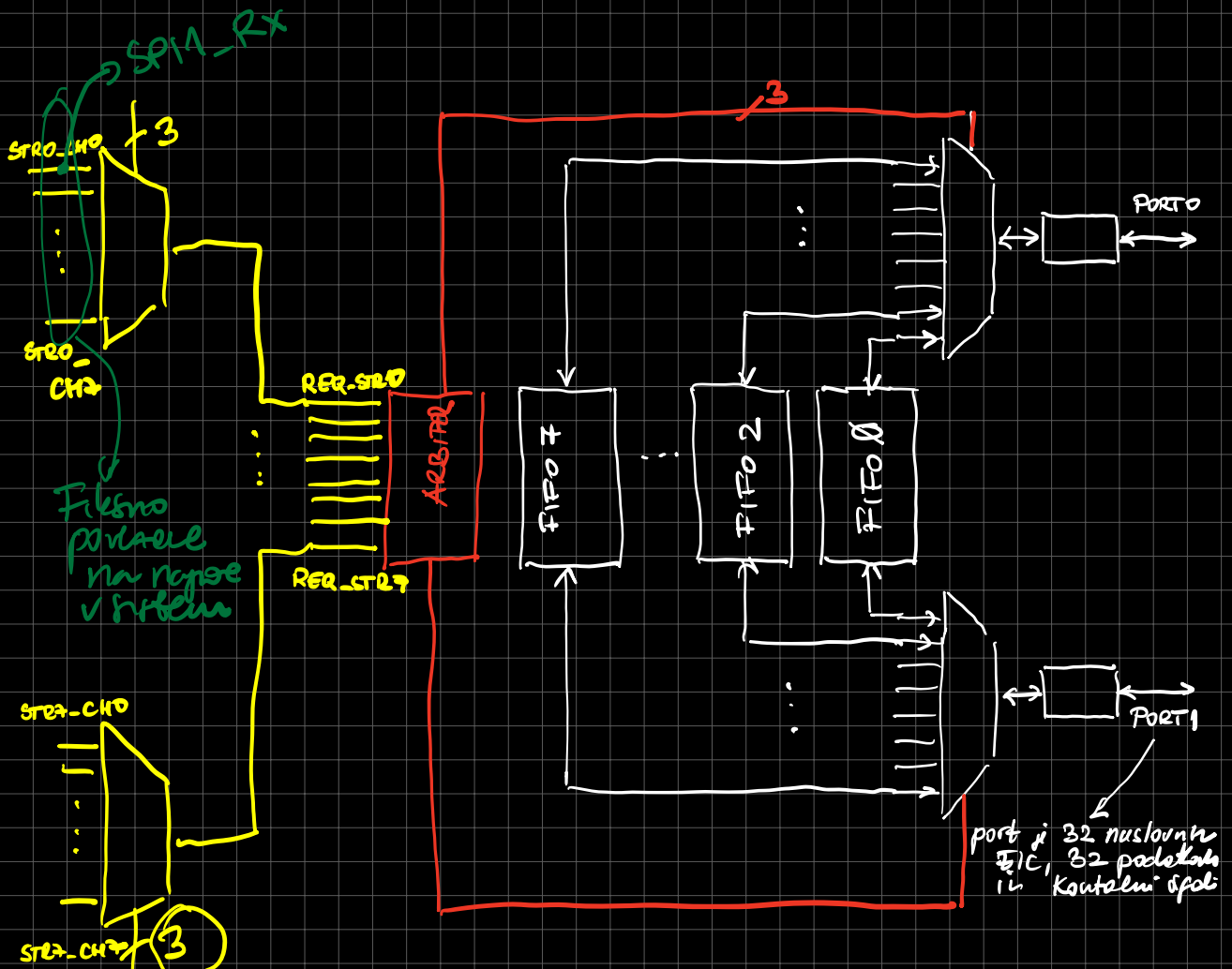


DMA → Fly Through



