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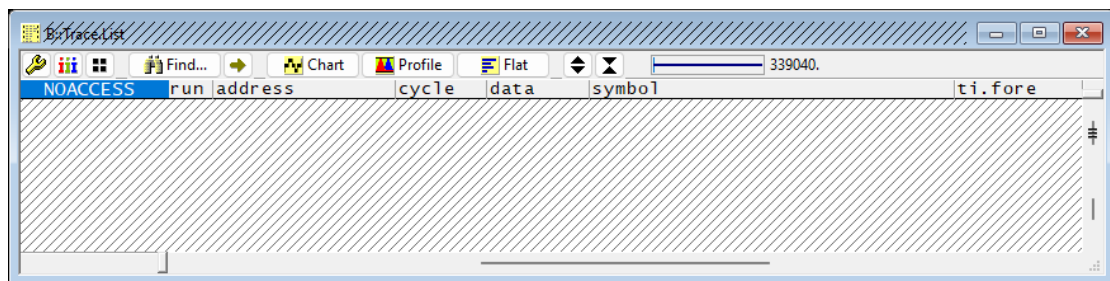
Why does the Trace.List show "NOACCESS"?

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The **NOACCESS** indication in the **Trace.List** window means that TRACE32 was unable to read the target memory required to reconstruct and display the executed program code.

This can occur in several situations, for example:

- The debugger has lost the connection to the target.
- The target is still running, and memory access during run-time is either not supported by the target, disabled, or blocked by the debug interface.



Related Content:

- [Why does the Trace.List show "unknown" instead of program code?](#)