	VIDEO_DIP_PPS_DATA_22_A
Reset:	soft
Address:	603ACh-603AFh
Name:	Transcoder Video Data Island Packet for PPS 23
ShortName:	VIDEO_DIP_PPS_DATA_23_A
Reset:	soft
Address:	603B0h-603B3h
Name:	Transcoder Video Data Island Packet for PPS 24
ShortName:	VIDEO_DIP_PPS_DATA_24_A
Reset:	soft
Address:	603B4h-603B7h
Name:	Transcoder Video Data Island Packet for PPS 25

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_25_A
Reset:	soft
Address:	603B8h-603BBh
Name:	Transcoder Video Data Island Packet for PPS 26
ShortName:	VIDEO_DIP_PPS_DATA_26_A
Reset:	soft
Address:	603BCh-603BFh
Name:	Transcoder Video Data Island Packet for PPS 27
ShortName:	VIDEO_DIP_PPS_DATA_27_A
Reset:	soft
Address:	603C0h-603C3h
Name:	Transcoder Video Data Island Packet for PPS 28
ShortName:	VIDEO_DIP_PPS_DATA_28_A
Reset:	soft
Address:	603C4h-603C7h
Name:	Transcoder Video Data Island Packet for PPS 29
ShortName:	VIDEO_DIP_PPS_DATA_29_A
Reset:	soft
Address:	603C8h-603CBh
Name:	Transcoder Video Data Island Packet for PPS 30
ShortName:	VIDEO_DIP_PPS_DATA_30_A
Reset:	soft
Address:	603CCh-603CFh
Name:	Transcoder Video Data Island Packet for PPS 31
ShortName:	VIDEO_DIP_PPS_DATA_31_A
Reset:	soft
Address:	603D0h-603D3h
Name:	Transcoder Video Data Island Packet for PPS 32
ShortName:	VIDEO_DIP_PPS_DATA_32_A
Reset:	soft
Address:	61350h-61353h
Name:	Transcoder Video Data Island Packet for PPS 0
ShortName:	VIDEO_DIP_PPS_DATA_0_B
Reset:	soft
Address:	61354h-61357h
Name:	Transcoder Video Data Island Packet for PPS 1

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_1_B
Reset:	soft
Address:	61358h-6135Bh
Name:	Transcoder Video Data Island Packet for PPS 2
ShortName:	VIDEO_DIP_PPS_DATA_2_B
Reset:	soft
Address:	6135Ch-6135Fh
Name:	Transcoder Video Data Island Packet for PPS 3
ShortName:	VIDEO_DIP_PPS_DATA_3_B
Reset:	soft
Address:	61360h-61363h
Name:	Transcoder Video Data Island Packet for PPS 4
ShortName:	VIDEO_DIP_PPS_DATA_4_B
Reset:	soft
Address:	61364h-61367h
Name:	Transcoder Video Data Island Packet for PPS 5
ShortName:	VIDEO_DIP_PPS_DATA_5_B
Reset:	soft
Address:	61368h-6136Bh
Name:	Transcoder Video Data Island Packet for PPS 6
ShortName:	VIDEO_DIP_PPS_DATA_6_B
Reset:	soft
Address:	6136Ch-6136Fh
Name:	Transcoder Video Data Island Packet for PPS 7
ShortName:	VIDEO_DIP_PPS_DATA_7_B
Reset:	soft
Address:	61370h-61373h
Name:	Transcoder Video Data Island Packet for PPS 8
ShortName:	VIDEO_DIP_PPS_DATA_8_B
Reset:	soft
Address:	61374h-61377h
Name:	Transcoder Video Data Island Packet for PPS 9
ShortName:	VIDEO_DIP_PPS_DATA_9_B
Reset:	soft
Address:	61378h-6137Bh
Name:	Transcoder Video Data Island Packet for PPS 10

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_10_B
Reset:	soft
Address:	6137Ch-6137Fh
Name:	Transcoder Video Data Island Packet for PPS 11
ShortName:	VIDEO_DIP_PPS_DATA_11_B
Reset:	soft
Address:	61380h-61383h
Name:	Transcoder Video Data Island Packet for PPS 12
ShortName:	VIDEO_DIP_PPS_DATA_12_B
Reset:	soft
Address:	61384h-61387h
Name:	Transcoder Video Data Island Packet for PPS 13
ShortName:	VIDEO_DIP_PPS_DATA_13_B
Reset:	soft
Address:	61388h-6138Bh
Name:	Transcoder Video Data Island Packet for PPS 14
ShortName:	VIDEO_DIP_PPS_DATA_14_B
Reset:	soft
Address:	6138Ch-6138Fh
Name:	Transcoder Video Data Island Packet for PPS 15
ShortName:	VIDEO_DIP_PPS_DATA_15_B
Reset:	soft
Address:	61390h-61393h
Name:	Transcoder Video Data Island Packet for PPS 16
ShortName:	VIDEO_DIP_PPS_DATA_16_B
Reset:	soft
Address:	61394h-61397h
Name:	Transcoder Video Data Island Packet for PPS 17
ShortName:	VIDEO_DIP_PPS_DATA_17_B
Reset:	soft
Address:	61398h-6139Bh
Name:	Transcoder Video Data Island Packet for PPS 18
ShortName:	VIDEO_DIP_PPS_DATA_18_B
Reset:	soft
Address:	6139Ch-6139Fh
Name:	Transcoder Video Data Island Packet for PPS 19

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_19_B
Reset:	soft
Address:	613A0h-613A3h
Name:	Transcoder Video Data Island Packet for PPS 20
ShortName:	VIDEO_DIP_PPS_DATA_20_B
Reset:	soft
Address:	613A4h-613A7h
Name:	Transcoder Video Data Island Packet for PPS 21
ShortName:	VIDEO_DIP_PPS_DATA_21_B
Reset:	soft
Address:	613A8h-613ABh
Name:	Transcoder Video Data Island Packet for PPS 22
ShortName:	VIDEO_DIP_PPS_DATA_22_B
Reset:	soft
Address:	613ACh-613AFh
Name:	Transcoder Video Data Island Packet for PPS 23
ShortName:	VIDEO_DIP_PPS_DATA_23_B
Reset:	soft
Address:	613B0h-613B3h
Name:	Transcoder Video Data Island Packet for PPS 24
ShortName:	VIDEO_DIP_PPS_DATA_24_B
Reset:	soft
Address:	613B4h-613B7h
Name:	Transcoder Video Data Island Packet for PPS 25
ShortName:	VIDEO_DIP_PPS_DATA_25_B
Reset:	soft
Address:	613B8h-613BBh
Name:	Transcoder Video Data Island Packet for PPS 26
ShortName:	VIDEO_DIP_PPS_DATA_26_B
Reset:	soft
Address:	613BCh-613BFh
Name:	Transcoder Video Data Island Packet for PPS 27
ShortName:	VIDEO_DIP_PPS_DATA_27_B
Reset:	soft
Address:	613C0h-613C3h
Name:	Transcoder Video Data Island Packet for PPS 28

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_28_B
Reset:	soft
Address:	613C4h-613C7h
Name:	Transcoder Video Data Island Packet for PPS 29
ShortName:	VIDEO_DIP_PPS_DATA_29_B
Reset:	soft
Address:	613C8h-613CBh
Name:	Transcoder Video Data Island Packet for PPS 30
ShortName:	VIDEO_DIP_PPS_DATA_30_B
Reset:	soft
Address:	613CCh-613CFh
Name:	Transcoder Video Data Island Packet for PPS 31
ShortName:	VIDEO_DIP_PPS_DATA_31_B
Reset:	soft
Address:	613D0h-613D3h
Name:	Transcoder Video Data Island Packet for PPS 32
ShortName:	VIDEO_DIP_PPS_DATA_32_B
Reset:	soft
Address:	62350h-62353h
Name:	Transcoder Video Data Island Packet for PPS 0
ShortName:	VIDEO_DIP_PPS_DATA_0_C
Reset:	soft
Address:	62354h-62357h
Name:	Transcoder Video Data Island Packet for PPS 1
ShortName:	VIDEO_DIP_PPS_DATA_1_C
Reset:	soft
Address:	62358h-6235Bh
Name:	Transcoder Video Data Island Packet for PPS 2
ShortName:	VIDEO_DIP_PPS_DATA_2_C
Reset:	soft
Address:	6235Ch-6235Fh
Name:	Transcoder Video Data Island Packet for PPS 3
ShortName:	VIDEO_DIP_PPS_DATA_3_C
Reset:	soft
Address:	62360h-62363h
Name:	Transcoder Video Data Island Packet for PPS 4

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_4_C
Reset:	soft
Address:	62364h-62367h
Name:	Transcoder Video Data Island Packet for PPS 5
ShortName:	VIDEO_DIP_PPS_DATA_5_C
Reset:	soft
Address:	62368h-6236Bh
Name:	Transcoder Video Data Island Packet for PPS 6
ShortName:	VIDEO_DIP_PPS_DATA_6_C
Reset:	soft
Address:	6236Ch-6236Fh
Name:	Transcoder Video Data Island Packet for PPS 7
ShortName:	VIDEO_DIP_PPS_DATA_7_C
Reset:	soft
Address:	62370h-62373h
Name:	Transcoder Video Data Island Packet for PPS 8
ShortName:	VIDEO_DIP_PPS_DATA_8_C
Reset:	soft
Address:	62374h-62377h
Name:	Transcoder Video Data Island Packet for PPS 9
ShortName:	VIDEO_DIP_PPS_DATA_9_C
Reset:	soft
Address:	62378h-6237Bh
Name:	Transcoder Video Data Island Packet for PPS 10
ShortName:	VIDEO_DIP_PPS_DATA_10_C
Reset:	soft
Address:	6237Ch-6237Fh
Name:	Transcoder Video Data Island Packet for PPS 11
ShortName:	VIDEO_DIP_PPS_DATA_11_C
Reset:	soft
Address:	62380h-62383h
Name:	Transcoder Video Data Island Packet for PPS 12
ShortName:	VIDEO_DIP_PPS_DATA_12_C
Reset:	soft
Address:	62384h-62387h
Name:	Transcoder Video Data Island Packet for PPS 13

