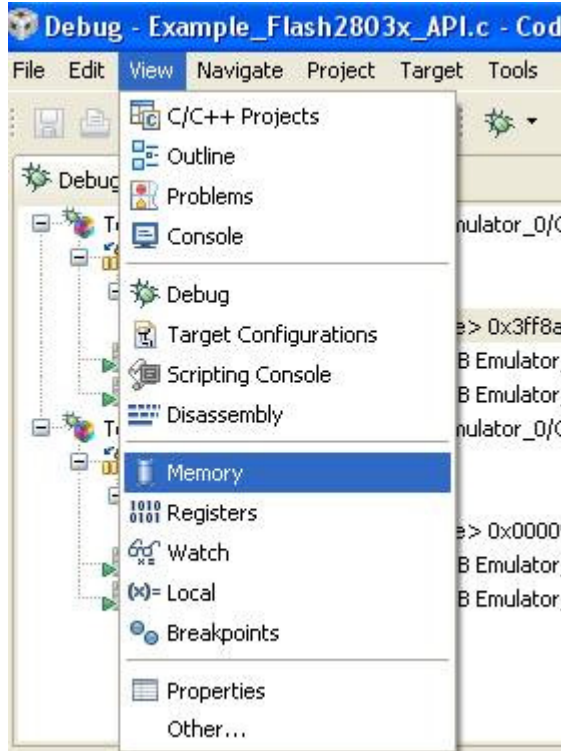
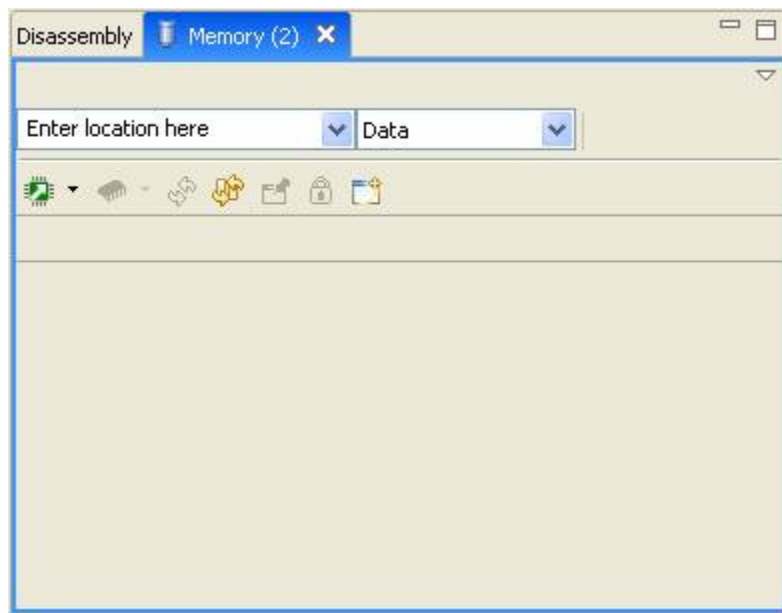


How to do a flash dump using CCS4v?

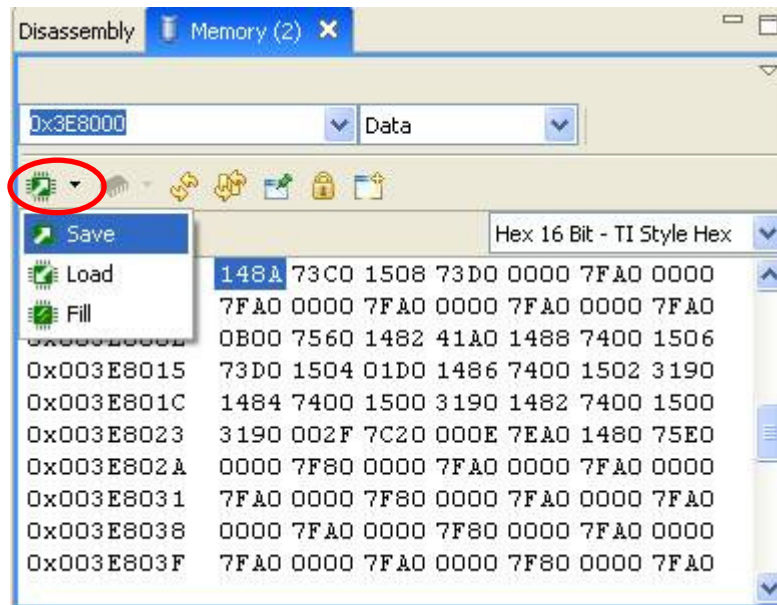
1. Start CCS4.0v and connect to the device.
2. Goto View -> Memory as shown below



