

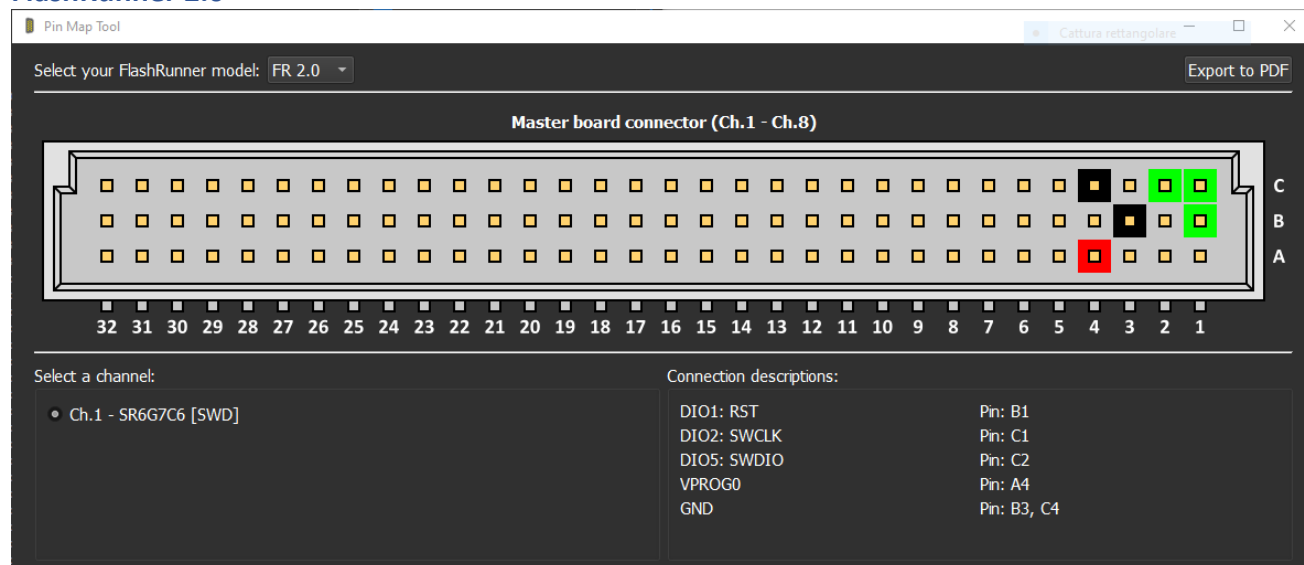
Interfacing FlashRunner 2.0 with STMicroelectronics Stellar devices

Supported protocols

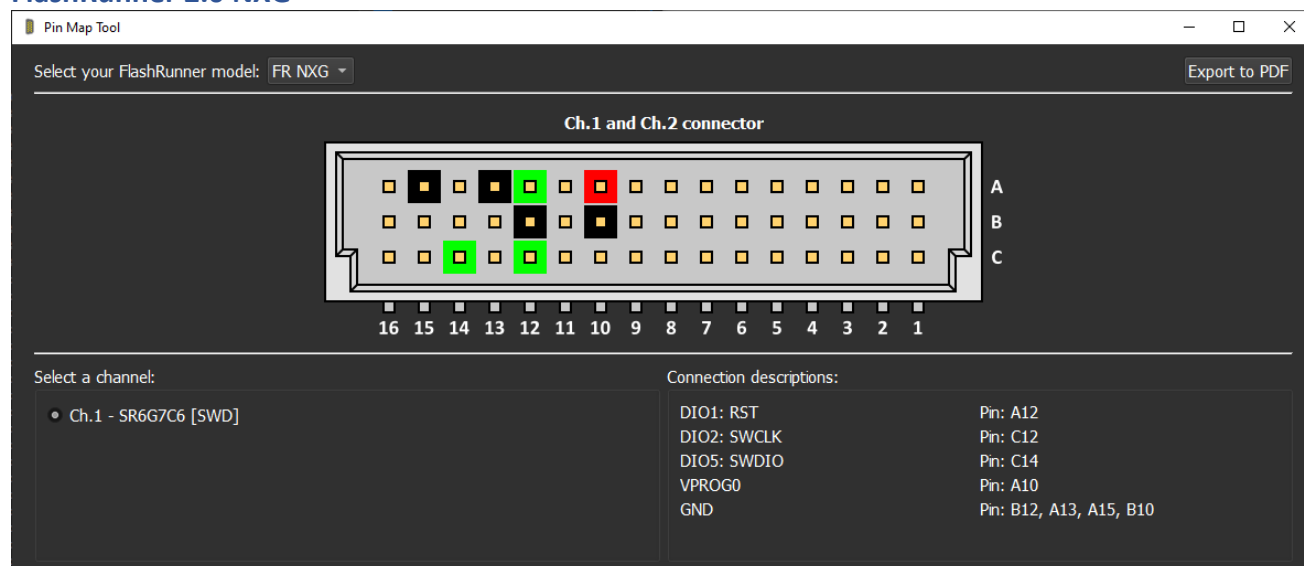
Stellar flashing algorithm supports SWD protocol.

