

A Note on Using Flash Development Toolkit --Problem with Using the Request Checksum and Readback Verify Options--

When you use Flash Development Toolkit, take note of the following problem:

- With using the Request Checksum and Readback Verify options
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1. Product and Versions Concerned

Flash Development Toolkit

V.3.3 Release 00 through V.4.06 Release 01

2. MCUs Involved

MCUs of SuperH RISC engine, RX, H8SX, H8S, and H8 families

3. Description

If you start Flash Development Toolkit in the Basic Simple Interface Mode or the Simple Interface Mode, and then program flash memory by using the Request Checksum and Readback Verify options, the toolkit may stop responding after displaying the check sum of flash memory.

If the toolkit stops responding, the flash memory may have been programmed incorrectly, so reprogram it. If not, the flash memory has been programmed successfully.

4. Workaround

If you start Flash Development Toolkit in the Basic Simple Interface Mode or the Simple Interface Mode, do not use the Request Checksum and Readback Verify options at the same time.

5. Schedule of Fixing the Problem

We plan to fix this problem in V.4.07 Release 00 and V.3.07 Release 06. They are due to be published at the end of February and of March 2011,

respectively.

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