

Note on Using Renesas Flash Programmer (Flash-Memory Programming Software)

When using Renesas Flash Programmer, a flash-memory programming software tool, take note of the following problems:

- With errors arising during command execution
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1. Product and Versions Concerned

Renesas Flash Programmer
V2.00.00 and V2.00.01

2. MCUs Involved

All the MCUs of the RX family

3. Description

If any of the errors described in Section 3.2 arises while any of the commands in Section 3.1 is executed, Renesas Flash Programmer is not closed by the error, but it continues the remaining processing in error as explained in Section 3.3. Depending on the processing performed, in addition, the programmer may interpret the command to be normally executed and output the results obtained as the correct ones.

3.1 Commands and Setting Involved

- Program ("program" in script command)
- Verify ("verify" in script command)
- Read (not used in script command)
- Setting of Lock Bit before disconnecting from a device (not used in script command)

3.2 Errors Involved

- (1) List of errors arising during execution of Program command
 - Error (E1014044): Writing Data - Checksum error.
 - Error (E1014045): Writing Data - Address error.

- Error (E1014046): Writing Data - Write error.
- Error (E1014047): Writing Data - Invalid response.
- Error (E1014001): The device sent an unrecognized response: xxxx.
- Error (E1014003): The device does not support this command.
- Error (E1017023): E1/E20 connection timed out.
- Error (E1010004): Lock failed for xx (0XXXXX - 0XXXXX)
- Error (E1014030): Setting Lock Bit - Checksum error.

(2) List of errors arising during execution of Verify or Read command

- Error (E1014040): Reading Data - Checksum error.
- Error (E1014041): Reading Data - Address error.
- Error (E1014042): Reading Data - Length error.
- Error (E1014043): Reading Data - Invalid response.
- Error (E1014001): The device sent an unrecognized response: xxxx.
- Error (E1014003): The device does not support this command.
- Error (E1014048): Read Checksum mismatch.

(3) List of errors arising during setting of Lock Bit before the connection times out

- Error (E1017023): E1/E20 connection timed out.
- Error (E1010004): Lock failed for xx (0XXXXX - 0XXXXX)
- Error (E1014030): Setting Lock Bit - Checksum error.

3.3 Descriptions of Processing Performed in Error

(1) Case where the programmer is used in the Full or Basic mode

If any of the errors described in 3.2 is displayed on the Output panel, the processing may be continued, and PASS be displayed on the Status bar.

(2) Case where the script-executing function is performed

If any of the errors described in 3.2 arises, the processing may be continued, and the result code "0" (PASS) be returned.

(See NOTE.)

NOTE: The Read command is not supported by the script function, so the problem does not arise in this command.

4. Workarounds

To avoid this problem, use any of the following methods:

4.1 Check to see that the checksum after writing memory is correct.

(1) In the Full or Basic mode

To check to see that the checksum after writing memory is correct, follow these steps:

1. In the Project Settings dialog box, click the Other Settings tab.
2. In the Flash Program Options category, select Request

Checksum and select "True".

3. Execute any of the commands in Section 3.1 to check the result of checksum calculation.

(2) In script commands

Place the "checksum" command after "program"; then check to see that the checksum is correct.

4.2 Check to see that an error is displayed on the Output panel.

If any of the errors described in 3.2 is displayed, interpret the programmer to be abnormally closed.

4.3 Use Flash Development Toolkit.

Flash Development Toolkit is not concerned with this problem, so it can be used for the MCUs that are listed in "Flash Development Toolkit target device list." To see this list, go to:

<https://www.renesas.com/fdt>

For the evaluation edition of this toolkit (free of charge), go to:

https://www.renesas.com/fdt_download

The above URLs are those of our global sites.

5. Schedule of Fixing Problem

We plan to fix this problem in Renesas Flash Programmer V2.01.00, which we are publishing in the end of March 2013.

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