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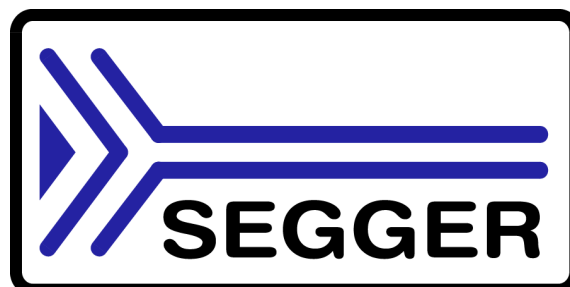
J-Flash STM 8

**User guide of the stand-alone
flash programming software**

**Software Version 1.00
Manual Rev. 0**

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Manual versions

This manual describes the latest software version. If any error occurs, please inform us and we will try to assist you as soon as possible.

For further information on topics or routines not yet specified, please contact us.

Manual version	Date	By	Explanation
1.00	091210	OO	Initial Version

Table: List of manual versions

Software versions

Refers to Release.html for information about the changes of the software versions.

About this document

Assumptions

This document assumes that you already have a solid knowledge of the following:

- The target processor
- DOS command line.

How to use this manual

This manual explains all the functions that J-Flash offers.

Typographic conventions for syntax

This manual uses the following typographic conventions:

Style	Used for
Body	Body text.
Keyword	Text that you enter at the command-prompt or that appears on the display (that is system functions, file- or pathnames).
Parameter	Parameters in API functions.
Sample	Sample code in program examples.
Reference	Reference to chapters, tables and figures or other documents.
GUIElement	Buttons, dialog boxes, menu names, menu commands.
Emphasis	Very important sections

Table 1.1: Typographic conventions



SEGGER Microcontroller GmbH & Co. KG develops and distributes software development tools and ANSI C software components (middleware) for embedded systems in several industries such as telecom, medical technology, consumer electronics, automotive industry and industrial automation.

SEGGER's intention is to cut software development-time for embedded applications by offering compact flexible and easy to use middleware, allowing developers to concentrate on their application.

Our most popular products are emWin, a universal graphic software package for embedded applications, and embOS, a small yet efficient real-time kernel. emWin, written entirely in ANSI C, can easily be used on any CPU and most any display. It is complemented by the available PC tools: Bitmap Converter, Font Converter, Simulator and Viewer. embOS supports most 8/16/32-bit CPUs. Its small memory footprint makes it suitable for single-chip applications.

Apart from its main focus on software tools, SEGGER develops and produces programming tools for flash microcontrollers, as well as J-Link, a JTAG emulator to assist in development, debugging and production, which has rapidly become the industry standard for debug access to ARM cores.

Corporate Office:
<http://www.segger.com>

United States Office:
<http://www.segger-us.com>

EMBEDDED SOFTWARE (Middleware)

emWin

Graphics software and GUI

emWin is designed to provide an efficient, processor- and display controller-independent graphical user interface (GUI) for any application that operates with a graphical display. Starterkits, eval- and trial-versions are available.



embOS

Real Time Operating System

embOS is an RTOS designed to offer the benefits of a complete multitasking system for hard real time applications with minimal resources. The profiling PC tool embOSView is included.



emFile

File system

emFile is an embedded file system with FAT12, FAT16 and FAT32 support. emFile has been optimized for minimum memory consumption in RAM and ROM while maintaining high speed. Various Device drivers, e.g. for NAND and NOR flashes, SD/MMC and CompactFlash cards, are available.



emUSB

USB device stack

A USB stack designed to work on any embedded system with a USB client controller. Bulk communication and most standard device classes are supported.



SEGGER TOOLS

Flasher

Flash programmer

Flash Programming tool primarily for microcontrollers.

J-Link

JTAG emulator for ARM cores

USB driven JTAG interface for ARM cores.

J-Trace

JTAG emulator with trace

USB driven JTAG interface for ARM cores with Trace memory. supporting the ARM ETM (Embedded Trace Macrocell).

J-Link / J-Trace Related Software

Add-on software to be used with SEGGER's industry standard JTAG emulator, this includes flash programming software and flash breakpoints.

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Chapter 1

Introduction

The following chapter introduces J-Flash STM 8, highlights some of its features, and lists its requirements on host and target systems.

1.1 What is J-Flash?

J-Flash is a stand-alone flash programming software for PCs running Microsoft Windows. The following Microsoft Windows versions are supported:

- Microsoft Windows 2000
- Microsoft Windows XP
- Microsoft Windows XP x64
- Microsoft Windows 2003
- Microsoft Windows 2003 x64
- Microsoft Windows Vista
- Microsoft Windows Vista x64

J-Flash has an intuitive user interface and makes programming flash devices convenient. J-Flash STM 8 requires a Flasher STM 8, flasher for STM8 cores, to interface to the hardware. J-Flash supports a feature called smart read back, which only transfers non-blank portions of the flash, increasing the speed of read back greatly. These features along with its ability to work with any STM8 chip makes it a great solution for most projects.

1.1.1 Features

- Any STM8 core supported.
- STM8 microcontroller (internal flash) support.
- Smart read back: only non-blank portions of flash are transferred and saved.
- Verbose logging of all communication.
- .hex, .mot, .srec, and .bin support.
- Intuitive user interface.

