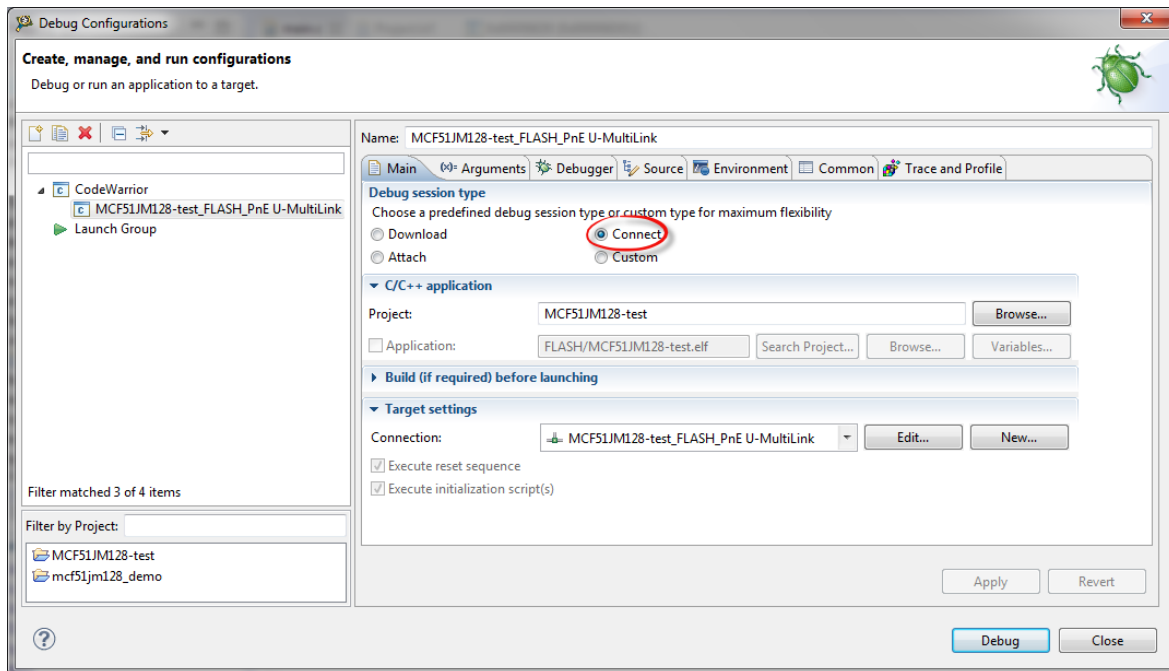


Once you have loaded the correct image to one of the MCUs the first step is to make a memory dump of that device memory.

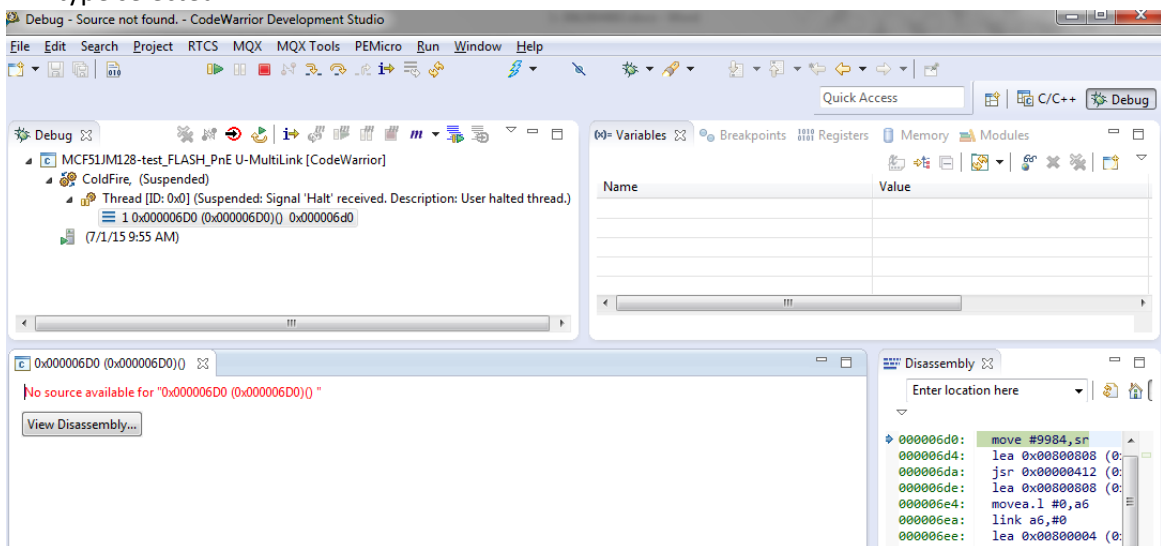
1. Create a new project for the device being used.
2. Open the debug configurations and select the connection to be used.
3. Under debug session type select the option "Connect":