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_13_C
Reset:	soft
Address:	62388h-6238Bh
Name:	Transcoder Video Data Island Packet for PPS 14
ShortName:	VIDEO_DIP_PPS_DATA_14_C
Reset:	soft
Address:	6238Ch-6238Fh
Name:	Transcoder Video Data Island Packet for PPS 15
ShortName:	VIDEO_DIP_PPS_DATA_15_C
Reset:	soft
Address:	62390h-62393h
Name:	Transcoder Video Data Island Packet for PPS 16
ShortName:	VIDEO_DIP_PPS_DATA_16_C
Reset:	soft
Address:	62394h-62397h
Name:	Transcoder Video Data Island Packet for PPS 17
ShortName:	VIDEO_DIP_PPS_DATA_17_C
Reset:	soft
Address:	62398h-6239Bh
Name:	Transcoder Video Data Island Packet for PPS 18
ShortName:	VIDEO_DIP_PPS_DATA_18_C
Reset:	soft
Address:	6239Ch-6239Fh
Name:	Transcoder Video Data Island Packet for PPS 19
ShortName:	VIDEO_DIP_PPS_DATA_19_C
Reset:	soft
Address:	623A0h-623A3h
Name:	Transcoder Video Data Island Packet for PPS 20
ShortName:	VIDEO_DIP_PPS_DATA_20_C
Reset:	soft
Address:	623A4h-623A7h
Name:	Transcoder Video Data Island Packet for PPS 21
ShortName:	VIDEO_DIP_PPS_DATA_21_C
Reset:	soft
Address:	623A8h-623ABh
Name:	Transcoder Video Data Island Packet for PPS 22

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_22_C
Reset:	soft
Address:	623ACh-623AFh
Name:	Transcoder Video Data Island Packet for PPS 23
ShortName:	VIDEO_DIP_PPS_DATA_23_C
Reset:	soft
Address:	623B0h-623B3h
Name:	Transcoder Video Data Island Packet for PPS 24
ShortName:	VIDEO_DIP_PPS_DATA_24_C
Reset:	soft
Address:	623B4h-623B7h
Name:	Transcoder Video Data Island Packet for PPS 25
ShortName:	VIDEO_DIP_PPS_DATA_25_C
Reset:	soft
Address:	623B8h-623BBh
Name:	Transcoder Video Data Island Packet for PPS 26
ShortName:	VIDEO_DIP_PPS_DATA_26_C
Reset:	soft
Address:	623BCh-623BFh
Name:	Transcoder Video Data Island Packet for PPS 27
ShortName:	VIDEO_DIP_PPS_DATA_27_C
Reset:	soft
Address:	623C0h-623C3h
Name:	Transcoder Video Data Island Packet for PPS 28
ShortName:	VIDEO_DIP_PPS_DATA_28_C
Reset:	soft
Address:	623C4h-623C7h
Name:	Transcoder Video Data Island Packet for PPS 29
ShortName:	VIDEO_DIP_PPS_DATA_29_C
Reset:	soft
Address:	623C8h-623CBh
Name:	Transcoder Video Data Island Packet for PPS 30
ShortName:	VIDEO_DIP_PPS_DATA_30_C
Reset:	soft
Address:	623CCh-623CFh
Name:	Transcoder Video Data Island Packet for PPS 31

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_31_C
Reset:	soft
Address:	623D0h-623D3h
Name:	Transcoder Video Data Island Packet for PPS 32
ShortName:	VIDEO_DIP_PPS_DATA_32_C
Reset:	soft
Address:	63350h-63353h
Name:	Transcoder Video Data Island Packet for PPS 0
ShortName:	VIDEO_DIP_PPS_DATA_0_D
Reset:	soft
Address:	63354h-63357h
Name:	Transcoder Video Data Island Packet for PPS 1
ShortName:	VIDEO_DIP_PPS_DATA_1_D
Reset:	soft
Address:	63358h-6335Bh
Name:	Transcoder Video Data Island Packet for PPS 2
ShortName:	VIDEO_DIP_PPS_DATA_2_D
Reset:	soft
Address:	6335Ch-6335Fh
Name:	Transcoder Video Data Island Packet for PPS 3
ShortName:	VIDEO_DIP_PPS_DATA_3_D
Reset:	soft
Address:	63360h-63363h
Name:	Transcoder Video Data Island Packet for PPS 4
ShortName:	VIDEO_DIP_PPS_DATA_4_D
Reset:	soft
Address:	63364h-63367h
Name:	Transcoder Video Data Island Packet for PPS 5
ShortName:	VIDEO_DIP_PPS_DATA_5_D
Reset:	soft
Address:	63368h-6336Bh
Name:	Transcoder Video Data Island Packet for PPS 6
ShortName:	VIDEO_DIP_PPS_DATA_6_D
Reset:	soft
Address:	6336Ch-6336Fh
Name:	Transcoder Video Data Island Packet for PPS 7

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_7_D
Reset:	soft
Address:	63370h-63373h
Name:	Transcoder Video Data Island Packet for PPS 8
ShortName:	VIDEO_DIP_PPS_DATA_8_D
Reset:	soft
Address:	63374h-63377h
Name:	Transcoder Video Data Island Packet for PPS 9
ShortName:	VIDEO_DIP_PPS_DATA_9_D
Reset:	soft
Address:	63378h-6337Bh
Name:	Transcoder Video Data Island Packet for PPS 10
ShortName:	VIDEO_DIP_PPS_DATA_10_D
Reset:	soft
Address:	6337Ch-6337Fh
Name:	Transcoder Video Data Island Packet for PPS 11
ShortName:	VIDEO_DIP_PPS_DATA_11_D
Reset:	soft
Address:	63380h-63383h
Name:	Transcoder Video Data Island Packet for PPS 12
ShortName:	VIDEO_DIP_PPS_DATA_12_D
Reset:	soft
Address:	63384h-63387h
Name:	Transcoder Video Data Island Packet for PPS 13
ShortName:	VIDEO_DIP_PPS_DATA_13_D
Reset:	soft
Address:	63388h-6338Bh
Name:	Transcoder Video Data Island Packet for PPS 14
ShortName:	VIDEO_DIP_PPS_DATA_14_D
Reset:	soft
Address:	6338Ch-6338Fh
Name:	Transcoder Video Data Island Packet for PPS 15
ShortName:	VIDEO_DIP_PPS_DATA_15_D
Reset:	soft
Address:	63390h-63393h
Name:	Transcoder Video Data Island Packet for PPS 16

VIDEO_DIP_PPS_DATA	
ShortName:	VIDEO_DIP_PPS_DATA_16_D
Reset:	soft
Address:	63394h-63397h
Name:	Transcoder Video Data Island Packet for PPS 17
ShortName:	VIDEO_DIP_PPS_DATA_17_D
Reset:	soft
Address:	63398h-6339Bh
Name:	Transcoder Video Data Island Packet for PPS 18
ShortName:	VIDEO_DIP_PPS_DATA_18_D
Reset:	soft
Address:	6339Ch-6339Fh
Name:	Transcoder Video Data Island Packet for PPS 19
ShortName:	VIDEO_DIP_PPS_DATA_19_D
Reset:	soft
Address:	633A0h-633A3h
Name:	Transcoder Video Data Island Packet for PPS 20
ShortName:	VIDEO_DIP_PPS_DATA_20_D
Reset:	soft
Address:	633A4h-633A7h
Name:	Transcoder Video Data Island Packet for PPS 21
ShortName:	VIDEO_DIP_PPS_DATA_21_D
Reset:	soft
Address:	633A8h-633ABh
Name:	Transcoder Video Data Island Packet for PPS 22
ShortName:	VIDEO_DIP_PPS_DATA_22_D
Reset:	soft
Address:	633ACh-633AFh
Name:	Transcoder Video Data Island Packet for PPS 23
ShortName:	VIDEO_DIP_PPS_DATA_23_D
Reset:	soft
Address:	633B0h-633B3h
Name:	Transcoder Video Data Island Packet for PPS 24
ShortName:	VIDEO_DIP_PPS_DATA_24_D
Reset:	soft
Address:	633B4h-633B7h
Name:	Transcoder Video Data Island Packet for PPS 25

VIDEO_DIP_PPS_DATA

ShortName:	VIDEO_DIP_PPS_DATA_25_D
Reset:	soft

Address:	633B8h-633BBh
Name:	Transcoder Video Data Island Packet for PPS 26
ShortName:	VIDEO_DIP_PPS_DATA_26_D
Reset:	soft

Address:	633BCh-633BFh
Name:	Transcoder Video Data Island Packet for PPS 27
ShortName:	VIDEO_DIP_PPS_DATA_27_D
Reset:	soft

Address:	633C0h-633C3h
Name:	Transcoder Video Data Island Packet for PPS 28
ShortName:	VIDEO_DIP_PPS_DATA_28_D
Reset:	soft

Address:	633C4h-633C7h
Name:	Transcoder Video Data Island Packet for PPS 29
ShortName:	VIDEO_DIP_PPS_DATA_29_D
Reset:	soft

Address:	633C8h-633CBh
Name:	Transcoder Video Data Island Packet for PPS 30
ShortName:	VIDEO_DIP_PPS_DATA_30_D
Reset:	soft

Address:	633CCh-633CFh
Name:	Transcoder Video Data Island Packet for PPS 31
ShortName:	VIDEO_DIP_PPS_DATA_31_D
Reset:	soft

Address:	633D0h-633D3h
Name:	Transcoder Video Data Island Packet for PPS 32
ShortName:	VIDEO_DIP_PPS_DATA_32_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Video DIP PPS data** Access: R/W Video data island packet for PPS data.