1.2 Assumptions

This user manual assumes that you already possess working knowledge of the Flasher STM 8 device. If you feel that your knowledge of Flasher STM 8 is not sufficient, we recommend the Flasher STM 8 manual, which describes the device and its use in detail.

1.3 Requirements

1.3.1 Host

J-Flash requires a PC running Microsoft Windows 2000 or later with a free USB port dedicated for a Flasher STM 8. A network connection is required only if you want to use J-Flash together with a remote Flasher STM 8 device.

1.3.2 Target

A SWIM interface must be available on the target device to establish the connection with the host system. A network connection must be available if and only if it is desired to connect to the Flasher through TCP/IP from a remote system.

Chapter 2

Getting Started

This chapter presents an introduction to J-Flash. It provides an overview of the included sample projects and describes J-Flash's menu structure in detail.

2.1 Setup

The Flasher STM 8 setup procedure required in order to work with J-Flash is described in the *Flasher STM 8 User Guide*. The *Flasher STM 8 User Guide* is part of the Flasher STM 8 software package which is available for download under www.segger.com.

2.1.1 What is included?

The following table shows the contents of all subdirectories of the Flasher STM 8 software and documentation pack with regard to J-Flash:

Directory	Contents
.	The J-Flash application. Please refer to the Flasher STM 8 manual for more information about the other Flasher related tools.
.\Doc	Contains the J-Flash documentation and the other Flasher related manuals.
.\ETC\JFlash\	Two *.csv files for the J-Flash internal management of supported MCU's und flash chips.
.\Sample\JFlash\ProjectFiles\	Contains sample projects with good default settings (see section <i>Sample Projects</i> on page 14 for further details).

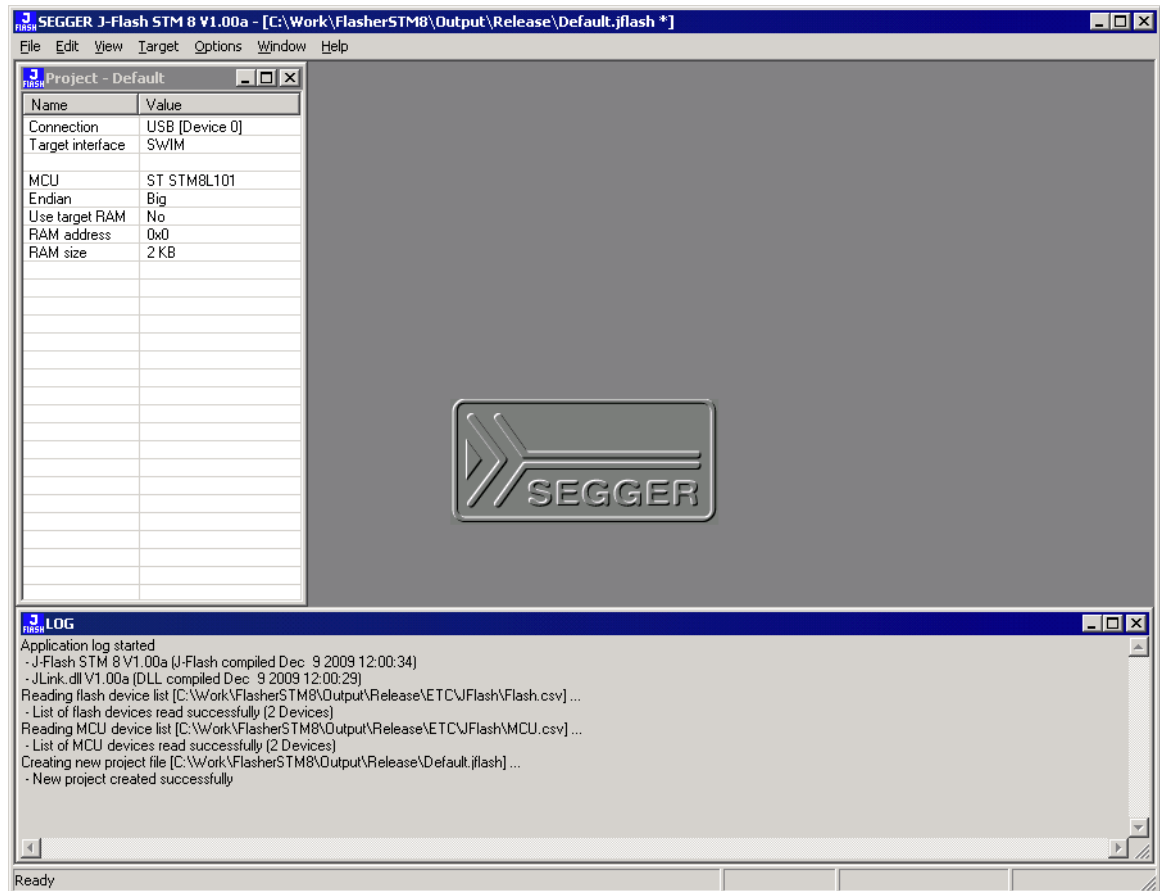
Table 2.1: J-Flash directory structure

2.2 Using J-Flash for the first time

Start J-Flash from the Windows Start menu. J-Flash's main window will appear, which contains a log window at the bottom and the **Project window** of a default project on the left. The application log will initially display:

- The version and time of compilation for the J-Flash application.
- The version and time of compilation for the J-Link DLL.
- The number of supported flash devices.
- The number of supported MCU devices.
- The location of the default project.

