

Debug - csl_dma_PingPongExample.c - Code Composer Studio (Licensed)

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Debug [main] (Suspended)

0 Config_DMA_I2S() at csl_dma_PingPongExample.c:198 0x024556
 1 aic3204_loop_stereo_in1() at aic3204_loop_stereo_in1.c:103 0x025680
 2 aic3204_test() at aic3204_test.c:76 0x0263dd
 3 TEST_execute(function *, char *, short) at main.c:24 0x02649b

main.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in1.c

```

190
191     status = DMA_config(dmaHandleI2s, &dmaConfig);
192     if (status != CSL_SOK)
193     {
194         printf("DMA_config() Failed \n");
195         //break;
196     }
197
198     status = DMA_start(dmaHandleI2s);
199     if (status != CSL_SOK)
200     {
201         printf("DMA_start() Failed \n");
202         //break;
203     }
204
205     /*while(count != 2);
206
207     status = DMA_close(dmaHandleI2s);
208     if (status != CSL_SOK)
209     {
210         printf("DMA_close() Failed \n");
211         //break;
212     }
213
214     status = DMA_reset(dmaHandleI2s);
215     if (status != CSL_SOK)
216     {

```

Watch (1)

Name	Value
IER0	0x0100
IER1	0x0000
IFR0	0x20A0
IFR1	0x0000
dmaConfig	{...}
pingPongMode	CSL_DMA_PING_PONG_ENABLE
autoMode	CSL_DMA_AUTORELOAD_ENABLE
burstLen	CSL_DMA_TXBURST_1WORD
trigger	CSL_DMA_EVENT_TRIGGER
dmaEvt	CSL_DMA_EVT_I2S0_RX
dmaInt	CSL_DMA_INTERRUPT_ENABLE
chanDir	CSL_DMA_READ
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dataLen	2048
srcAddr	10280
destAddr	843776
dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE000
dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
dmaHandleI2s->dmaRegs->DMACH1TCR2	0x3081
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
chanNum	CSL_DMA_CHAN1
dmaInstNum	CSL_DMA_ENGINE0
isChanFree	1
chanDir	CSL_DMA_READ
trigger	CSL_DMA_EVENT_TRIGGER
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dmaInt	CSL_DMA_INTERRUPT_ENABLE
pingPongEnabled	1

21:24

Watch before the function `DMA_start(dmaHandleI2s)`. Note that the `IER0`, `IER1`, `IFR0`, `IFR1`, `dmaConfig` and `dmaHandleI2S` are correct.

Debug - csl_dma.c - Code Composer Studio (Licensed)

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Debug [main] (Suspended)

0 DMA_start(struct unknown *) at csl_dma.c:1271 0x02135d

1 Config_DMA_I2S() at csl_dma_PingPongExample.c:198 0x024560

2 aic3204_loop_stereo_in1() at aic3204_loop_stereo_in1.c:103 0x025680

3 aic3204_test() at aic3204_test.c:76 0x0263dd

csl_dma.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in1.c

```

1256
1257     while(chanNum >= CSL_DMA_PER_CNT)
1258     {
1259         chanNum = chanNum - CSL_DMA_PER_CNT;
1260     }
1261
1262     if(CSL_DMA_EVENT_TRIGGER == (hDMA->trigger))
1263     {
1264         switch(chanNum)
1265         {
1266             case CSL_DMA_CHAN0:
1267                 hDMA->dmaRegs->DMACH0TCR2 |= CSL_DMA_DMATCR2_DMASTART_SYNC_MASK;
1268                 break;
1269             case CSL_DMA_CHAN1:
1270                 hDMA->dmaRegs->DMACH1TCR2 |= CSL_DMA_DMATCR2_DMASTART_SYNC_MASK;
1271                 break;
1272             case CSL_DMA_CHAN2:
1273                 hDMA->dmaRegs->DMACH2TCR2 |= CSL_DMA_DMATCR2_DMASTART_SYNC_MASK;
1274                 break;
1275             case CSL_DMA_CHAN3:
1276                 hDMA->dmaRegs->DMACH3TCR2 |= CSL_DMA_DMATCR2_DMASTART_SYNC_MASK;
1277                 break;
1278         }
1279     }
1280     else
1281     {
1282         switch(chanNum)

```

Watch (1)