VIDEO_DIP_PPS_ECC

VIDEO_DIP_PPS_ECC	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	603D4h-603D7h
Name:	Transcoder Video DIP for PPS ECC 0
ShortName:	VIDEO_DIP_PPS_ECC_0_A
Reset:	soft
Address:	603D8h-603DBh
Name:	Transcoder Video DIP for PPS ECC 1
ShortName:	VIDEO_DIP_PPS_ECC_1_A
Reset:	soft
Address:	603DCh-603DFh
Name:	Transcoder Video DIP for PPS ECC 2
ShortName:	VIDEO_DIP_PPS_ECC_2_A
Reset:	soft
Address:	603E0h-603E3h
Name:	Transcoder Video DIP for PPS ECC 3
ShortName:	VIDEO_DIP_PPS_ECC_3_A
Reset:	soft
Address:	603E4h-603E7h
Name:	Transcoder Video DIP for PPS ECC 4
ShortName:	VIDEO_DIP_PPS_ECC_4_A
Reset:	soft
Address:	603E8h-603EBh
Name:	Transcoder Video DIP for PPS ECC 5
ShortName:	VIDEO_DIP_PPS_ECC_5_A
Reset:	soft
Address:	603ECh-603EFh
Name:	Transcoder Video DIP for PPS ECC 6
ShortName:	VIDEO_DIP_PPS_ECC_6_A
Reset:	soft
Address:	603F0h-603F3h
Name:	Transcoder Video DIP for PPS ECC 7

VIDEO_DIP_PPS_ECC	
ShortName:	VIDEO_DIP_PPS_ECC_7_A
Reset:	soft
Address:	603F4h-603F7h
Name:	Transcoder Video DIP for PPS ECC 8
ShortName:	VIDEO_DIP_PPS_ECC_8_A
Reset:	soft
Address:	613D4h-613D7h
Name:	Transcoder Video DIP for PPS ECC 0
ShortName:	VIDEO_DIP_PPS_ECC_0_B
Reset:	soft
Address:	613D8h-613DBh
Name:	Transcoder Video DIP for PPS ECC 1
ShortName:	VIDEO_DIP_PPS_ECC_1_B
Reset:	soft
Address:	613DCh-613DFh
Name:	Transcoder Video DIP for PPS ECC 2
ShortName:	VIDEO_DIP_PPS_ECC_2_B
Reset:	soft
Address:	613E0h-613E3h
Name:	Transcoder Video DIP for PPS ECC 3
ShortName:	VIDEO_DIP_PPS_ECC_3_B
Reset:	soft
Address:	613E4h-613E7h
Name:	Transcoder Video DIP for PPS ECC 4
ShortName:	VIDEO_DIP_PPS_ECC_4_B
Reset:	soft
Address:	613E8h-613EBh
Name:	Transcoder Video DIP for PPS ECC 5
ShortName:	VIDEO_DIP_PPS_ECC_5_B
Reset:	soft
Address:	613ECh-613EFh
Name:	Transcoder Video DIP for PPS ECC 6
ShortName:	VIDEO_DIP_PPS_ECC_6_B
Reset:	soft
Address:	613F0h-613F3h
Name:	Transcoder Video DIP for PPS ECC 7

VIDEO_DIP_PPS_ECC	
ShortName:	VIDEO_DIP_PPS_ECC_7_B
Reset:	soft
Address:	613F4h-613F7h
Name:	Transcoder Video DIP for PPS ECC 8
ShortName:	VIDEO_DIP_PPS_ECC_8_B
Reset:	soft
Address:	623D4h-623D7h
Name:	Transcoder Video DIP for PPS ECC 0
ShortName:	VIDEO_DIP_PPS_ECC_0_C
Reset:	soft
Address:	623D8h-623DBh
Name:	Transcoder Video DIP for PPS ECC 1
ShortName:	VIDEO_DIP_PPS_ECC_1_C
Reset:	soft
Address:	623DCh-623DFh
Name:	Transcoder Video DIP for PPS ECC 2
ShortName:	VIDEO_DIP_PPS_ECC_2_C
Reset:	soft
Address:	623E0h-623E3h
Name:	Transcoder Video DIP for PPS ECC 3
ShortName:	VIDEO_DIP_PPS_ECC_3_C
Reset:	soft
Address:	623E4h-623E7h
Name:	Transcoder Video DIP for PPS ECC 4
ShortName:	VIDEO_DIP_PPS_ECC_4_C
Reset:	soft
Address:	623E8h-623EBh
Name:	Transcoder Video DIP for PPS ECC 5
ShortName:	VIDEO_DIP_PPS_ECC_5_C
Reset:	soft
Address:	623ECh-623EFh
Name:	Transcoder Video DIP for PPS ECC 6
ShortName:	VIDEO_DIP_PPS_ECC_6_C
Reset:	soft
Address:	623F0h-623F3h
Name:	Transcoder Video DIP for PPS ECC 7

VIDEO_DIP_PPS_ECC	
ShortName:	VIDEO_DIP_PPS_ECC_7_C
Reset:	soft
Address:	623F4h-623F7h
Name:	Transcoder Video DIP for PPS ECC 8
ShortName:	VIDEO_DIP_PPS_ECC_8_C
Reset:	soft
Address:	633D4h-633D7h
Name:	Transcoder Video DIP for PPS ECC 0
ShortName:	VIDEO_DIP_PPS_ECC_0_D
Reset:	soft
Address:	633D8h-633DBh
Name:	Transcoder Video DIP for PPS ECC 1
ShortName:	VIDEO_DIP_PPS_ECC_1_D
Reset:	soft
Address:	633DCh-633DFh
Name:	Transcoder Video DIP for PPS ECC 2
ShortName:	VIDEO_DIP_PPS_ECC_2_D
Reset:	soft
Address:	633E0h-633E3h
Name:	Transcoder Video DIP for PPS ECC 3
ShortName:	VIDEO_DIP_PPS_ECC_3_D
Reset:	soft
Address:	633E4h-633E7h
Name:	Transcoder Video DIP for PPS ECC 4
ShortName:	VIDEO_DIP_PPS_ECC_4_D
Reset:	soft
Address:	633E8h-633EBh
Name:	Transcoder Video DIP for PPS ECC 5
ShortName:	VIDEO_DIP_PPS_ECC_5_D
Reset:	soft
Address:	633ECh-633EFh
Name:	Transcoder Video DIP for PPS ECC 6
ShortName:	VIDEO_DIP_PPS_ECC_6_D
Reset:	soft
Address:	633F0h-633F3h
Name:	Transcoder Video DIP for PPS ECC 7

VIDEO_DIP_PPS_ECC

ShortName:	VIDEO_DIP_PPS_ECC_7_D
Reset:	soft

Address:	633F4h-633F7h
Name:	Transcoder Video DIP for PPS ECC 8
ShortName:	VIDEO_DIP_PPS_ECC_8_D
Reset:	soft

This represents 36 bytes of ECC over PPS DIP.

DWord	Bit	Description
0	31:0	**Video DIP PPS ECC** Access: RO ECC for PPS DIP.

Video BIOS ROM Base Address

ROMADR_0_2_0_PCI - Video BIOS ROM Base Address

Register Space:	PCI: 0/2/0
Size (in bits):	32
Address:	00030h

Description
The IGD does not use a separate BIOS ROM, therefore this register is hardwired to 0s.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	N

DWord	Bit	Description
0	31:18	**ROM Base Address** Default Value: 00000000000000b Access: RO Hardwired to 0's.
	17:11	**Address Mask** Default Value: 0000000b Access: RO Hardwired to 0s to indicate 256 KB address range.
	10:1	**Reserved** Format: MBZ
	0	**ROM BIOS Enable** Default Value: 0b Access: RO Hardwired to 0 to indicate ROM not accessible.

VIRTUALIZATION CONTROL REGISTER

VIRTUAL_CTRL_REG - VIRTUALIZATION CONTROL REGISTER

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	10108Ch

This register is used to identify which Virtual Function, if any, is allowed to access or configure the Global GTT Entry.

DWord	Bit	Description
0	31:9	**Reserved** Format: MBZ
	8	**Guest Direct GGTT Update Enable** Access: R/W Determines whether a Guest VM is able to directly update GGTT entries that have been assigned to it, via the VF GTTMMADR assigned to that Guest.
	7:0	**Reserved** Format: MBZ

Value	Name	Description
0b	**[Default]**	Guest VM can't directly update GGTT Entries via GSM range within VF GTTMMADR
1b		Guest VM can modify the physical address field of a GGTT Entry, if the entry is valid/present, and the Function Number field of that entry matches the Function Number associated with the GTTMMADR range that was targeted by the access. The Guest cannot modify the Present and VF Number fields. A Guest VM Read to a GGTT Entry is allowed if the Function Number field matches, but the Function Number field itself will read as 0 (a Guest VM should not know which VF it has been assigned to).

VSC_EXT_SDP_CONF

VSC_EXT_SDP_CONF

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60288h-6028Bh
Name:	Transcoder VSD Extended SDP Configuration
ShortName:	VSC_EXT_SDP_CONF_A
Reset:	soft
Address:	61288h-6128Bh
Name:	Transcoder VSD Extended SDP Configuration
ShortName:	VSC_EXT_SDP_CONF_B
Reset:	soft
Address:	62288h-6228Bh
Name:	Transcoder VSD Extended SDP Configuration
ShortName:	VSC_EXT_SDP_CONF_C
Reset:	soft
Address:	63288h-6328Bh
Name:	Transcoder VSD Extended SDP Configuration
ShortName:	VSC_EXT_SDP_CONF_D
Reset:	soft

DWord	Bit	Description
0	31	**Chain done** Access: RO Read by software/DSB to know if it can start sending new chain. Chained metadata straddling 2 buffers need to know this status. Value / Name: 0b: HW sending previous chain 1b: HW completed sending previous chain
	30:25	**Reserved** Format: MBZ

VSC_EXT_SDP_CONF

24	**Reserved** Format: MBZ
23	**SDP Active Error** Access: R/WC This bit represents an error condition that not all SDPs were read when video active region is reached. HW will stop transmitting metadata once active region is reached. This bit is set by HW and cleared by SW by writing '1'. To avoid false indication of an error, SW can choose either of the following methods: 1. Avoid programming VSC_EXT registers and setting the buffer ready bit in VSC_EXT_SDP_CTL before vblank rises. 2. Program VSC_EXT registers and set the buffer ready bit in VSC_EXT_SDP_CTL anytime, but clear the SDP Active Error at the start of vblank, so that it can be rechecked at the end of vblank to indicate real issues.

