

Precautions on Using Flash Development Toolkit

READ this document before using this toolkit.
KEEP the document handy for future reference.

1. Action when the FDT Sends "Timeout error".

(1) When you use the FDT under the following conditions, you may get "Timeout error".

- Using low performance and small RAM PC
- Using upload function
- Using verify function after programming the flash data
- At the beginning of adjustment of baud rate

Lower the baud rate when you get this error.

(2) When you get a message "Error No 15068: Error while reading timed response" at the connection to a device, lower the baud rate.

2. Selection of 1200-bps Communication

FDT supports H8/38024F, H8/38104F and H8/38124F device with 1200-bps communication speed except for connection with FDM.

Do not select 1200-bps communication speed with other devices.

3. Connection with an Adapter Board (Flash Development Module)

When the target device is a USB boot product (e.g. H8S/2215UF), connection with an adapter board (Flash Development Module) cannot be performed.

4. Setting of Frequency with H8S/2172F Device

In the H8S/2172F device, the operating frequency is doubled by the PLL circuit, but "2" cannot be chosen from the ratio conditions in FDT.

So set the value of operating frequency that was doubled by the PLL circuit as the input frequency conditions in FDT.

5. The Passwords of the Access Rights

Do not forget the passwords if the Access Rights was enabled.

6. Readback Verify

The verification error may occur when the programming is not done normally by the electrostatic damage and so on. In this case, FDT might abend.

7. AutoUpdate Tool

(1) When you do not use the AutoUpdate tool, clear the check box for "AutoUpdate" at installation of this software.

(2) When you download an update program, the "Destination" information will be displayed on the wizard. This is the directory information on the program already installed. The installation location of the update program can be specified after the installer is started.