Name	Value
IER0	0x0100
IER1	0x0000
IFR0	0x21A0
IFR1	0x0000
dmaConfig	{...}
pingPongMode	CSL_DMA_PING_PONG_ENABLE
autoMode	CSL_DMA_AUTORELOAD_ENABLE
burstLen	CSL_DMA_TXBURST_1WORD
trigger	CSL_DMA_EVENT_TRIGGER
dmaEvt	CSL_DMA_EVT_I2S0_RX
dmaInt	CSL_DMA_INTERRUPT_ENABLE
chanDir	CSL_DMA_READ
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dataLen	2048
srcAddr	10280
destAddr	843776
dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE100
dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
dmaHandleI2s->dmaRegs->DMACH1TCR2	0xF085
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
chanNum	CSL_DMA_CHAN1
dmaInstNum	CSL_DMA_ENGINE0
isChanFree	1
chanDir	CSL_DMA_READ
trigger	CSL_DMA_EVENT_TRIGGER
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dmaInt	CSL_DMA_INTERRUPT_ENABLE
pingPongEnabled	1

Windows: Iniciar, Debug - csl_d..., Email pra Tessa..., Documento1 - ..., Google Tradut..., spruft2.pdf - A..., PT, 21:28

Watch after line 1270 on csl_dma.c file. Note that DMACH1DSAL assumes a strange value 0xE100.

Debug - csl_dma_PingPongExample.c - Code Composer Studio (Licensed)

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Debug x

aic32042_backup [Debug] - Texas Instruments XDS100v1 USB Emulator_0/C55xx [Project Debug Session]

Device

Thread [main] (Suspended)

- 0 dma_isr() at csl_dma_PingPongExample.c:305 0x024715
- 1 DMA_start(struct unknown *) at csl_dma.c:1271 0x02135d
- 2 <symbol is not available> 0x000000

Texas Instruments XDS100v1 USB Emulator_0/C55xx (20:16:37)

csl_dma.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in1.c

```

283 */
284 interrupt void dma_isr(void)
285 {
286     int ifrValue;
287
288     ifrValue = CSL_SYSCTRL_REGS->DMAIFR;
289     CSL_SYSCTRL_REGS->DMAIFR |= ifrValue;
290
291     #if ((defined(C5515_EZDSP)) || (defined(CHIP_5514)))
292
293     if ((DMA_getLastTransferType (dmaHandleI2s, &status)) == 1)
294     {
295         //printf("Pong Set Transfer Completed\n");
296     }
297     else
298     {
299         //printf("Ping Set Transfer Completed\n");
300     }
301
302 #endif
303
304     ++count;
305     ++isrEntryCount;
306 }
307
308
309

```

Watch (1)

Name	Value
IER0	0x0100
IER1	0x0000
IFR0	0x21A0
IFR1	0x0000
dmaConfig	{...}
pingPongMode	CSL_DMA_PING_PONG_ENABLE
autoMode	CSL_DMA_AUTORELOAD_ENABLE
burstLen	CSL_DMA_TXBURST_1WORD
trigger	CSL_DMA_EVENT_TRIGGER
dmaEvt	CSL_DMA_EVT_I2S0_RX
dmaInt	CSL_DMA_INTERRUPT_ENABLE
chanDir	CSL_DMA_READ
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dataLen	2048
srcAddr	10280
destAddr	843776
dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE708
dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
dmaHandleI2s->dmaRegs->DMACH1TCR2	0xF085
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
chanNum	CSL_DMA_CHAN1
dmaInstNum	CSL_DMA_ENGINE0
isChanFree	1
chanDir	CSL_DMA_READ
trigger	CSL_DMA_EVENT_TRIGGER
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dmaInt	CSL_DMA_INTERRUPT_ENABLE
pingPongEnabled	1

Windows Taskbar: Iniciar, Vivo Brasil, Debug - csl_d..., Email pra Tessa..., Watches - Mic..., Google Tradut..., spruft2.pdf - A..., PT, vivo, 21:33

Watch at the end of first `interrupt void dma_isr(void)`. Note that DMACH1DSAL assumes a strange value 0xE708.