Value	Name
0b	All SDPs transmitted in VBLANK
1b	All SDPs not transmitted in VBLANK

22	**Block mode** When this bit is set to 1, it is software responsibility to set Middle Of Chaining bit [23] and Packet sequence bits [28:24] in the header packet that it programs in metadata register. HW does not support changing this field during transmission.

Value	Name
0b	Header values from Header register
1b	Header values from SW/DSB written buffer

21:10	**HBLANK early indication** In HW, this field is expressed in terms of pixels and not clocks. It provides a guardband to stop the VSC_EXT_SDP transmission from going into Hblank region (for Audio). For eg: If this field is programed to 20 pixels, then when horizontal counter reaches (HActive -20), VSC_EXT_SDP transmission stops. If a packet is in the middle of transmission, then it completes before stopping. Transmission resumes on the next HActive. In MST/DP2 this transmission can happen only when an MTP slot is available. For all SST/MST/DP2 use cases, recommendation is to use 10% of HActive.
9:0	**Packets per chain** This field specifies the total number of packets (each packet has 32 bytes) in the chain. = Number of bytes/32

VSC_EXT_SDP_CTL

VSC_EXT_SDP_CTL	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60290h-60293h
Name:	Transcoder VSD Extended SDP Control 0
ShortName:	VSC_EXT_SDP_CTL_0_A
Reset:	soft
Address:	60294h-60297h
Name:	Transcoder VSD Extended SDP Control 1
ShortName:	VSC_EXT_SDP_CTL_1_A
Reset:	soft
Address:	61290h-61293h
Name:	Transcoder VSD Extended SDP Control 0
ShortName:	VSC_EXT_SDP_CTL_0_B
Reset:	soft
Address:	61294h-61297h
Name:	Transcoder VSD Extended SDP Control 1
ShortName:	VSC_EXT_SDP_CTL_1_B
Reset:	soft
Address:	62290h-62293h
Name:	Transcoder VSD Extended SDP Control 0
ShortName:	VSC_EXT_SDP_CTL_0_C
Reset:	soft
Address:	62294h-62297h
Name:	Transcoder VSD Extended SDP Control 1
ShortName:	VSC_EXT_SDP_CTL_1_C
Reset:	soft

VSC_EXT_SDP_CTL

Address:	63290h-63293h
Name:	Transcoder VSD Extended SDP Control 0
ShortName:	VSC_EXT_SDP_CTL_0_D
Reset:	soft

Address:	63294h-63297h
Name:	Transcoder VSD Extended SDP Control 1
ShortName:	VSC_EXT_SDP_CTL_1_D
Reset:	soft

The VSC_EXT_VESA SDP allows a DP Source device to send video stream-related metadata aligned with the stream. A single VSC_EXT SDP is composed of four header bytes and 32 payload bytes. The VSC_EXT_VESA SDP maybe chained. Chaining framework enables a flexible metadata transportation framework to allow the transport of variable bytes of payload using a single VSC_EXT_VESA.

For transmitting frame synchronous metadata beyond 1KB, software must alternate between Buffer0 and Buffer1.

Metadata must be programmed in multiple of 32 bytes (8 dwords).

DWord	Bit	Description
0	31	**VSC extension SDP metadata enable** **NOTE:** This field is ignored on the register instance VSC_EXT_SDP_CTL_1. Value: 0b — Name: Disable Value: 1b — Name: Enable
	30:25	**Reserved** Format: MBZ
	24	**Buffer Empty** Access: RO This field is set by hardware when buffer is empty and reset when buffer has metadata to be sent over the link. This field is read by software (or DSB) to know when it can start writing to the buffer (buffer reuse cases included). Value: 1b — Name: buffer empty **[Default]** Value: 0b — Name: buffer not empty
	23:17	**Reserved** Format: MBZ
	16	**Buffer Ready** Access: Write/Read Status This field is set by software (or DSB) to indicate that the buffer is ready for hardware use.

VSC_EXT_SDP_CTL

Hardware clears this field after the buffer processing is complete.
SW can also clear this bit. Both SW clear and SW set will have higher priority over HW clear.

Value	Name
1b	Ready For HW Use
0b	Not ready for HW Use

15	**Reserved** Format: MBZ
14	**Index Auto Increment** This field controls the index auto increment.
13:8	**Reserved** Format: MBZ
7:0	**Index Value** This field indicates the data location to be accessed through the data register. This value can be automatically incremented by a write to the data register if the index auto increment bit (14) is set. When automatically incrementing, the current automatically calculated index value can be read here, and the index will roll over to 0 after reaching the end of the allowed range. 8-bit index supports up to 1KB. Examples: 00h =Dword at location 0 FFh = Dword at location 255

VSC_EXT_SDP_DATA

VSC_EXT_SDP_DATA	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	60298h-6029Bh
Name:	Transcoder VSD Extended SDP DATA 0
ShortName:	VSC_EXT_SDP_DATA_0_A
Reset:	soft
Address:	6029Ch-6029Fh
Name:	Transcoder VSD Extended SDP DATA 1
ShortName:	VSC_EXT_SDP_DATA_1_A
Reset:	soft
Address:	61298h-6129Bh
Name:	Transcoder VSD Extended SDP DATA 0
ShortName:	VSC_EXT_SDP_DATA_0_B
Reset:	soft
Address:	6129Ch-6129Fh
Name:	Transcoder VSD Extended SDP DATA 1
ShortName:	VSC_EXT_SDP_DATA_1_B
Reset:	soft
Address:	62298h-6229Bh
Name:	Transcoder VSD Extended SDP DATA 0
ShortName:	VSC_EXT_SDP_DATA_0_C
Reset:	soft
Address:	6229Ch-6229Fh
Name:	Transcoder VSD Extended SDP DATA 1
ShortName:	VSC_EXT_SDP_DATA_1_C
Reset:	soft

VSC_EXT_SDP_DATA

Address:	63298h-6329Bh
Name:	Transcoder VSD Extended SDP DATA 0
ShortName:	VSC_EXT_SDP_DATA_0_D
Reset:	soft

Address:	6329Ch-6329Fh
Name:	Transcoder VSD Extended SDP DATA 1
ShortName:	VSC_EXT_SDP_DATA_1_D
Reset:	soft

DWord	Bit	Description
0	31:0	**Data** This field specifies the data for the index specified in VSC EXT SDP CTL register. Index [0-31] allows up to 1KB data. This register must be written only as a full 32 bit dword. Byte or word writes are not supported. This field can be read back only when "VSC extension SDP metadata enable" field in VSC_EXT_SDP_CTL is deasserted.

VSC_EXT_SDP_HEADER

VSC_EXT_SDP_HEADER	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6028Ch-6028Fh
Name:	Transcoder VSD Extended SDP Header
ShortName:	VSC_EXT_SDP_HEADER_A
Reset:	soft
Address:	6128Ch-6128Fh
Name:	Transcoder VSD Extended SDP Header
ShortName:	VSC_EXT_SDP_HEADER_B
Reset:	soft
Address:	6228Ch-6228Fh
Name:	Transcoder VSD Extended SDP Header
ShortName:	VSC_EXT_SDP_HEADER_C
Reset:	soft
Address:	6328Ch-6328Fh
Name:	Transcoder VSD Extended SDP Header
ShortName:	VSC_EXT_SDP_HEADER_D
Reset:	soft

DWord	Bit	Description
0	31:29	**Reserved** Format: MBZ
	28:24	**Packet sequence** Range is from 0 to 31. Shall be cleared to 0 on the first SDP of a new VSC_EXT packet sequence. When bit 6 of HB2 is set to 1, this field shall increment by 1 on each subsequent chained packet. This counter rolls over to 0 when it exceeds 31.
	23	**Middle Of Chaining** This bit specifies if there are any chained packets to follow. This bit has to be set if block mode(VSC_EXT_SDP_CONF[block mode]) is set.

VSC_EXT_SDP_HEADER

		Value / **Name** 0b — No chained packets to follow 1b — Chained packet(s) to follow.
	22	**Variable Packet Sequence Number** This bit specifies how the packed sequence field is used. **Value** / **Name** 0b — Packet Sequence Field is fixed 1b — Packet Sequence field is incremented with chained packets
	21:18	**VSC EXT VESA SDP Framework Ver 1** Specifies the VSC EXT VESA SDP Framework Version, to be left at default '0'.
	17:16	**VSC EXT VESA SDP Framework Ver 0** Specifies the VSC EXT VESA SDP Framework Version, to be left at default '0'.
	15:8	**SDP Type** Specifies the Secondary Data Packet type. **Value** / **Name** 20h — VESA **[Default]** 21h — CEA
	7:0	**SDP ID** Specifies the Secondary Data Packet ID. Specific to stream (usaually 00h).

VS Invocation Counter

VS_INVOCATION_COUNT - VS Invocation Counter

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	64
Address:	02320h-02327h
Name:	VS Invocation Counter
ShortName:	VS_INVOCATION_COUNT_RCSUNIT_BE_GEOMETRY
Address:	18320h-18327h
Name:	VS Invocation Counter
ShortName:	VS_INVOCATION_COUNT_POCSUNIT_BE_GEOMETRY

This register stores the value of the vertex count shaded by VS. This register is part of the context save and restore.
More details about the precise event counted by this register are located **here.**

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0..1	63:32	**VS Invocation Count Report UDW** Number of vertices that are dispatched as threads by the VS stage. Updated only when **Statistics Enable** is set in VS_STATE (see the Vertex Shader Chapter in the 3D Volume.)
	31:0	**VS Invocation Count Report LDW** Number of vertices that are dispatched as threads by the VS stage. Updated only when **Statistics Enable** is set in VS_STATE (see the Vertex Shader Chapter in the 3D Volume.)