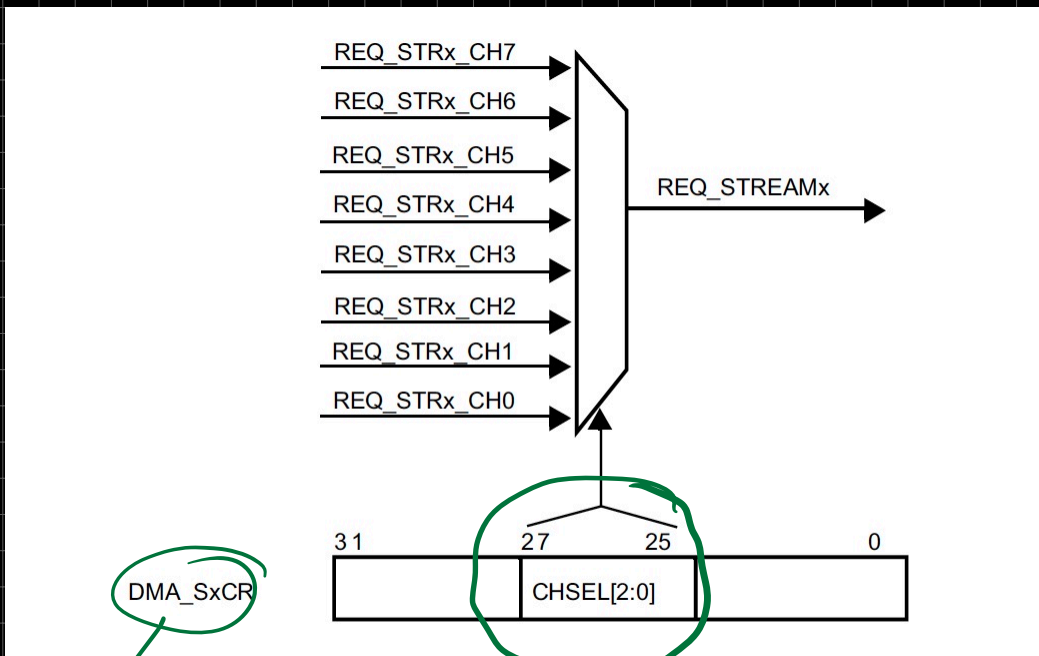
→ umožňuje aktivních DMA přenosů
TOK (STREAM)