Debug - csl_dma_PingPongExample.c - Code Composer Studio (Licensed)

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Debug [Debug] - Texas Instruments XDS100v1 USB Emulator_0/C55xx [Project Debug Session]

Device

Thread [main] (Suspended)

- 0 dma_isr() at csl_dma_PingPongExample.c:305 0x024715
- 1 DMA_start(struct unknown *) at csl_dma.c:1271 0x02135d
- 2 <symbol is not available> 0x000000

Texas Instruments XDS100v1 USB Emulator_0/C55xx (20:16:37)

csl_dma.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in1.c

```

283 */
284 interrupt void dma_isr(void)
285 {
286     int ifrValue;
287
288     ifrValue = CSL_SYSCTRL_REGS->DMAIFR;
289     CSL_SYSCTRL_REGS->DMAIFR |= ifrValue;
290
291     #if ((defined(C5515_EZDSP)) || (defined(CHIP_5514)))
292
293     if ((DMA_getLastTransferType (dmaHandleI2s, &status)) == 1)
294     {
295         //printf("Pong Set Transfer Completed\n");
296     }
297     else
298     {
299         //printf("Ping Set Transfer Completed\n");
300     }
301
302 #endif
303
304     ++count;
305     ++isrEntryCount;
306 }
307
308
309

```

Watch (1)

Name	Value
IER0	0x0100
IER1	0x0000
IFR0	0x21A0
IFR1	0x0000
dmaConfig	{...}
pingPongMode	CSL_DMA_PING_PONG_ENABLE
autoMode	CSL_DMA_AUTORELOAD_ENABLE
burstLen	CSL_DMA_TXBURST_1WORD
trigger	CSL_DMA_EVENT_TRIGGER
dmaEvt	CSL_DMA_EVT_I2S0_RX
dmaInt	CSL_DMA_INTERRUPT_ENABLE
chanDir	CSL_DMA_READ
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dataLen	2048
srcAddr	10280
destAddr	843776
dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE6D8
dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
dmaHandleI2s->dmaRegs->DMACH1TCR2	0xF085
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
chanNum	CSL_DMA_CHAN1
dmaInstNum	CSL_DMA_ENGINE0
isChanFree	1
chanDir	CSL_DMA_READ
trigger	CSL_DMA_EVENT_TRIGGER
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dmaInt	CSL_DMA_INTERRUPT_ENABLE
pingPongEnabled	1

Windows Taskbar: Iniciar, Vivo Brasil, Debug - csl_d..., Email pra Tesa..., Watches - Mic..., Google Tradut..., spruft2.pdf - A..., PT, 21:35

Watch at the end of second `interrupt void dma_isr(void)`. Note that `DMACH1TCR2` do not change (still ping interrupt) and `DMACH1DSAL` assumes a strange value `0xE6D8`.

Debug - csl_dma_PingPongExample.c - Code Composer Studio (Licensed)

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Debug [main] (Suspended)

- 0 dma_isr() at csl_dma_PingPongExample.c:305 0x024715
- 1 DMA_start(struct unknown *) at csl_dma.c:1271 0x02135d
- 2 <symbol is not available> 0x000000

Texas Instruments XDS100v1 USB Emulator_0/C55xx (20:16:37)

cs1_dma.c cs1_dma_PingPongExample.c cs1_dma.h aic3204_loop_stereo_in1.c

```

283  */
284  interrupt void dma_isr(void)
285  {
286      int ifrValue;
287
288      ifrValue = CSL_SYSCCTRL_REGS->DMAIFR;
289      CSL_SYSCCTRL_REGS->DMAIFR |= ifrValue;
290
291      #if ((defined(C5515_EZDSP)) || (defined(CHIP_5514)))
292
293      if ((DMA_getLastTransferType (dmaHandleI2s, &status)) == 1)
294      {
295          //printf("Pong Set Transfer Completed\n");
296      }
297      else
298      {
299          //printf("Ping Set Transfer Completed\n");
300      }
301      #endif
302      ++count;
303      ++isrEntryCount;
304  }
305
306
307
308
309

```

Watch (1)

Name	Value
IER0	0x0100
IER1	0x0000
IFR0	0x21A0
IFR1	0x0000
dmaConfig	{...}
pingPongMode	CSL_DMA_PING_PONG_ENABLE
autoMode	CSL_DMA_AUTORELOAD_ENABLE
burstLen	CSL_DMA_TXBURST_1WORD
trigger	CSL_DMA_EVENT_TRIGGER
dmaEvt	CSL_DMA_EVT_I2S0_RX
dmaInt	CSL_DMA_INTERRUPT_ENABLE
chanDir	CSL_DMA_READ
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dataLen	2048
srcAddr	10280
destAddr	843776
dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE4D8
dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
dmaHandleI2s->dmaRegs->DMACH1TCR2	0xF087
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
chanNum	CSL_DMA_CHAN1
dmaInstNum	CSL_DMA_ENGINE0
isChanFree	1
chanDir	CSL_DMA_READ
trigger	CSL_DMA_EVENT_TRIGGER
trfType	CSL_DMA_TRANSFER_IO_MEMORY
dmaInt	CSL_DMA_INTERRUPT_ENABLE
pingPongEnabled	1