VSR_PUSH_CONSTANT_BASE

VSR_PUSH_CONSTANT_BASE - VSR_PUSH_CONSTANT_BASE

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	0E518h
Name:	VSR_PUSH_CONSTANT_BASE
ShortName:	VSR_PUSH_CONSTANT_BASE

DWord	Bit	Description
0	31:17	**Reserved** Format: MBZ
	16:6	**VSR PUSH CONSTANT BASE** Default Value: 200h Access: R/W **Description** This is an 64 Byte aligned offset in to the URB indicating the base of the push constant allocation space for the push constant allocation space for VSR unit in POSH pipeline. The offset and size of the VSR allocation is relative to this base address.
	5:0	**Reserved** Format: MBZ

VTd Status

VTD_STATUS_0_2_0_PCI - VTd Status

Register Space:	PCI: 0/2/0
Size (in bits):	8
Address:	0006Ch

This register contains indicator bits for Graphics VTd mode.

_Custom_SaiPolicy	Custom_GTIIsContextSaved
Unspecified	Y

DWord	Bit	Description
0	7:1	**Reserved** Format: MBZ
	0	**GFX VTd Active** Default Value: 0b Access: R/W Reflects GFX VTd Mode is active. 1 - if active, 0 if inactive. Acts as R/W register only during Punit restore - when iommu freeze bit is set. RO otherwise

WAC_GT_CRREG_LSB

WAC_GT_CRREG_LSB - WAC_GT_CRREG_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E38h

Write Access Control policy register for the GT CRreg policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x0101020A — Name: **[Default]**

WAC_GT_CRREG_MSB

WAC_GT_CRREG_MSB - WAC_GT_CRREG_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E3Ch

Write Access Control policy register for the GT CRreg policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x00001C00 — Name: **[Default]**

WAC_GT_OS_LSB

WAC_GT_OS_LSB - WAC_GT_OS_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E68h

Write Access Control policy register for the GT OS policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x0101121F — Name: **[Default]**

WAC_GT_OS_MSB

WAC_GT_OS_MSB - WAC_GT_OS_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E6Ch

Write Access Control policy register for the GT OS policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W 0x00001D00 **[Default]**

WAC_GT_TRUSTED_LSB

WAC_GT_TRUSTED_LSB - WAC_GT_TRUSTED_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E20h

Write Access Control policy register for the GT trusted policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x0101120A — Name: **[Default]**

WAC_GT_TRUSTED_MSB

WAC_GT_TRUSTED_MSB - WAC_GT_TRUSTED_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E24h

Write Access Control policy register for the GT trusted policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W **Value** / **Name** 0x00001D00 / **[Default]**

WAC_GT_VTDREG_LSB

WAC_GT_VTDREG_LSB - WAC_GT_VTDREG_LSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E50h

Write Access Control policy register for the GT VTDreg policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x0101121F — Name: **[Default]**

WAC_GT_VTDREG_MSB

WAC_GT_VTDREG_MSB - WAC_GT_VTDREG_MSB

Register Space: MMIO: 0/2/0

Size (in bits): 32

Address: 00E54h

Write Access Control policy register for the GT VTDreg policy group. After reset HW will override to open policy if open_policy set.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage	_Custom_GTIContextMappedUnit	_Custom_GTIIsContextMapped	SAIPolicyGroup	SAIPolicyRole
Unspecified	Unspecified	Unspecified	Unspecified	Y	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**POLICY** Access: R/W Value: 0x00000C00 — Name: **[Default]**

Wait For Event and Display Flip Flags Register

SYNC_FLIP_STATUS - Wait For Event and Display Flip Flags Register

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022D0h-022D3h
Name:	Wait For Event and Display Flip Flags Register
ShortName:	SYNC_FLIP_STATUS_RCSUNIT_DISP

Address:	222D0h-222D3h
Name:	Wait For Event and Display Flip Flags Register
ShortName:	SYNC_FLIP_STATUS_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes
Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.
VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**Reserved** Format: MBZ
	30	**Display Plane 1 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 1 "Flip Pending" condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	29	**Display Plane 1 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 1 "Flip Pending" condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending

SYNC_FLIP_STATUS - Wait For Event and Display Flip Flags Register

		Condition (in the Device Programming Interface chapter of MI Functions.
	28	**Display Plane 4 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 4 "Flip Pending" condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	27	**Reserved** Format: MBZ
	26	**Display Plane 2 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 2 "Flip Pending" condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 2 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 2 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 5 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 5 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 1 Asynchronous Performance Flip Pending Wait Enable** Source: RenderCS Format: Enable This field enables a wait for the duration of a Display Plane 1 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 1 Asynchronous Flip Pending Wait Enable**

SYNC_FLIP_STATUS - Wait For Event and Display Flip Flags Register

		Format: Enable This field enables a wait for the duration of a Display Plane 1 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 1 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 1 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 4 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 4 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	19	**Reserved** Format: MBZ
	18	**Display Pipe A Scan Line Wait Enable** Format: Enable This field enables a wait while a Display Pipe A Scan Line condition exists. This condition is defined as the the start of the scan line specified in the Pipe A Display Scan Line Count Range Compare Register. See Scan Line Event in the Device Programming Interface chapter of MI Functions.
	17	**Display Pipe A Vertical Blank Wait Enable** Format: Enable This field enables a wait until the next Display Pipe A Vertical Blank event occurs. This event is defined as the start of the next Display Pipe A vertical blank period. Note that this can cause a wait for up to an entire refresh period. See Vertical Blank Event (See Programming Interface).
	16	**Reserved** Format: MBZ
	15	**Display Plane 2 Asynchronous Performance Flip Pending Wait Enable** Source: RenderCS Format: Enable This field enables a wait for the duration of a Display Plane 2 Flip Pending condition. If a flip

SYNC_FLIP_STATUS - Wait For Event and Display Flip Flags Register

		request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	14	**Display Plane 2 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 2 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	13	**Display Plane 2 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 2 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	12	**Display Plane 5 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 5 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	11	**Reserved** Format: MBZ
	10	**Display Pipe B Scan Line Wait Enable** Format: Enable This field enables a wait while a Display Pipe B Scan Line condition exists. This condition is defined as the the start of the scan line specified in the Pipe B Display Scan Line Count Range Compare Register. See Scan Line Event in the Device Programming Interface chapter of MI Functions.
	9	**Display Pipe B Vertical Blank Wait Enable** Format: Enable This field enables a wait until the next Display Pipe B Vertical Blank event occurs. This event is defined as the start of the next Display Pipe B vertical blank period. Note that this can cause a wait for up to an entire refresh period. See Vertical Blank Event (See Programming Interface).
	8:0	**Reserved** Format: MBZ

Wait For Event and Display Flip Flags Register 1

SYNC_FLIP_STATUS_1 - Wait For Event and Display Flip Flags Register 1

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022D4h-022D7h
Name:	Wait For Event and Display Flip Flags Register 1
ShortName:	SYNC_FLIP_STATUS_1_RCSUNIT_DISP

Address:	222D4h-222D7h
Name:	Wait For Event and Display Flip Flags Register 1
ShortName:	SYNC_FLIP_STATUS_1_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes
Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.
VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26	**Display Plane 12 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 12 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 12 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 12 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip

SYNC_FLIP_STATUS_1 - Wait For Event and Display Flip Flags Register 1

		Pending Condition in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 11 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 11 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 11 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 11 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 10 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 10 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 10 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 10 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 9 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 9 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	19	**Display Plane 9 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 9 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_1 - Wait For Event and Display Flip Flags Register 1

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	18	**Display Plane 8 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 8 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	17	**Display Plane 8 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 8 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	16	**Display Plane 7 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 7 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	15	**Display Plane 7 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 7 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	14	**Display Pipe C Scan Line Event Pending** Format: Enable This field indicates scan line event operation is pending from Display Pipe C. This field gets set when MI_SCANLINE_INCL/EXCL command is parsed for Display Plane-C and gets reset on scan line event completion for Display Plane-C.
	13	**Display Pipe B Scan Line Event Pending** Format: Enable This field indicates scan line event operation is pending from Display Pipe B. This field gets set when MI_SCANLINE_INCL/EXCL command is parsed for Display Plane-B and gets reset on scan

SYNC_FLIP_STATUS_1 - Wait For Event and Display Flip Flags Register 1

		line event completion for Display Plane 3.
	12	**Display Pipe A Scan Line Event Pending** Format: Enable This field indicates scan line event operation is pending from Display Pipe A. This field gets set when MI_SCANLINE_INCL/EXCL command is parsed for Display Plane-A and gets reset on scan line event completion for Display Plane 1.
	11	**Reserved** Format: MBZ
	10	**Display Plane 3 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 3 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	9	**Display Plane 3 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 3 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 6 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 6 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 3 Asynchronous Performance Flip Pending Wait Enable** Source: RenderCS Format: Enable This field enables a wait for the duration of a Display Plane 3 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 3 Asynchronous Flip Pending Wait Enable**

SYNC_FLIP_STATUS_1 - Wait For Event and Display Flip Flags Register 1

		Format: Enable This field enables a wait for the duration of a Display Plane 3 "Flip Pending" condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 3 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 3 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 6 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 6 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	3	**Reserved** Format: MBZ
	2	**Display Pipe C Scan Line Wait Enable** Format: Enable This field enables a wait while a Display Pipe C Scan Line condition exists. This condition is defined as the start of the scan line specified in the Pipe C Display Scan Line Count Range Compare Register. See Scan Line Event in the Device Programming Interface chapter of MI Functions.
	1	**Display Pipe C Vertical Blank Wait Enable** Format: Enable This field enables a wait until the next Display Pipe C Vertical Blank event occurs. This event is defined as the start of the next Display Pipe C vertical blank period. Note that this can cause a wait for up to an entire refresh period. See Vertical Blank Event (See Programming Interface).
	0	**Reserved** Format: MBZ

