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How can I patch code located in FLASH memory?

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Code patching in FLASH memory is possible using the FLASH.AUTO command.

When only a few bytes within a FLASH sector need to be modified, FLASH.AUTO saves the existing sector content, erases the sector, writes the modified content, and restores the unchanged data.

The following command sequence is needed:

```
FLASH.AUTO ALL
```

```
Data.Assemble ... ; Patch code in FLASH
```

```
Data.Set ... ; Patch hex. value to FLASH
```

```
FLASH.AUTO off
```