Flash Erase default value Open Discussion

- Y Yellow
- **Forum name:** #Debugging

Hi,
i'm erasing the Code flash by using the Trace32 by using below command.
&currentTime1=os.timer()

do &commonScriptsPath/operations/reset

print "&consoleMessage"

do initFlashDriver

FLASH.ReProgram &startAddress--&endAddress /Erase
FLASH.ReProgram OFF

do &commonScriptsPath/operations/reset

&currentTime2=os.timer()

&timeDelay=&currentTime2-&currentTime1
print "done: erase time = &timeDelay ms"

after erase code flash is not filled with default value "FFFFF" but i can see "??????". why it's not filled with FFFF?

Comments (3)

Wafi Jmal
2 years ago
Hello, The erasing state of memory is related to the Flash memory itself. After erasing, some Flash memory is set to '1', others to '0', and in some cases, like yours, the erasing data appears as undefined data. This behavior

can be considered normal as long as you can flash your target without problems.
Y **Yellow**
2 years ago
if i use below SW to erase code flash, i can see the erase area as all "FFFFFF" ---------- TRACE32 for V850/RH850 Release Feb 2019 (64-bit) Software Version: R.2019.02.000108303 Build: 105499--108303. ---------- if i use below SW to erase code flash, i can see the erase area as all "??????" ---------- TRACE32 for V850/RH850 Release Feb 2020 (64-bit) Software Version: R.2020.02.000121039 Build: 117056--121039. is there any different property in the Trace32 SW?
Wafi Jmal
2 years ago

Hello,

In this case, please open a new ticket: "https://support.lauterbach.com/new-ticket".

After flashing, generate a system information report about your TRACE32 configuration for both cases by selecting the TRACE32 menu 'Help' > 'Support' > 'System Information...', click 'Save to File', and send the resulting text file as an attachment to your email.

Additionally, please provide us with the script you are working with or the list of commands you use, along with a short description.

Our support team will take over from there.

Thank you.