Wait For Event and Display Flip Flags Register 2

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022ECh-022EFh
Name:	Wait For Event and Display Flip Flags Register 2
ShortName:	SYNC_FLIP_STATUS_2_RCSUNIT_DISP

Address:	222ECh-222EFh
Name:	Wait For Event and Display Flip Flags Register 2
ShortName:	SYNC_FLIP_STATUS_2_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes
Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.
VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:27	**Reserved** Format: MBZ
	26	**Display Plane 12 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 12 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 12 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 12 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2

		Pending Condition (in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 12 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 12 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 11 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 11 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 11 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 11 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 11 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 11 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 10 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 10 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	19	**Display Plane 10 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 10 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	18	**Display Plane 10 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 10 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	17	**Display Plane 9 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 9 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	16	**Display Plane 9 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 9 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	15	**Display Plane 9 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 9 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	14	**Display Plane 8 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 8 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	13	**Display Plane 8 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 8 Flip Pending condition. If a flip

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2

		request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	12	**Display Plane 8 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 8 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	11	**Display Plane 7 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 7 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	10	**Display Plane 7 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 7 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	9	**Display Plane 7 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 7 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 6 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 6 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 6 Asynchronous Flip Pending Wait Enable** Format: Enable

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2

		This field enables a wait for the duration of a Display Plane 6 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 6 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 6 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 5 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 5 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 5 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 5 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	3	**Display Plane 5 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 5 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	2	**Display Plane 4 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 4 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	1	**Display Plane 4 Asynchronous Flip Pending Wait Enable**

SYNC_FLIP_STATUS_2 - Wait For Event and Display Flip Flags Register 2		
		Format: Enable This field enables a wait for the duration of a Display Plane 4 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	0	**Display Plane 4 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 4 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.

Wait For Event and Display Flip Flags Register 3

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022B8h-022BBh
Name:	SYNC_FLIP_STATUS_3
ShortName:	SYNC_FLIP_STATUS_3_RCSUNIT_DISP

Address:	222B8h-222BBh
Name:	SYNC_FLIP_STATUS_3
ShortName:	SYNC_FLIP_STATUS_3_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes

Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.

VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**Display Plane 18 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 18 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	28	**Display Plane 18 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 18 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

		Pending Condition (in the Device Programming Interface chapter of MI Functions.
	27	**Display Plane 18 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 18 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	26	**Display Plane 18 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 18 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 18 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 18 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 17 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 17 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 17 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 17 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 17 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 17 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 17 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 17 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 17 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 17 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	19	**Display Plane 16 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 1616 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	18	**Display Plane 16 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	17	**Display Plane 16 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 16 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	16	**Display Plane 16 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 16 Flip Pending condition. If a flip

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

		request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	15	**Display Plane 16 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 16 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	14	**Display Plane 15 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 15 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	13	**Display Plane 15 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 15 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	12	**Display Plane 15 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 15 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	11	**Display Plane 15 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 15 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	10	**Display Plane 15 Synchronous Flip Display Pending** Format: Enable

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

		This field enables a wait for the duration of a Display Plane 15 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	9	**Display Plane 14 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 4 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 14 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 14 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 14 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 14 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 14 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 14 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 14 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 14 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 13 Asynchronous Performance Flip Pending Wait Enable**

SYNC_FLIP_STATUS_3 - Wait For Event and Display Flip Flags Register 3

		Format: Enable This field enables a wait for the duration of a Display Plane 13 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	3	**Display Plane 13 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 13 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	2	**Display Plane 13 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 13 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	1	**Display Plane 13 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 13 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	0	**Display Plane 13 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 13 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.

Wait For Event and Display Flip Flags Register 4

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022C0h-022C3h
Name:	SYNC_FLIP_STATUS_4
ShortName:	SYNC_FLIP_STATUS_4_RCSUNIT_DISP

Address:	222C0h-222C3h
Name:	SYNC_FLIP_STATUS_4
ShortName:	SYNC_FLIP_STATUS_4_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes
Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.
VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**Display Plane 24 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 24 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	28	**Display Plane 24 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 24 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

		Pending Condition (in the Device Programming Interface chapter of MI Functions.
	27	**Display Plane 24 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 24 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	26	**Display Plane 24 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 24 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 24 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 24 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 23 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 23 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 23 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 23 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 23 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 23 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 23 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 23 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 23 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 23 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	19	**Display Plane 22 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 22 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	18	**Display Plane 22 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 22 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	17	**Display Plane 22 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 22 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	16	**Display Plane 22 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 22 Flip Pending condition. If a flip

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

		request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	15	**Display Plane 22 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 22 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	14	**Display Plane 21 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 21 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	13	**Display Plane 21 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 21 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	12	**Display Plane 21 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 21 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	11	**Display Plane 21 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 21 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	10	**Display Plane 21 Synchronous Flip Display Pending** Format: Enable

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

		This field enables a wait for the duration of a Display Plane 21 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	9	**Display Plane 20 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 20 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 20 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 20 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 20 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 20 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 20 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 20 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 20 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 20 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 19 Asynchronous Performance Flip Pending Wait Enable**

SYNC_FLIP_STATUS_4 - Wait For Event and Display Flip Flags Register 4

		Format: Enable This field enables a wait for the duration of a Display Plane 19 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	3	**Display Plane 19 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 19 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	2	**Display Plane 19 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 19 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	1	**Display Plane 19 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 19 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	0	**Display Plane 19 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 19 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.

Wait For Event and Display Flip Flags Register 5

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	022C4h-022C7h
Name:	SYNC_FLIP_STATUS_5
ShortName:	SYNC_FLIP_STATUS_5_RCSUNIT_DISP

Address:	222C4h-222C7h
Name:	SYNC_FLIP_STATUS_5
ShortName:	SYNC_FLIP_STATUS_5_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes
Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.
VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:30	**Reserved** Format: MBZ
	29	**Display Plane 30 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 30 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	28	**Display Plane 30 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 30 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

		Pending Condition (in the Device Programming Interface chapter of MI Functions.
	27	**Display Plane 30 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 30 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	26	**Display Plane 30 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 30 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	25	**Display Plane 30 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 30 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	24	**Display Plane 29 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 29 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	23	**Display Plane 29 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 29 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	22	**Display Plane 29 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 29 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	21	**Display Plane 29 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 29 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	20	**Display Plane 29 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 29 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	19	**Display Plane 28 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 28 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	18	**Display Plane 28 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 28 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	17	**Display Plane 28 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 28 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	16	**Display Plane 28 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 28 Flip Pending condition. If a flip

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

		request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	15	**Display Plane 28 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 28 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	14	**Display Plane 27 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 27 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	13	**Display Plane 27 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 27 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	12	**Display Plane 27 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 27 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	11	**Display Plane 27 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 27 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	10	**Display Plane 27 Synchronous Flip Display Pending** Format: Enable

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

		This field enables a wait for the duration of a Display Plane 27 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	9	**Display Plane 26 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 26 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 26 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 26 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 26 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 26 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 26 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 26 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 26 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 26 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 25 Asynchronous Performance Flip Pending Wait Enable**

SYNC_FLIP_STATUS_5 - Wait For Event and Display Flip Flags Register 5

		Format: Enable This field enables a wait for the duration of a Display Plane 25 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	3	**Display Plane 25 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 25 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	2	**Display Plane 25 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 25 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	1	**Display Plane 25 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 25 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	0	**Display Plane 25 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 25 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.

Wait For Event and Display Flip Flags Register 6

SYNC_FLIP_STATUS_6 - Wait For Event and Display Flip Flags Register 6

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32

Address:	021F8h-021FBh
Name:	SYNC_FLIP_STATUS_6
ShortName:	SYNC_FLIP_STATUS_6_RCSUNIT_DISP

Address:	221F8h-221FBh
Name:	SYNC_FLIP_STATUS_6
ShortName:	SYNC_FLIP_STATUS_6_BCSUNIT_DISP

This register is the saved value of what wait for events are still valid. This register is part of context save and restore for RC6 feature.

Programming Notes

Programming Restriction: This register should NEVER be programmed by SW, this is for HW internal use only.

VideoCS/VideoCS2/VideoEnhancementCS: This register functionality is not supported and must not be exercised for reads or writes.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:19	**Reserved** Format: MBZ
	18	**Display Pipe D Scan Line Event Pending** Format: Enable This field indicates scan line event operation is pending from Display Pipe D. This field gets set when MI_SCANLINE_INCL/EXCL command is parsed for Display Pipe D and gets reset on scan line event completion for Display Plane-C.
	17	**Display Pipe D Scan Line Wait Enable** Format: Enable This field enables a wait while a Display Pipe D Scan Line condition exists. This condition is defined as the the start of the scan line specified in the Pipe D Display Scan Line Count Range Compare Register. See Scan Line Event in the Device Programming Interface chapter of MI Functions.

SYNC_FLIP_STATUS_6 - Wait For Event and Display Flip Flags Register 6

	16	**Display Pipe D Vertical Blank Wait Enable** Format: Enable This field enables a wait until the next Display Pipe D Vertical Blank event occurs. This event is defined as the start of the next Display Pipe D vertical blank period. Note that this can cause a wait for up to an entire refresh period. See Vertical Blank Event (See Programming Interface).
	15:10	**Reserved** Format: MBZ
	9	**Display Plane 32 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 32 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	8	**Display Plane 32 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 32 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	7	**Display Plane 32 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 32 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	6	**Display Plane 32 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 32 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	5	**Display Plane 32 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 32 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front

SYNC_FLIP_STATUS_6 - Wait For Event and Display Flip Flags Register 6

		buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	4	**Display Plane 31 Asynchronous Performance Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 31 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	3	**Display Plane 31 Asynchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 31 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	2	**Display Plane 31 Asynchronous Display Flip Pending** Format: Enable This field enables a wait for the duration of a Display Plane 31 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition (in the Device Programming Interface chapter of MI Functions.
	1	**Display Plane 31 Synchronous Flip Pending Wait Enable** Format: Enable This field enables a wait for the duration of a Display Plane 31 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.
	0	**Display Plane 31 Synchronous Flip Display Pending** Format: Enable This field enables a wait for the duration of a Display Plane 31 Flip Pending condition. If a flip request is pending, the parser will wait until the flip operation has completed (i.e., the new front buffer address has now been loaded into the active front buffer registers). See Display Flip Pending Condition in the Device Programming Interface chapter of MI Functions.