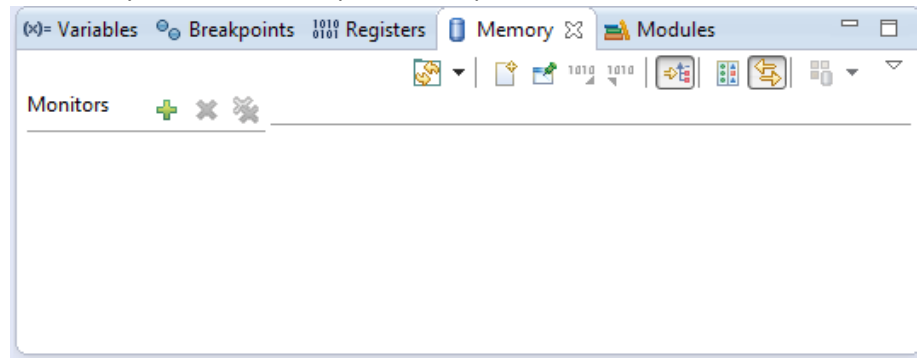
You can find more information about the debug session types on this link:

<http://mcuoneclipse.com/2012/10/10/attach-connect-download/>

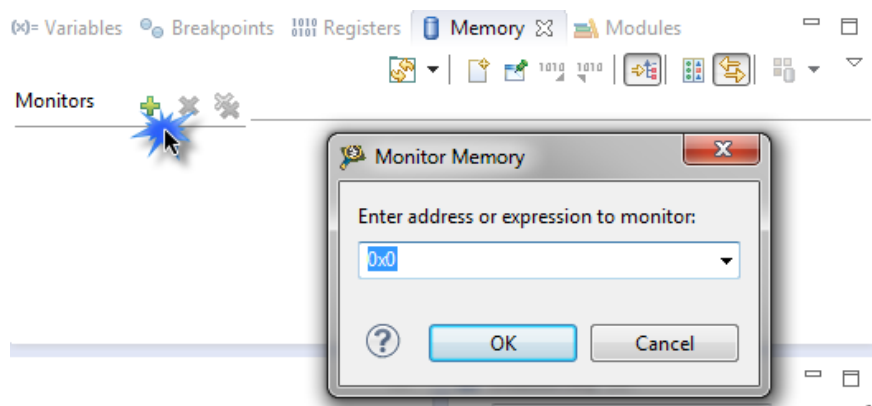
4. Click on Apply then Debug.
5. The debug perspective will open, there will be no source available because of the debug session type selected.



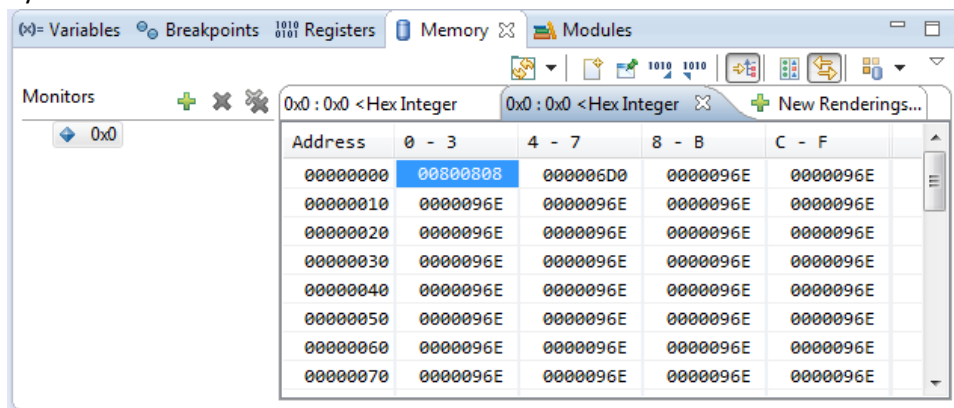
6. Go to the Memory tab view, the import and export buttons will be disabled:



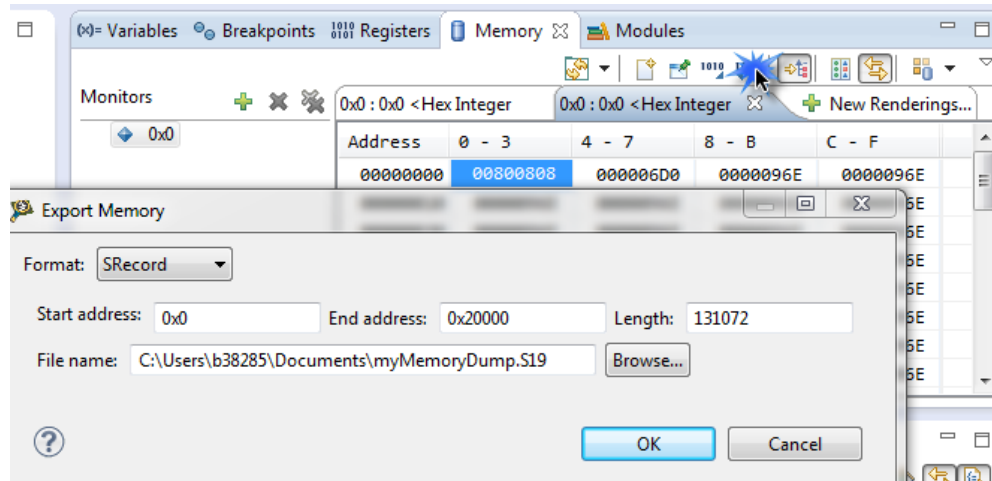
7. To enable these options you need to add a memory monitor, so click on the + button and enter the address 0x0:



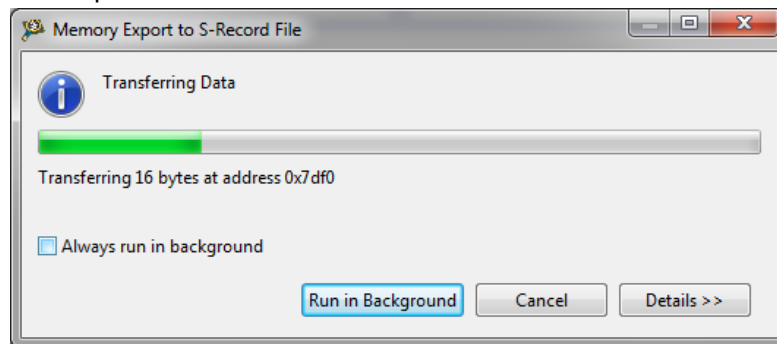
8. Now the Import and Export buttons should be enabled and you should be able to see the device memory:



9. Click on the Export button, select the SRecord format, 0x0 as start address and 0x20000 as end address and finally introduce the name of the file to be created, for example C:\Users\b38285\Documents\myMemoryDump.S19

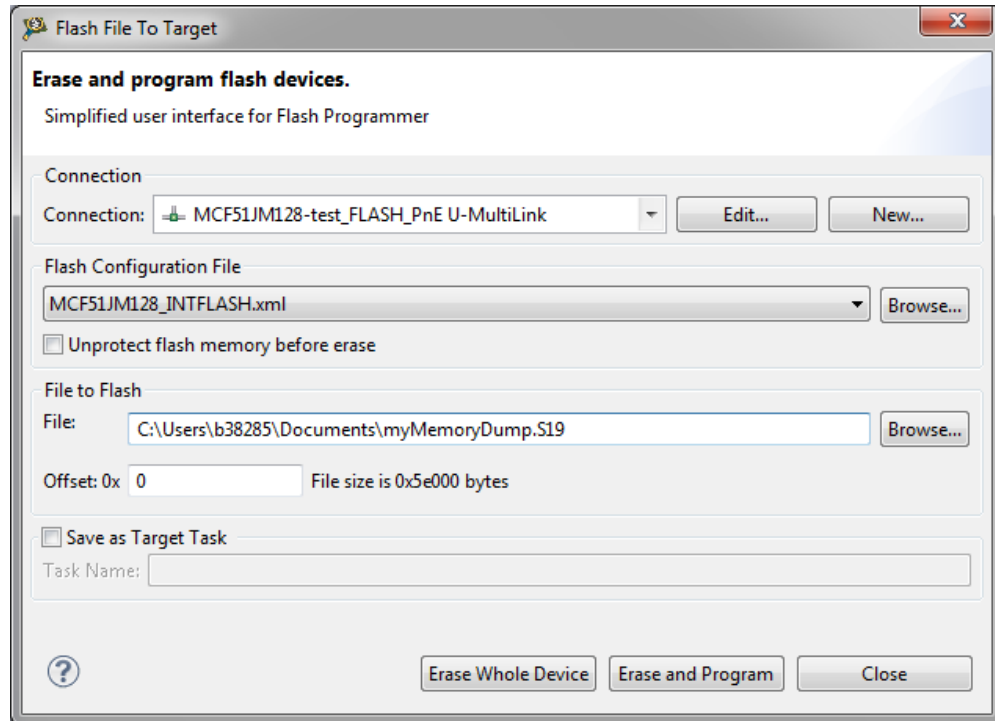


10. The memory will be exported to a S-record file:



At this point we have successfully extracted the memory of the device with the correct image. The final step is to take a new MCU and load the flash image we just extracted.

1. Open the Flash File to Target window:
2. Make sure that the connection, Flash configuration file and File to flash are correct:



(the file to flash must be the one generated after making the memory dump)

3. Click on Erase Whole Device.
4. Click on Erase and program.
5. Reset the MCU and test the program, it should be working exactly as the one that was programed using the Cyclone pro.