The Project window contains an overview of the current project settings (initially J-Flash opens a default project).



2.2.1 Sample Projects

If you are new to J-Flash, it might be a good idea to open one of our sample projects to familiarize yourself with the application. You find those project files in the Projects subdirectory of J-Flash's installation directory. Once you have opened a project file, the project window contains the relevant project settings, e.g. chip type, RAM size etc. The settings are known to be good defaults for the respective devices. You may then continue to open your own data files to actually program your device. The table below contains the included project files together with a short description.

Project	Description
STM8L101K3.jflash	STM8L101K3 with internal flash memory
STM8S208MB.jflash	STM8S208MB with internal flash memory

Table 2.2: List of sample J-Flash projects

2.3 Menu structure

The main window of J-Flash contains seven drop-down menus (**File**, **Edit**, **View**, **Target**, **Options**, **Window**, **Help**). Any option within these drop-down menus that is followed by a three period ellipsis (...), is an option that requires more information before proceeding.

File menu elements

Command	Description
Open...	Opens a data file that may be used to flash the target device. The data file must be an Intel HEX file, a Motorola S file, or a Binary file (.hex, .mot, .srec, or .bin).
Merge	Merges two data files (.hex, .mot, .srec, or .bin).
Save	Saves the data file that currently has focus.
Save As...	Saves the data file that currently has focus using the name and location given.
New Project	Creates a new project using the default settings.
Open Project...	Opens a J-Flash project file. Note that only one project file may be open at a time. Opening a project will close any other project currently open.
Save Project	Saves a J-Flash project file.
Save Project As...	Saves a J-Flash project file using the name and location given.
Close Project	Closes a J-Flash project file.
Save programmer configuration file...	Saves a J-Flash configuration as programmer configuration file using the name and location given.
Save programmer data file...	Saves the content of the memory window as programmer data image file using the name and location given.
Download to programmer	Download configuration and data to program to a connected programmer for stand alone usage.
Recent Files >	Contains a list of the most recently open data files.
Recent Projects >	Contains a list of the most recently open project files.
Exit	Exits the J-Flash application.

Table 2.3: File menu elements

Edit menu elements

Command	Description
Relocate...	Relocates the start of the data file to the supplied hex offset from the current start location.
Delete range...	Deletes a range of values from the data file, starting and ending at given addresses. The End address must be greater than the Start address otherwise nothing will be done.
Eliminate blank areas...	Eliminates blank regions within the data file.

Table 2.4: Edit menu elements

View menu elements

Command	Description
Log	Opens and/or brings the log window to the active window.
Project	Opens and/or brings the project window to the active window.

Table 2.5: View menu elements

Target menu elements

Command	Description
Connect	Creates a connection through the Flasher using the configuration options set in the Project settings... of the Options drop-down menu.
Disconnect	Disconnects a current connection that has been made through the Flasher.
Test >	Two test functions are implemented "Generates test data" generates data which can be used to test if the flash can be programmed correctly. The size of the generated data file can be defined. "Test speed..." writes data of a specified size to a defined address, reads the written data back and measures the up- and download speed. "Hardware >" allows testing of proper functionality of the Flasher RS232 interface signals.
Lock/Unlock sectors >	Sectors may be locked and unlocked. The soft lock and soft unlock work on a software only basis for those sectors that have been selected on the Flash tab of the Project Settings... found in the Options drop-down menu. If the software locks a sector with soft lock, it can easily be unlocked using the soft unlock feature.
Secure chip	Secures the MCU.
Unsecure chip	Unsecures the MCU.
Check blank	Checks flash to see if it is empty.
Fill with zero	Fills all selected flash sectors with zero.
Erase sectors	Erases all selected flash sectors.
Erase chip	Erases the entire chip.
Program	Programs the chip using the currently active data file.
Program & Verify	Programs the chip using the currently active data file and then verifies that it was written successfully.
Auto	The Auto command performs a sequence of steps. It connects to the device, erases sectors and programs the chip using the currently active data file before the written data is finally verified. The range of sectors to be erased can be configured through the Flash tab of the Project settings dialog and through the Global settings dialog. See chapter <i>Settings</i> on page 19 for further details.
Verify	Verifies the data found on the chip with the data file.
VerifyCRC >	Verifies the CRC. There are three ways in which the CRC can be verified. "Affected sectors" verifies the CRC of the affected sectors. "Selected sectors" verifies the CRC of the selected sectors. "Entire chip" verifies the CRC of the entire chip.
Read back >	Reads back the data found on the chip and creates a new data file to store this information. There are three ways in which the data can be read back. The Selected sectors identified on the Flash tab of the Project Settings... found in the Options drop-down menu may be read back. The Entire chip may be read back. A specified Range... may be read back.
Start Application	Starts the application found on the chip.

Table 2.6: Target menu elements

Options menu elements

Command	Description
Project settings...	Location of the project settings that are displayed in the snapshot view found in the Project window of the J-Flash application as well as various settings needed to locate the Flasher and pass specified commands needed for chip initialization.
Global settings...	Settings that influence the general operation of J-Flash.

Table 2.7: Options menu elements

Window menu elements

Command	Description
Cascade	Arranges all open windows, one above the other, with the active window at the top.
Tile Horizontal	Tiles the windows horizontally with the active window at the top.
Tile Vertical	Tiles the windows vertically with the active window at the left.