#TCSETPAR CMODE <SWD>

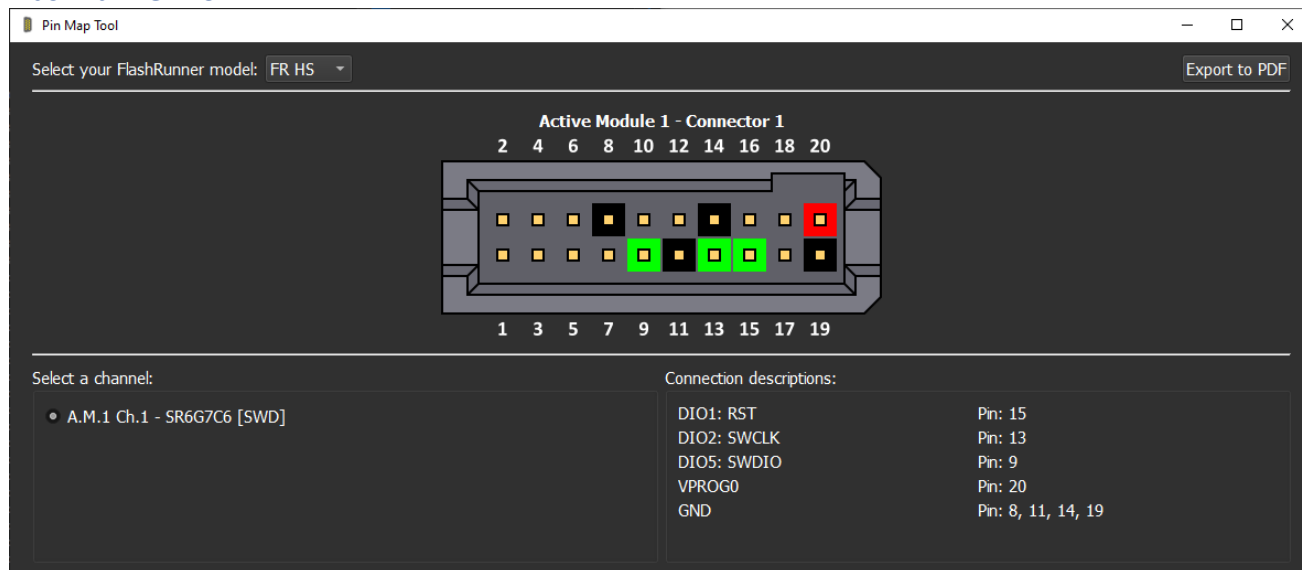
FlashRunner 2.0



FlashRunner 2.0 NXG



FlashRunner HS



Standard Commands

CONNECT

This command is used to connect to the device. It prints out information on the status of the debug interface. It unlocks the debug port automatically if it is locked and the right password is provided through FlashRunner dynamic memory or FRB.

MASSERASE <memory_type>

This command is used to erase the specified memory.

SECTOR_ERASE <memory_type> <start_address> <size>

This command is used to erase a portion of the specified memory.

BLANKCHECK <memory_type> [<start_address> <size>]

This command is used to check if the specified memory or a portion of it is blank.

Start address and size are optional parameters.

PROGRAM <memory_type>

This command is used to flash the specified memory with a customer's firmware which fits into this memory.

VERIFY <memory_type> <verify_method>

This command is used to compare the content of the memory with a customer's firmware.

R – Readout method: compares the content bit by bit.

S – Checksum method: compares the checksum of the source file with the checksum of the memory content.

READ <memory_type> <start_address> <size>

This command is used to read the specified memory or a portion of it and print it out in the GUI terminal.

DUMP <memory_type> <start_address> <size>

This command is used to read the specified memory or a portion of it and save it into a binary file stored inside the programming system SD-CARD.

DISCONNECT

This command is used to disconnect from the device.

Memories

1. [F] – Flash
2. [D] – DataFlash
3. [B] – Boot Code Sector OTP
4. [U] – UTEST OTP