Windows taskbar: Iniciar, vivo Vivo Brasil, Debug - csl_d..., Email pra Tesa..., Watches - Micr..., Google Tradut..., spruft2.pdf - A..., PT, vivo, 21:41

Watch at the end of third `interrupt void dma_isr(void)`. Note that `DMACH1TCR2` changed (pong interrupt) and `DMACH1DSAL` assumes a strange value `0xE4D8`.

Debug - aic3204_loop_stereo_in1.c - Code Composer Studio (Licensed)

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Debug [Debug] - Texas Instruments XDS100v1 USB Emulator_0/C55xx [Project Debug Session]

Device

Thread [main] (Suspended)

- 0 aic3204_loop_stereo_in1() at aic3204_loop_stereo_in1.c:108 0x02569f
- 1 aic3204_test() at aic3204_test.c:76 0x0263dd
- 2 TEST_execute(function *, char *, short) at main.c:24 0x02649b
- 3 main() at main.c:59 0x0264f2

csl_dma.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in1.c

```

98      //for ( j = 0 ; j < 1000 ; j++ )
99      //{
100          //for ( sample = 0 ; sample < 48 ; sample++ )
101          //{
102              /* Read Digital audio input */
103              data3 = I2SO_W0_MSW_R; // 16 bit left channel received audio data
104              data1 = I2SO_W0_LSW_R;
105              data4 = I2SO_W1_MSW_R; // 16 bit right channel received audio data
106              data2 = I2SO_W1_LSW_R;
107
108              while((Rcv & I2SO_IR) == 0); // Wait for interrupt pending flag
109              /* Write Digital audio input */
110              I2SO_W0_MSW_W = data3; // 16 bit left channel transmit audio data
111              I2SO_W0_LSW_W = 0;
112              I2SO_W1_MSW_W = data4; // 16 bit right channel transmit audio data
113              I2SO_W1_LSW_W = 0;
114              while((Xmit & I2SO_IR) == 0); // Wait for interrupt pending flag
115          }
116      }
117  }
118  //}
119  /* Disble I2S */
120  //I2SO_CR = 0x00;
121
122  return 0;
123 }
124

```

Watch (1)

Name	Value
(*)= IER0	0x0100
(*)= IER1	0x0000
(*)= IFR0	0x21A0
(*)= IFR1	0x0100
dmaConfig	{...}
(*)= pingPongMode	CSL_DMA_PING_PONG_ENABLE
(*)= autoMode	CSL_DMA_AUTORELOAD_ENABLE
(*)= burstLen	CSL_DMA_TXBURST_1WORD
(*)= trigger	CSL_DMA_EVENT_TRIGGER
(*)= dmaEvt	CSL_DMA_EVT_I2SO_RX
(*)= dmaInt	CSL_DMA_INTERRUPT_ENABLE
(*)= chanDir	CSL_DMA_READ
(*)= trfType	CSL_DMA_TRANSFER_IO_MEMORY
(*)= dataLen	2048
(*)= srcAddr	10280
(*)= destAddr	843776
(*)= dmaHandleI2s->dmaRegs->DMACH1SSAL	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1DSAL	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1DSAU	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1TCR2	0x0000
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0000
(*)= chanNum	CSL_DMA_CHAND
(*)= dmaInstNum	
(*)= isChanFree	0
(*)= chanDir	CSL_DMA_READ
(*)= trigger	CSL_DMA_SOFTWARE_TRIGGER
(*)= trfType	CSL_DMA_TRANSFER_IO_MEMORY
(*)= dmaInt	
(*)= pingPongEnabled	27810

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Watch after run without breakpoint for 5 seconds and press Halt button. Note that dmaHandleI2S registers are reset and IFR1 shows BUS ERROR.

Debug - csl_dma_PingPongExample.c - Code Composer Studio (Licensed)

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Debug

aic32042_backup [Debug] - Texas Instruments XDS100v1 USB Emulator_0/C55xx (Project Debug S...