Kateru naprava si lasti-ndez f42, dobova prgomer

3 bit v Boutelken register

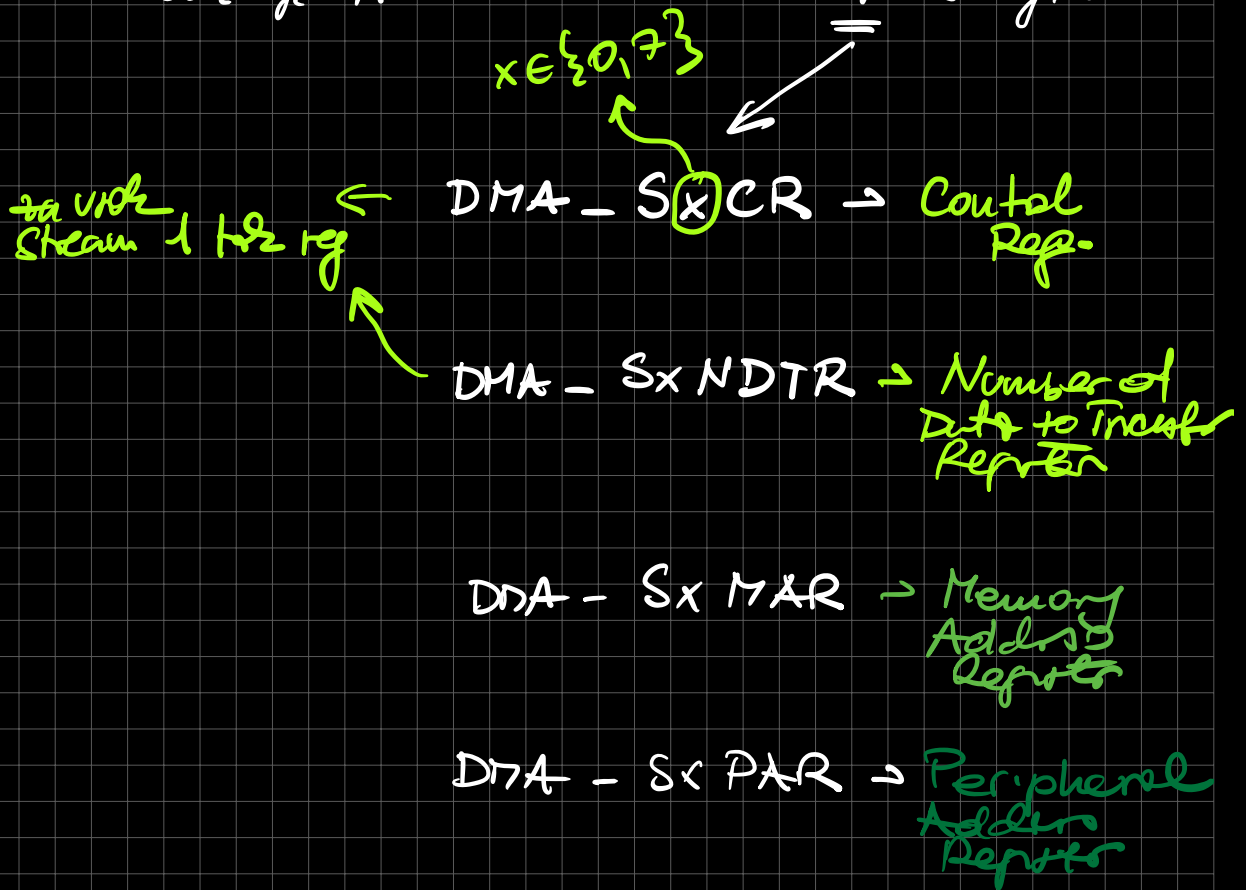
Table 42. DMA1 request mapping

Peripheral requests	Stream 0	Stream 1	Stream 2	Stream 3	Stream 4	Stream 5	Stream 6	Stream 7
Channel 0	SPI3_RX	-	SPI3_RX	SPI2_RX	SPI2_TX	SPI3_TX	-	SPI3_TX
Channel 1	I2C1_RX	-	TIM7_UP	-	TIM7_UP	I2C1_RX	I2C1_TX	I2C1_TX
Channel 2	TIM4_CH1	-	I2S3_EXT_RX	TIM4_CH2	I2S2_EXT_TX	I2S3_EXT_TX	TIM4_UP	TIM4_CH3
Channel 3	I2S3_EXT_RX	TIM2_UP TIM2_CH3	I2C3_RX	I2S2_EXT_RX	I2C3_TX	TIM2_CH1	TIM2_CH2 TIM2_CH4	TIM2_UP TIM2_CH4
Channel 4	UART5_RX	USART3_RX	UART4_RX	USART3_TX	UART4_TX	USART2_RX	USART2_TX	UART5_TX
Channel 5	UART8_TX ⁽¹⁾	UART7_TX ⁽¹⁾	TIM3_CH4 TIM3_UP	UART7_RX ⁽¹⁾	TIM3_CH1 TIM3_TRIG	TIM3_CH2	UART8_RX ⁽¹⁾	TIM3_CH3



