[TriCore] Can TRACE32 or the user application interfere with internal FLASH programming?

2022-01-11 - Comments (0) - TriCore

Simultaneous read-while-write access within a single FLASH bank is not supported by the chip. Reading from a FLASH bank while it is programmed can interfere with the programming, resulting in incorrectly programmed FLASH content. In worst cases, this may end up in a permanently locked device.

When using TRACE32 functionality for programming the FLASH, make sure that no chip component concurrently accesses the FLASH bank that is currently being programmed.

When using TRACE32 while the application or a third-party tool is programming the FLASH, make sure that TRACE32 does not access the FLASH bank currently being programmed. This can be achieved by:

- Closing all windows showing content from this FLASH bank, e.g. **Data.dump** or **List.auto**
- Using **MAP.DenyAccess < *flash_bank_range* >** to protect the FLASH bank address range from debugger access.

Tags

FLASH

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