Table 2.8: Window menu elements

Help menu elements

Command	Description
J-Flash STM 8 User's Guide	Shows this help file in a PDF viewer such as Adobe Reader.
Flasher STM 8 User's Guide	Shows the Flasher STM 8 User's Guide in a PDF viewer such as Adobe Reader.
Licenses...	Shows a dialog with licensing information. The serial number of a connected Flasher may be read and licenses added or removed.
About...	J-Flash and company information.

Table 2.9: Help menu elements

Chapter 3

Settings

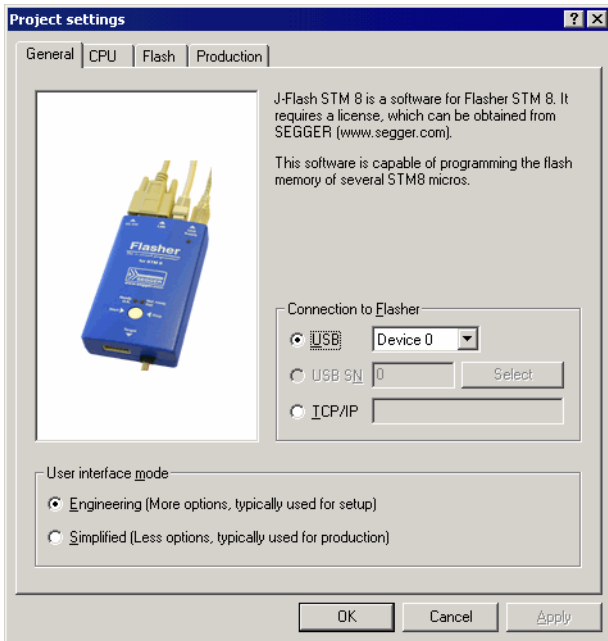
The following chapter provides an overview of the program settings. Both, general and per project settings are considered.

3.1 Project Settings

Project settings are available from the Options menu in the main window or by using the ALT-F7 keyboard shortcut.

3.1.1 General Settings

This dialog is used to choose the connection to Flasher STM 8. The Flasher can either be connected directly over USB to the host system, or it can be connected through TCP/IP remotely. Refer to the Flasher STM 8 manual for more information regarding the operation of Flasher STM 8.



The complexity of user interface can be selected. Select the **Engineering** checkbox if you want to setup your project or the **Simplified** checkbox if you use J-Flash in production environments. In the simplified user interface some options are disabled to decrease possible error sources in the production phase.

3.1.1.1 USB

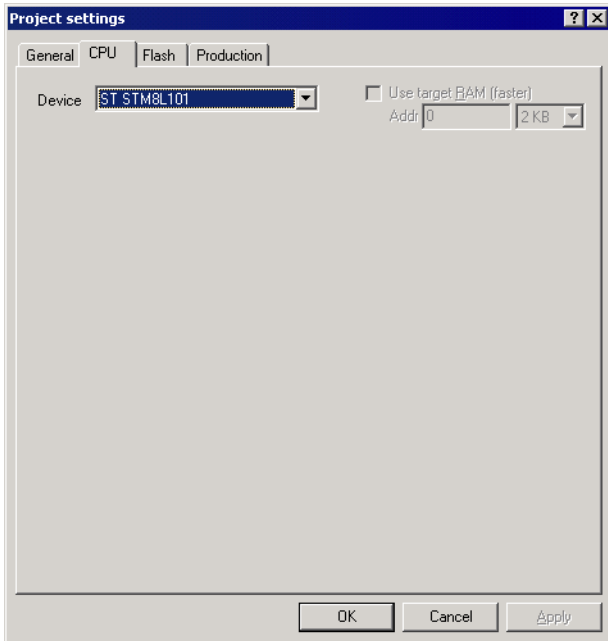
If this option is checked, J-Flash will connect to Flasher over the USB port. You may change the device number if you want to connect more than one Flasher to your PC. The default device number is 0. For more information about how to use multiple Flasher on one PC, please refer to the Flasher STM 8 User Guide.

3.1.1.2 TCP/IP

If this option is checked, J-Flash will connect to Flasher via TCP/IP. You have to specify the IP address of the Flasher you want to connect to.

3.1.2 CPU Settings

This dialog allows the selection of microcontroller dependent settings.



To program internal flash devices choose the respective microcontroller in the **Device** list. If your microcontroller is not found on this list, contact SEGGER as new microcontrollers are continuously being added.

3.1.2.1 Device

Select the respective microcontroller from the list to program internal flash devices.