Tabel register ini
 3 bit yang mana akan norenc
 ke bus stream dan register

DMA Emulacija je 17 CPE viden list 4 x 8 register



UPORABA IN DELOVANJE

1. INIT:

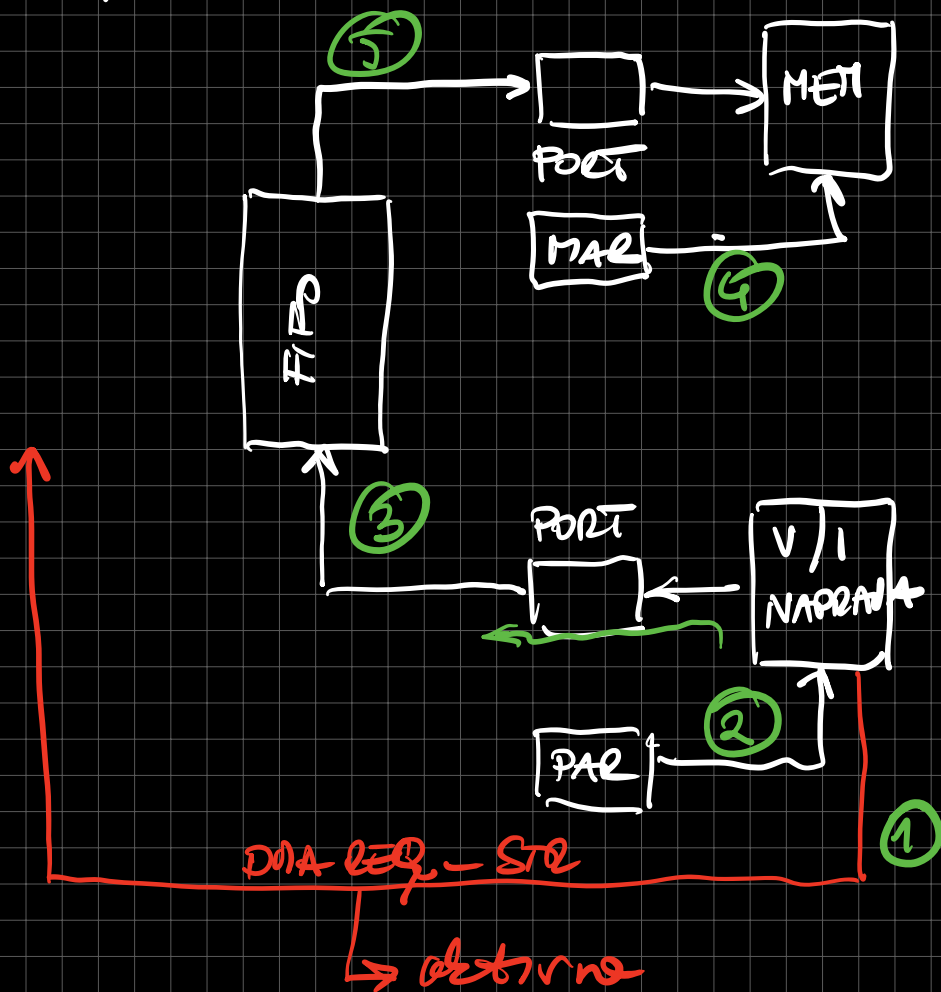
DMA - SxCR ← določimo napravo iz katere bo lastiča streama (izberemo kanal)

DMA - SxNDTR ← vpišemo število, ki se prenesi

DMA - SxMAR ← vpišemo naslov v RAM-u v katerem / v katerem se prenesi podatki

DMA - SxPAR ← naslov pod. register naprave

ce prenosimo it naprave v pomnilnik:



1. NAPRAVA ZAHTEVA PREDNOS Ž AKTIVACIJO REQ-STBX signala

2. Ko ARBITRAL napravo izbere, jo nosbni prebrs porta

3. Podatki se na V/I naprave vpisejo v FIFO

4. DMA enkrat nosbni pomnilnik

5. Preje podatke iz FIFO v METI
ZDANJSKA SE

NDT2