



1. Set DMA to Scatter Gather Mode by writing AX_CDMA_LITE via BAR0.
2. Create Descriptor Chain
3. Update PCIe Translation vector by writing DCHAINADD to AXI_PCIE_CTL.
4. Write translation vectors by writing WBUFFADD or RBUFFADD to Translation_BRAM.
5. Write pointers to DMA_CURDESC_PTR and DMA_TAILDESC_PNTR with AXI_PCIE_SG range.
6. Writing to DMA_TAILDESC_PNTR initiates transfer.

DESCRIPTOR ADDRESSING

```

if (direction == PCI_DMA_FROMDEVICE)
{
    srcAddr = AXI_DDR3_ADDR + addr;
    destAddr = AXI_PCIE_DM_ADDR;
}
else if (direction == PCI_DMA_TODEVICE)
{
    srcAddr = AXI_PCIE_DM_ADDR;
    destAddr = AXI_DDR3_ADDR + addr;
}

```