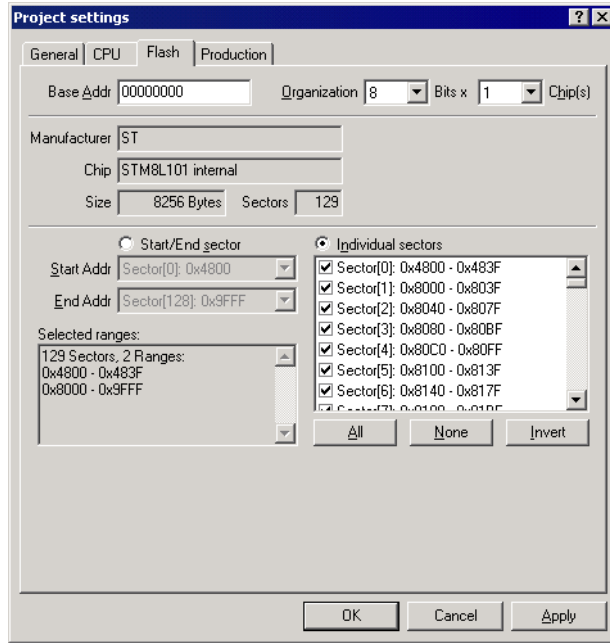
3.1.2.2 Use target RAM

You may enable the use of target RAM to speed up flash operations if available for the selected device. To use the target RAM, a start location in RAM and the amount of RAM to be used must be entered.

3.1.3 Flash Settings

This dialog is used to select and configure the flash device to operate with. The listed options of the Flash settings menu are dependent on the selection in the **CPU** settings dialog.

The menu should look similar to the screenshot below.



3.1.3.1 Base Address

You may enter the base address of the selected device. The default value is 0 which fits for all STM8 devices.

3.1.3.2 Organization

You should select the buswidth and the number of flash chips connected to the address and data bus of the MCU.

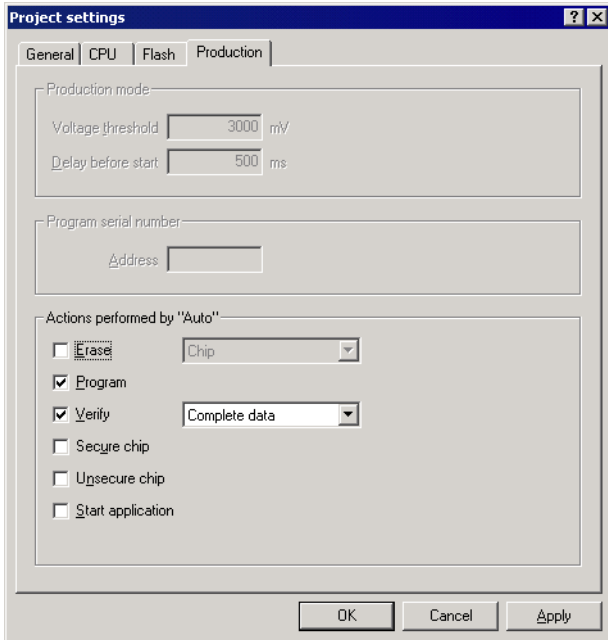
Normally this has not to be changed for STM8 devices.

3.1.3.3 Sector selection

The final section of this dialog indicates the sectors to be acted upon, whether they are to be cleared, read back, or written. An individual or series of sectors may be selected from the predetermined valid range.

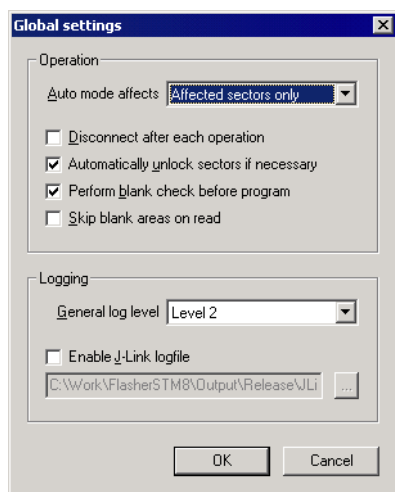
3.1.4 Production settings

The performed actions of the auto programming feature (**Target** -> **Auto**, shortcut: F7) can be defined in the production settings dialog. The default behaviour is **Program** and **Verify Complete data**.



3.2 Global Settings

Global settings are available from the Options menu in the main window.



3.2.1 Operation

You may define the behavior of some operations such as "Auto" or "Program & Verify".

3.2.1.1 Disconnect after each operation

If this option is checked, connection to the target will be closed at the end of each operation.

3.2.1.2 Automatically unlock sectors

If this option is checked, all sectors affected by an erase or program operation will be automatically unlocked if necessary.

3.2.1.3 Perform blank check

If this option is checked, a blank check is performed before any program operation to check if the affected flash sectors are completely empty. The user will be asked to erase the affected sectors if they are not empty.

3.2.1.4 Skip blank areas on read

If this option is checked, a blank check is performed before any read back operation to check which flash areas need to be read back from target. This improves performance of read back operations since it minimizes the amount of data to be transferred via SWIM and USB or ethernet.

3.2.2 Logging

You may set some logging options to customize the log output of J-Flash.

3.2.2.1 General log level

This specifies the log level of J-Flash. Increasing log levels result in more information logged in the log window.

3.2.2.2 Enable Flasher logfile

If this option is checked, you can specify a file name for the Flasher logfile. The Flasher logfile differs from the log window output of J-Flash. It does not log J-Flash operations performed. Instead of that, it logs the J-Link STM 8 DLL API functions called from within J-Flash.