Device

Thread [main] (Suspended)

- 0 dma_isr() at csl_dma_PingPongExample.c:305 0x024715
- 1 Config_DMA_I2S() at csl_dma_PingPongExample.c:221 0x024579
- 2 <symbol is not available> 0x000000

Texas Instruments XDS100v1 USB Emulator_0/C55xx (20:16:37)

csl_dma.c csl_dma_PingPongExample.c csl_dma.h aic3204_loop_stereo_in

```

283 */
284 interrupt void dma_isr(void)
285 {
286     int ifrValue;
287
288     ifrValue = CSL_SYSCTRL_REGS->DMAIFR;
289     CSL_SYSCTRL_REGS->DMAIFR |= ifrValue;
290
291     #if ((defined(C5515_EZDSP)) || (defined(CHIP_5514)))
292
293     if ((DMA_getLastTransferType (dmaHandleI2s, &status)) ==
294         {
295             //printf("Pong Set Transfer Completed\n");
296         }
297     else
298     {
299         //printf("Ping Set Transfer Completed\n");
300     }
301
302 #endif
303
304     ++count;
305     ++isrEntryCount;
306 }
307
308
309

```

Watch (1)

Name	Value
(*)= IER0	0x0100
(*)= IER1	0x0000
(*)= IFR0	0x21A0
(*)= IFR1	0x0000
dmaConfig	{...}
(*)= pingPongMode	CSL_DMA_PING_PONG_ENABLE
(*)= autoMode	CSL_DMA_AUTORELOAD_ENABLE
(*)= burstLen	CSL_DMA_TXBURST_1WORD
(*)= trigger	CSL_DMA_EVENT_TRIGGER
(*)= dmaEvt	CSL_DMA_EVT_I250_RX
(*)= dmaInt	CSL_DMA_INTERRUPT_ENABLE
(*)= chanDir	CSL_DMA_READ
(*)= trfType	CSL_DMA_TRANSFER_IO_MEMORY
(*)= dataLen	2048
(*)= srcAddr	10280
(*)= destAddr	843776
(*)= dmaHandleI2s->dmaRegs->DMACH1SSAL	0x2828
(*)= dmaHandleI2s->dmaRegs->DMACH1SSAU	0x0000
(*)= dmaHandleI2s->dmaRegs->DMACH1DSAL	0xE2D4
(*)= dmaHandleI2s->dmaRegs->DMACH1DSAU	0x000C
(*)= dmaHandleI2s->dmaRegs->DMACH1TCR1	0x0800
(*)= dmaHandleI2s->dmaRegs->DMACH1TCR2	0xF087
dmaHandleI2s	0x00001035
*(dmaHandleI2s)	{...}
dmaRegs	0x0C00
(*)= chanNum	CSL_DMA_CHAN1
(*)= dmaInstNum	CSL_DMA_ENGINE0
(*)= isChanFree	1
(*)= chanDir	CSL_DMA_READ
(*)= trigger	CSL_DMA_EVENT_TRIGGER
(*)= trfType	CSL_DMA_TRANSFER_IO_MEMORY
(*)= dmaInt	CSL_DMA_INTERRUPT_ENABLE
(*)= pingPongEnabled	1

Memory (1)

0x2828 I/O

16 Bit Signed Integer

0x002828 0 -744

Memory (2)

0x000ce2D4 DATA

16 Bit Signed Integer

Address	Value
0x0CE2D4	384 -32733
0x0CE2D6	384 -32733
0x0CE2D8	384 -32733
0x0CE2DA	384 -32733
0x0CE2DC	384 -32733
0x0CE2DE	384 -32733
0x0CE2E0	384 -32733
0x0CE2E2	384 -32733
0x0CE2E4	384 -32733
0x0CE2E6	384 -32733
0x0CE2E8	384 -32733
0x0CE2EA	384 -32733
0x0CE2EC	384 -32733
0x0CE2EE	384 -32733
0x0CE2F0	384 -32733
0x0CE2F2	384 -32733
0x0CE2F4	384 -32733
0x0CE2F6	384 -32733
0x0CE2F8	384 -32733

Windows Taskbar: Iniciar, Debug - csl_dm..., Email pra Tessa..., Watches - Micr..., Google Traduto..., spruft2.pdf - A..., PT, 22:00

Screen including memory, the source address 0x2828 (I2S0) is update but the destination address 0xE2D4 do not change.