Watchdog Counter

PR_CTR - Watchdog Counter	
Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	02190h-02193h
Name:	Watchdog Counter
ShortName:	PR_CTR_RCSUNIT
Address:	18190h-18193h
Name:	Watchdog Counter
ShortName:	PR_CTR_POCSUNIT
Address:	22190h-22193h
Name:	Watchdog Counter
ShortName:	PR_CTR_BCSUNIT
Address:	1C0190h-1C0193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT0
Address:	1C4190h-1C4193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT1
Address:	1C8190h-1C8193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VECSUNIT0
Address:	1D0190h-1D0193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT2
Address:	1D4190h-1D4193h
Name:	Watchdog Counter

PR_CTR - Watchdog Counter	
ShortName:	PR_CTR_VCSUNIT3
Address:	1D8190h-1D8193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VECSUNIT1
Address:	1E0190h-1E0193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT4
Address:	1E4190h-1E4193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT5
Address:	1E8190h-1E8193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VECSUNIT2
Address:	1F0190h-1F0193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT6
Address:	1F4190h-1F4193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VCSUNIT7
Address:	1F8190h-1F8193h
Name:	Watchdog Counter
ShortName:	PR_CTR_VECSUNIT3
Address:	1A190h-1A193h
Name:	Watchdog Counter
ShortName:	PR_CTR_CCSUNIT0

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Counter Value** Format: U32 This register reflects the render watchdog counter value itself. It cannot be written to.

Watchdog Counter Control

PR_CTR_CTL - Watchdog Counter Control	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	02178h-0217Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_RCSUNIT
Address:	18178h-1817Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_POCSUNIT
Address:	22178h-2217Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_BCSUNIT
Address:	1C0178h-1C017Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT0
Address:	1C4178h-1C417Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT1
Address:	1C8178h-1C817Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VECSUNIT0
Address:	1D0178h-1D017Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT2
Address:	1D4178h-1D417Bh
Name:	Watchdog Counter Control

PR_CTR_CTL - Watchdog Counter Control	
ShortName:	PR_CTR_CTL_VCSUNIT3
Address:	1D8178h-1D817Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VECSUNIT1
Address:	1E0178h-1E017Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT4
Address:	1E4178h-1E417Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT5
Address:	1E8178h-1E817Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VECSUNIT2
Address:	1F0178h-1F017Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT6
Address:	1F4178h-1F417Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VCSUNIT7
Address:	1F8178h-1F817Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_VECSUNIT3
Address:	1A178h-1A17Bh
Name:	Watchdog Counter Control
ShortName:	PR_CTR_CTL_CCSUNIT0

Programming Notes
Ring Buffer Mode of scheduling SW must enable and disable watch dog counter inline to a command sequence of any given workload within the same command buffer dispatch. Watch Dog counter once enabled doesn't stop unless it is explicitly disabled. SW must explicitly reset the watch dog counter by disabling it before enabling the watch dog counter for a new command sequence. Preemption could happen in a command sequence prior to watch dog counter getting disabled resulting in watch dog counter enabled following preemption. SW must explicitly take care of disabling the watch dog counter as part of the preemption sequence. Execution List Mode of Scheduling: SW must enable and disable watch dog counter inline to a command sequence of any given workload within the same command buffer dispatch. On a context switch Watch Dog Counter Control and Watch dog Threshold are context save restored, whereas watch dog counter gets reset to 0x0 and remains disabled until it gets enabled by another context during context restore or due to explicit programming. Watch dog counter value doesn't get accumulated across multiple submissions of a given context.
This register functionality is not supported and must not be programmed for Position command streamer.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31	**Count Select** Format: U1 **Value / Name / Description** 0h **[Default]** Use eight times the time stamp base unit to increment the watch dog count. The granularity of the time stamp base unit is defined in the Time Stamp Bases subsection in Power Management chapter. 1h Use the fixed function clock (csclk) to increment the watchdog count
	30:0	**Counter Logic Op** Default Value: 1h This field specifies the action to be taken by the clock counter to generate interrupts. Writing a Zero value to this register starts the counting. Writing a Value of 0000_0001 to this counter stops the counter.

Watchdog Counter Threshold

PR_CTR_THRSH - Watchdog Counter Threshold	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	0217Ch-0217Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_RCSUNIT
Address:	1817Ch-1817Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_POCSUNIT
Address:	2217Ch-2217Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_BCSUNIT
Address:	1C017Ch-1C017Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT0
Address:	1C417Ch-1C417Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT1
Address:	1C817Ch-1C817Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VECSUNIT0
Address:	1D017Ch-1D017Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT2
Address:	1D417Ch-1D417Fh
Name:	Watchdog Counter Threshold

PR_CTR_THRSH - Watchdog Counter Threshold

ShortName:	PR_CTR_THRSH_VCSUNIT3

Address:	1D817Ch-1D817Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VECSUNIT1

Address:	1E017Ch-1E017Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT4

Address:	1E417Ch-1E417Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT5

Address:	1E817Ch-1E817Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VECSUNIT2

Address:	1F017Ch-1F017Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT6

Address:	1F417Ch-1F417Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VCSUNIT7

Address:	1F817Ch-1F817Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_VECSUNIT3

Address:	1A17Ch-1A17Fh
Name:	Watchdog Counter Threshold
ShortName:	PR_CTR_THRSH_CCSUNIT0

Programming Notes

This register functionality is not supported and must not be programmed for Position command streamer.

PR_CTR_THRSH - Watchdog Counter Threshold

This register must never be programmed with zero. This will cause the watchdog counter to exceed and not allow the engine to go into IDLE state.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Counter Logic Threshold** Default Value: 00145855h Format: U32 This field specifies the threshold that the hardware checks against for the value of the render clock counter before generating an interrupt. The counter in hardware generates an interrupt when the threshold is reached, rolls over and starts counting again. The interrupt generated is the "Media Hang Notify" interrupt since this watchdog timer is intended primarily to remedy VLD hangs on the main pipeline.

WD_27_M

WD_27_M

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E524h-6E527h
Name:	WD0 27 MHz M
ShortName:	WD_27_M_0
Reset:	soft
Address:	6ED24h-6ED27h
Name:	WD1 27 MHz M
ShortName:	WD_27_M_1
Reset:	soft

DWord	Bit	Description
0	31	**Counter Force** This field forces the 27 MHz counter to enabled even if the WD function is disabled. This may be necessary when WD audio is used while WD video is disabled. Value: 1b — Name: Force Enabled Value: 0b — Name: Do Not Force
	30:24	**Reserved** Format: MBZ
	23:0	**WD Link M** This field specifies the M value for the 27 MHz clock. Link M / Link N = 27 MHz / CD clock frequency See the Sequences for Changing CD Clock Frequency for the values to use. Value: 000002h — Name: 2 **[Default]** — Description: M=2

WD_27_N

WD_27_N

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E528h-6E52Bh
Name:	WD0 27 MHz N
ShortName:	WD_27_N_0
Reset:	soft
Address:	6EC28h-6EC2Bh
Name:	WD1 27 MHz N
ShortName:	WD_27_N_1
Reset:	soft

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:0	**WD Link N** This field specifies the N value for the 27 MHz clock. Link M / Link N = 27 MHz / CD clock frequency See the Sequences for Changing CD Clock Frequency for the values to use. Value: 000019h — Name: 25 **[Default]** — Description: N=25

WD_FRAME_STATUS

WD_FRAME_STATUS

Register Space:	MMIO: 0/2/0
Access:	RO
Size (in bits):	32
Address:	6E568h-6E56Bh
Name:	WD0 Frame Status
ShortName:	WD_FRAME_STATUS_0
Reset:	soft
Address:	6ED68h-6ED6Bh
Name:	WD1 Frame Status
ShortName:	WD_FRAME_STATUS_1
Reset:	soft

DWord	Bit	Description
0	31	**Frame Complete** Access: R/WC This field is a sticky bit set when WD fully completes a frame. Clear by writing a 1 to it.
	30:27	**Reserved** Format: MBZ
	26:24	**WD State** Access: RO This field indicates the live state of WD capture. Value / Name / Description: 000b / IDLE / Reset state 001b / CAPSTART / Start timing generator for normal capture 010b / FRAME_START / Send framestart to display pipe 011b / CAPACTIVE / Capturing data 100b / TG_DONE / Completed writing pixels. Waiting for frame completion. 101b / WDX_DONE / Fully completed frame. Waiting to start next frame. 110b / QUICK_CAP / Quick capture entry
	23	**Reserved**
	22:21	**Reserved** Format: MBZ
	20	**Reserved**
	19:0	**Reserved** Format: MBZ

WD_IIR

WD_IIR	
Register Space:	MMIO: 0/2/0
Access:	R/WC
Size (in bits):	32
Address:	6E564h-6E567h
Name:	WD0 Interrupt Identity
ShortName:	WD_IIR_0
Reset:	soft
Address:	6ED64h-6ED67h
Name:	WD1 Interrupt Identity
ShortName:	WD_IIR_1
Reset:	soft

See the WD interrupt bit definition to find the source event for each interrupt bit.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**Interrupt Identity Bits** This field holds the persistent values of the WD interrupt bits which are unmasked by the WD_IMR. Bits set in this register will propagate to the WD interrupt in the Display Engine Miscellaneous Interrupts. Bits set in this register will remain set (persist) until the interrupt condition is cleared by writing a '1' to the appropriate bits. Value: 0b — Name: Condition Not Detected Value: 1b — Name: Condition Detected

WD_IMR

WD_IMR	
Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	6E560h-6E563h
Name:	WD0 Interrupt Mask
ShortName:	WD_IMR_0
Reset:	soft
Address:	6ED60h-6ED63h
Name:	WD1 Interrupt Mask
ShortName:	WD_IMR_1
Reset:	soft

See the WD interrupt bit definition to find the source event for each interrupt bit.