Chapter 4

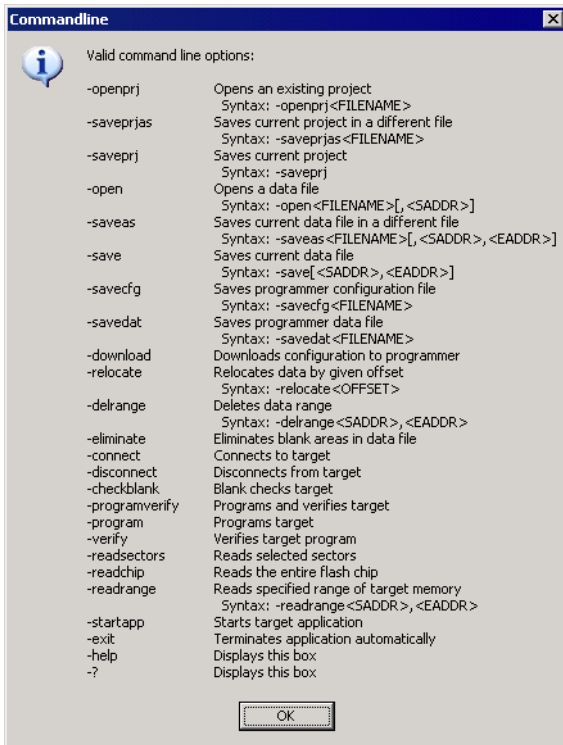
Command Line Interface

This chapter describes the J-Flash command line interface. The command line allows using J-Flash in batch processing mode and other advanced uses.

4.1 Overview

In addition to its traditional Windows graphical user interface (GUI), J-Flash supports a command line mode as well. This makes it possible to use J-Flash for batch processing purposes. All important options accessible from the menus are available in command line mode as well. If you provide command line options, J-Flash will still start its GUI, but processing will start immediately.

The screenshot below shows the command line help dialog, which is displayed if you start J-Flash in a console window with `JFlashSTM8.exe -help` or `JFlashSTM8.exe -?`



4.2 Command line options

This section lists and describes all available command line options. Some options accept additional parameters which are enclosed in angle brackets, e.g. <FILE-NAME>. If these parameters are optional they are enclosed in square brackets too, e.g. [<SADDR>]. Neither the angle nor the square brackets must be typed on the command line, they are used here only to denote (optional) parameters. Also, note that a parameter must follow immediately after the option, e.g. JFlashSTM8.exe -openprjC:\Projects\Default.jflash.

All command line options return 0 if the processing was successfully. An return value unequal 0 means that an error occurred.

Option	Description
-openprj<FILENAME>	Open an existing project file.
-saveprjas<FILENAME>	Save the current project in the specified file.
-saveprj	Save the current project.
-open<FILENAME>[,<SADDR>]	Open a data file. Please note that the <SADDR> parameter applies only if the data file is a *.bin file.
-saveas<FILE-NAME>[,<SADDR>,<EADDR>]	Save the current data file into the specified file. Please note that the parameters <SADDR>, <EADDR> apply only if the data file is a *.bin file or *.c file.
-save[<SADDR>,<EADDR>]	Save the current data file. Please note that the parameters <SADDR>,<EADDR> apply only if the data file is a *.bin file or *.c file.
-savecfg<FILENAME>	Saves programmer config file.
-savedat<FILENAME>	Saves programmer data file.
-download	Downloads configuration to programmer.
-relocate<OFFSET>	Relocate data by the given offset.
-delrange<SADDR>,<EADDR>	Delete data in the given range.
-eliminate	Eliminate blank areas in data file.
-connect	Connect to target.
-disconnect	Disconnect from target.
-checkblank	Blank check target.
-programverify	Program and verify target.
-program	Program target.
-verify	Verify target memory.
-readsectors	Read selected sectors.
-readchip	Read entire flash chip.
-readrange<SADDR>,<EADDR>	Read specified range of target memory.
-startapp	Start target application.
-exit	Exit J-Flash.
-help	Display help dialog.
-?	Display help dialog.

Table 4.1: J-Flash command line options

4.3 Batch processing

J-Flash can be used for batch processing purposes. All important options are available in command line mode as well. If you provide command line options, J-Flash will still start its GUI, but processing will start immediately.

The example batchfile displays a message, opens a project and a data file, starts programming and closes J-Flash. The return value will be checked and in case of an error an error message displayed.

Adapt the example according to the requirements of your project.

```
@ECHO OFF

ECHO Open a project and data file, start programming and exit
JFlashSTM8.exe -openprjC:\Projects\Default.jflash -openC:\Data\data.bin,0x4800 -
program -exit
IF ERRORLEVEL 1 goto ERROR

goto END

:ERROR
ECHO J-Flash STM 8: Error!
pause

:END
```

Note, that every call of `JFlashSTM8.exe` has to be completed with the `-exit` option, otherwise the execution of the batch file stops and the following commands will not be processed.

Chapter 5

Create a new J-Flash project

This chapter contains information about the required steps how to setup a new J-Flash project.

