How can I patch code located in FLASH memory?

2026-11-05 - Comments (0) - Flash programming

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
```