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:0	**Interrupt Mask Bits** This field contains a bit mask which selects which WD events are reported in the WD_IIR. Value: Name 0b: Not Masked 1b: Masked 0000FFFFh: All interrupts masked **[Default]**

WD_PERF_CNT

WD_PERF_CNT		
Register Space:	MMIO: 0/2/0	
Access:	Write/Read Status	
Size (in bits):	32	
Address:	6E55Ch-6E55Fh	
Name:	WD0 Performance Counter	
ShortName:	WD_PERF_CNT_0	
Reset:	soft	
Address:	6ED5Ch-6ED5Fh	
Name:	WD1 Performance Counter	
ShortName:	WD_PERF_CNT_1	
Reset:	soft	

DWord	Bit	Description
0	31:24	**Reserved** Format: MBZ
	23:0	**WD Perf Cnt** This field increments every millisecond while capturing. It does not count the time after capture is completed and waiting for the next capsync. Writes to this register will set the count to the written value, then it will increment from that value onwards.

WD_STRIDE

WD_STRIDE

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of capture sync or transcoder not enabled

Address:	6E510h-6E513h
Name:	WD0 Stride
ShortName:	WD_STRIDE_0
Reset:	soft

Address:	6ED10h-6ED13h
Name:	WD1 Stride
ShortName:	WD_STRIDE_1
Reset:	soft

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:6	**WD Stride** This field specifies the stride bits 15:6.This value is used to determine the line to line increment for the capture data writes. This field is programmed in units of 64 bytes. **Programming Notes** The stride has to be at least large enough to encompass all the pixels in a line, and rounded up to 64 byte alignment. Stride bytes >= CEILING[(Horizontal Active * WD Color Mode bytes per pixel) / 64] * 64 **Restriction** The stride is limited to a maximum of 32K bytes.
	5:0	**Reserved** Format: MBZ

WD_SURF

WD_SURF	
Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of capture sync or transcoder not enabled
Address:	6E514h-6E517h
Name:	WD0 Surface Base Address
ShortName:	WD_SURF_0
Reset:	soft
Address:	6ED14h-6ED17h
Name:	WD1 Surface Base Address
ShortName:	WD_SURF_1
Reset:	soft

Writes to this register arm WD registers.

_Custom_Display_DoubleBufferUpdatePoint
Unspecified

DWord	Bit	Description
0	31:12	**WD Surface Base Address** Format: GraphicsAddress[31:12] This address specifies the surface base address bits 31:12. It is mapped to physical pages through the global GTT. **Programming Notes** The mapped pages must be located outside graphics data stolen memory. **Restriction** It must be at least 4KB aligned.It must use linear memory.
	11:0	**Reserved** Format: MBZ

WD_TAIL_CFG

WD_TAIL_CFG

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of capture sync or transcoder not enabled; after armed
Double Buffer Armed By:	Write to WD_SURF or WD not enabled

Address:	6E520h-6E523h
Name:	WD0 Tail Pointer Config
ShortName:	WD_TAIL_CFG_0
Reset:	soft

Address:	6ED20h-6ED23h
Name:	WD1 Tail Pointer Config
ShortName:	WD_TAIL_CFG_1
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0 If Delay < Period; first tail pointer is sent at the next multiple of Period, after the Delay. If Delay Period; first tail pointer is set at the Period. The tail pointer is also sent at the end of the frame. If Delay or Period are greater than the vertical size, only the tail pointer at the end of the frame is sent.	31:28	**Reserved** Format: MBZ
	27:16	**Tail Initial Update Delay** This field specifies the minimum number of scan lines that WD capture must wait for at the beginning of each frame before any tail pointer updates will be sent to media. This must be programmed smaller than the vertical active size.
	15:12	**Reserved** Format: MBZ
	11:4	**Tail Update Period** Default Value: 01h 16 lines This field specifies the number of scan lines that the WD capture will write back to memory before sending each tail pointer message to media. This field is programmed in multiples of 16 scan lines. **Restriction** A value of 0 is not valid.

WD_TAIL_CFG		
	3:0	**Reserved** Format: MBZ

WD_TAIL_CFG2

WD_TAIL_CFG2

Register Space:	MMIO: 0/2/0
Access:	Double Buffered
Size (in bits):	32
Double Buffer Update Point:	Start of capture sync or transcoder not enabled; after armed
Double Buffer Armed By:	Write to WD_SURF or WD not enabled

Address:	6E52Ch-6E52Fh
Name:	WD0 Tail Pointer Config2
ShortName:	WD_TAIL_CFG2_0
Reset:	soft

Address:	6ED2Ch-6ED2Fh
Name:	WD1 Tail Pointer Config2
ShortName:	WD_TAIL_CFG2_1
Reset:	soft

_Custom_Display_DoubleBufferArmedBy	_Custom_Display_DoubleBufferUpdatePoint
Unspecified	Unspecified

DWord	Bit	Description
0	31:16	**Reserved** Format: MBZ
	15:4	**Tail Pointer Offset** If during selective read/write we are compositing to smaller than a full resolution surface, this tail pointer offset is used to synchronize with the VDEnc relative to the full resolution surface. This field is programmed in multiples of 16 scan lines.
	3:0	**Reserved** Format: MBZ

WIDI Session 0

WIDI_SESSION_0 - WIDI Session 0

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00ED0h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Static Data** Default Value: 0b Access: R/W Scratch registers provided for Display/VDEnc Session access

WIDI Session 1

WIDI_SESSION_1 - WIDI Session 1	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00ED4h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Static Data** Default Value: 0b Access: R/W Scratch registers provided for Display/VDEnc/ Session access

WIDI Session 2

WIDI_SESSION_2 - WIDI Session 2

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00ED8h

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Static Data** Default Value: 0b Access: R/W Scratch registers provided for Display/VDEnc/ Session access

WIDI Session 3

WIDI_SESSION_3 - WIDI Session 3

Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	00EDCh

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**Static Data** Default Value: 0b Access: R/W Scratch registers provided for Display/VDEnc/ Session access

WiDi VDEnc Stall counter

WIDI_VDENC_STALL_CNTR - WiDi VDEnc Stall counter	
Register Space:	MMIO: 0/2/0
Size (in bits):	32
Address:	1C2D94h-1C2D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG0
Address:	1C6D94h-1C6D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG1
Address:	1D2D94h-1D2D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG2
Address:	1D6D94h-1D6D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG3
Address:	1E2D94h-1E2D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG4
Address:	1E6D94h-1E6D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG5
Address:	1F2D94h-1F2D97h
Name:	WiDi mode VDENC stall counter value
ShortName:	WIDI_VDENC_STALL_CNTR_VDENC_REG6
Address:	1F6D94h-1F6D97h
Name:	WiDi mode VDENC stall counter value

WIDI_VDENC_STALL_CNTR - WiDi VDEnc Stall counter

ShortName: WIDI_VDENC_STALL_CNTR_VDENC_REG7

This register has stall counter for the VDENC. In an ideal case, this value should be zero.

_Custom_GTIAccessProtection	_Custom_GTIReset	_Custom_GTIStorage
Unspecified	Unspecified	Unspecified

DWord	Bit	Description
0	31:0	**WiDi Stall clock count** Access: RO

Window Hardware Generated Clear Value

WMHWCLRVAL - Window Hardware Generated Clear Value		
Register Space:	MMIO: 0/2/0	
Access:	RO	
Size (in bits):	32	
Address:	05524h	

DWord	Bit	Description
0	31:0	**WM HW Generated Clear Value** Format: MBZ This register stores HW generated Z clear value.

WM_LINETIME

WM_LINETIME		
Register Space:	MMIO: 0/2/0	
Access:	R/W	
Size (in bits):	32	
Address:	45270h-45273h	
Name:	Pipe Watermark Line Time	
ShortName:	WM_LINETIME_A	
Reset:	soft	
Address:	45274h-45277h	
Name:	Pipe Watermark Line Time	
ShortName:	WM_LINETIME_B	
Reset:	soft	
Address:	45278h-4527Bh	
Name:	Pipe Watermark Line Time	
ShortName:	WM_LINETIME_C	
Reset:	soft	
Address:	4527Ch-4527Fh	
Name:	Pipe Watermark Line Time	
ShortName:	WM_LINETIME_D	
Reset:	soft	

DWord	Bit	Description
0	31:9	**Reserved** Format: MBZ
	8:0	**Line Time** This field specifies the line time for the current screen resolution in units of 0.125us. **Programming Notes** Line time in microseconds = Pipe horizontal total number of pixels / pixel rate in MHz. Multiply by 8 to get units of 0.125us and round to nearest integer.Program the smallest line time when using multiple refresh rates. **Restriction** The line time value must be programmed before enabling any display low power watermark.Maximum supported line time is 63.875us (111111111b).

WM_MISC

WM_MISC

Register Space:	MMIO: 0/2/0
Access:	R/W
Size (in bits):	32
Address:	45260h-45263h
Name:	Watermark Miscellaneous
ShortName:	WM_MISC
Reset:	soft

DWord	Bit	Description
0	31	**Reserved** Format: PBC
	30:28	**Reserved**
	27	**MIPI DBI Method** This field controls the behavior for the TTNF calculation for MIPI DBI. Value / Name / Description: 0b / Calculated / TTNF calculated in active area and all 1s outside of active. TTVBI all 1s. 1b / Simple / TTNF all 0s in active area and all 1s outside of active. TTVBI all 1s.
	26:20	**Reserved** Format: PBC
	19:0	**Reserved** Format: MBZ