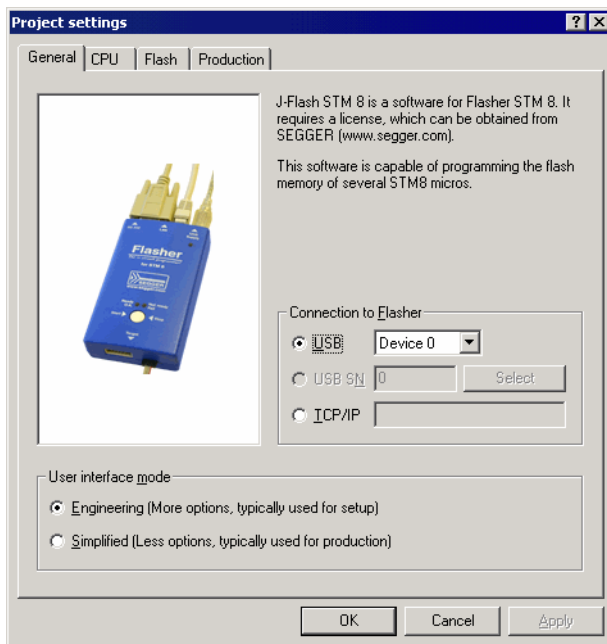
5.1 Creating a new J-Flash project

Before creating a new J-Flash project, you should have an understanding of your target system:

- Take a look at the schematic and the documentation of your CPU / SOC.
- Locate RAM in the chip documentation.

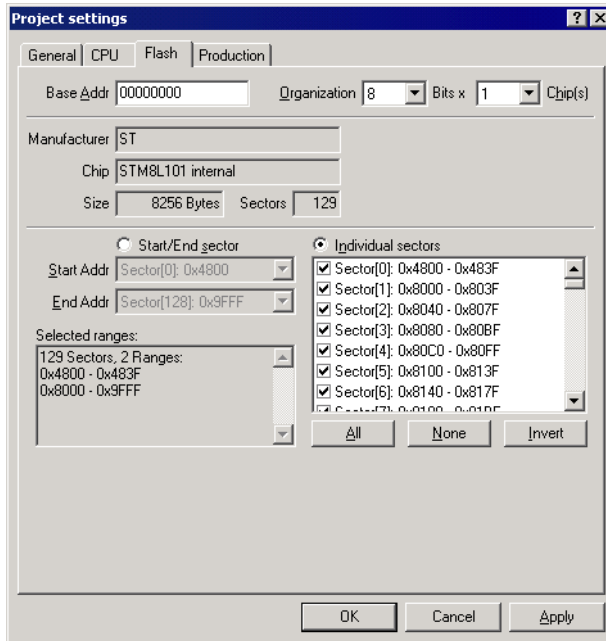
In the following all the necessary steps to create a project file, are explained.

1. Select **File -> New Project** to open a new project.
2. Open the **Project Settings** context menu. Select **Options -> Project Settings** or press ALT-F7 to open the **Project settings** dialog and select the type of connection to Flasher STM 8.

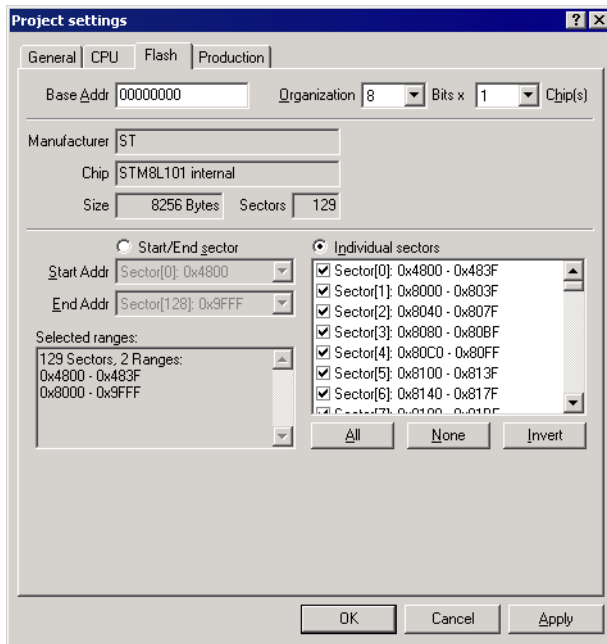


Select **Engineering (More options, typically used for setup)**.

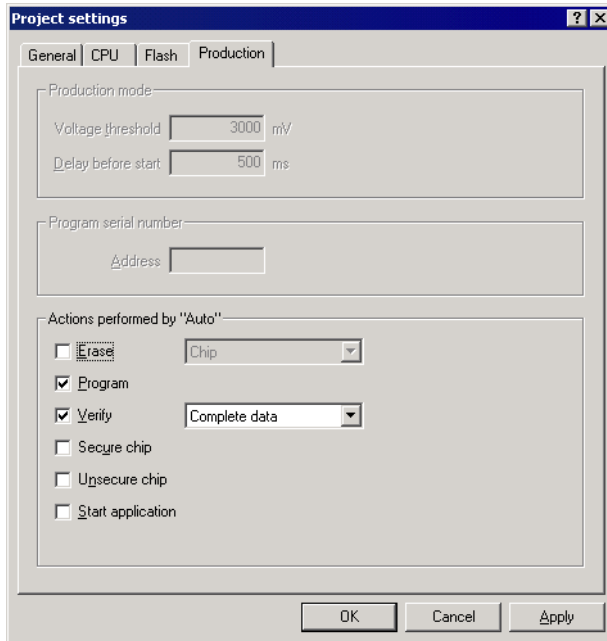
3. Choose a device from **Device** choice-list. J-Flash uses correct default values (RAM address and size) for this device. If your device is not in the list you may have success in choosing a device which fits your target system best.



- The CPU dialog should look similar to the screenshot below. Normally, all default settings can be used without modifications.



5. The **Production** dialog is secondary for a setup. You can define the behaviour of the Auto option (**Target** -> **Auto** or shortcut: F7) which will affect the auto operation in Flasher stand alone mode.



6. Save your project (**File** -> **Save Project**) and test it.

Chapter 6

Target systems

The following chapter lists all supported flash devices.

6.1 Which devices can be programmed by J-Flash?

J-Flash can program internal flash. J-Flash supports all STM8 microcontrollers. The next section lists all supported micros known by the time this document has been written.

If you need support for a chip or flash not listed in the tables below, do not hesitate to contact us. Segger is constantly adding support for new devices. You may want to request an updated list or have a look at <http://www.segger.com> for more up to date information.

6.2 Supported Microcontrollers

The list below gives an overview about supported microcontrollers available at the time this document has been written.

Core	MCU
STM8A	STM8AF5168
STM8A	STM8AF5169
STM8A	STM8AF5178
STM8A	STM8AF5179
STM8A	STM8AF5188
STM8A	STM8AF5189
STM8A	STM8AF518A
STM8A	STM8AF5198
STM8A	STM8AF5199
STM8A	STM8AF519A
STM8A	STM8AF51A8
STM8A	STM8AF51A9
STM8A	STM8AF51AA
STM8A	STM8AF6126
STM8A	STM8AF6146
STM8A	STM8AF6148
STM8A	STM8AF6166
STM8A	STM8AF6168
STM8A	STM8AF6169
STM8A	STM8AF6176
STM8A	STM8AF6178
STM8A	STM8AF6179
STM8A	STM8AF6186
STM8A	STM8AF6188
STM8A	STM8AF6189
STM8A	STM8AF618A
STM8A	STM8AF6198
STM8A	STM8AF6199
STM8A	STM8AF619A
STM8A	STM8AF61A8
STM8A	STM8AF61A9
STM8A	STM8AF61AA
STM8A	STM8AH6126
STM8A	STM8AH6146
STM8A	STM8AH6148
STM8A	STM8AH6166
STM8A	STM8AH6168
STM8L	STM8L101F2
STM8L	STM8L101F3
STM8L	STM8L101G2
STM8L	STM8L101G3
STM8L	STM8L101K3
STM8L	STM8L151C4
STM8L	STM8L151C6
STM8L	STM8L151G4
STM8L	STM8L151G6
STM8L	STM8L151K4

Core	MCU
STM8L	STM8L151K6
STM8L	STM8L152C4
STM8L	STM8L152C6
STM8L	STM8L152K4
STM8L	STM8L152K6
STM8S	STM8S103F2
STM8S	STM8S103F3
STM8S	STM8S103K3
STM8S	STM8S105C4
STM8S	STM8S105C6
STM8S	STM8S105K4
STM8S	STM8S105K6
STM8S	STM8S105S4
STM8S	STM8S105S6
STM8S	STM8S207C6
STM8S	STM8S207C8
STM8S	STM8S207CB
STM8S	STM8S207K6
STM8S	STM8S207M8
STM8S	STM8S207MB
STM8S	STM8S207R6
STM8S	STM8S207R8
STM8S	STM8S207RB
STM8S	STM8S207S6
STM8S	STM8S207S8
STM8S	STM8S207SB
STM8S	STM8S208C6
STM8S	STM8S208C8
STM8S	STM8S208CB
STM8S	STM8S208MB
STM8S	STM8S208R6
STM8S	STM8S208R8
STM8S	STM8S208RB
STM8S	STM8S208S6
STM8S	STM8S208S8
STM8S	STM8S903K3

Chapter 7

Support

The following chapter provides information about how to contact our support.

7.1 Troubleshooting

7.1.1 General procedure

- Make sure your Flasher is working as expected. See the troubleshooting section in the Flasher manual.
- Ensure that the target hardware matches the project file settings. Pay special attention to the following aspects:
 - RAM address
 - Flash base address
 - MCU
- Try to program your target device using a sample project file if available. J-Flash ships with an extensive number of project files for many target boards. See section *Sample Projects* on page 14 for a complete list of project files.

7.1.2 Typical problems

Failed to connect

Meaning:

This error message is shown if any error occurs during the connection process.

Remedy:

Make sure the target is actually connected to Flasher STM 8 and powered. Verify the correct connection between target and Flasher.

Blank check failed

Meaning:

The target memory was not empty during blank check.

Remedy:

Erase target memory.

RAM check failed

Meaning:

No RAM found at the specified RAM location.

Remedy:

Make sure a correct RAM address is specified in the project settings. See section *CPU Settings* on page 22.

Unsupported flash type / bus width

Meaning:

The target flash memory or the bus organization is not yet supported.

Remedy:

Inform us about the device you want to use. SEGGER is constantly adding support for new devices.

No matching RAMCode

Meaning:

There is no programming algorithm available for the selected target memory type.

Remedy:

Inform us about the device you want to use. SEGGER is constantly adding support for new devices.

7.2 Contacting support

If you experience a J-Flash related problem and the advices from the sections above do not help you to solve it, you may contact our J-Flash support. In this case, please provide us with the following information:

- A detailed description of the problem.
- The relevant log file and project file. In order to generate an expressive log file, set the log level to "All messages" (see section *Global Settings* on page 25 for information about changing the log level in J-Flash).
- The relevant data file as a .hex or .mot file (if possible)
- The processor used

Once we received this information we will try our best to solve the problem for you. Our contact address is as follows:

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