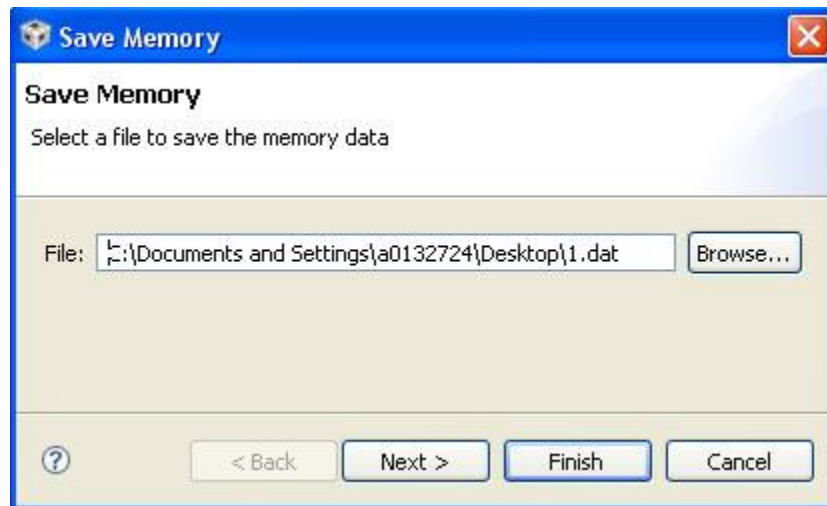
3. Memory window will open as shown below



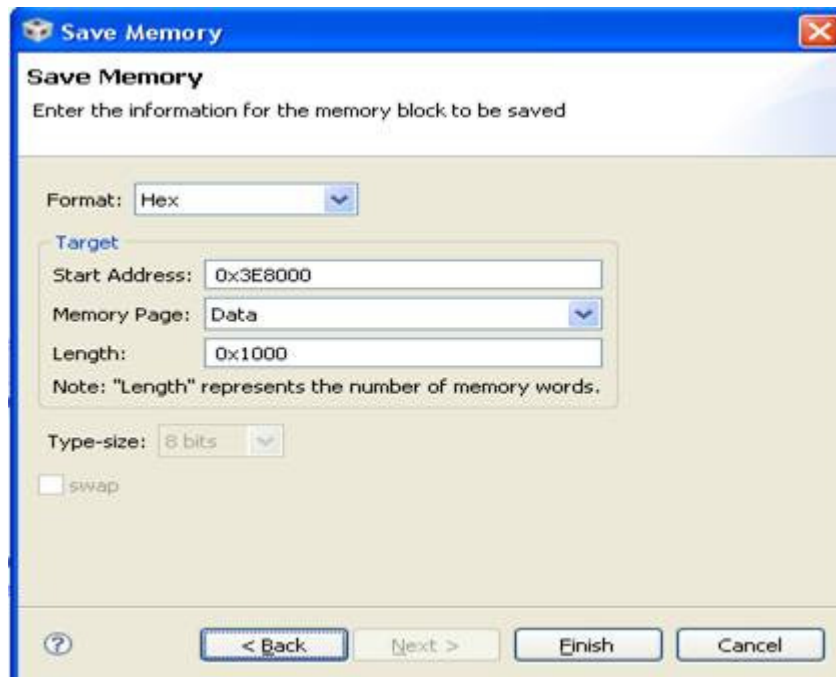
4. Enter the address location in the “Enter location here” and enter whether you would like to view program memory (or) data memory in “Data”



5. Press the Save option as shown above and the following window will pop up as shown below. Specify the location to save the .dat file and press next

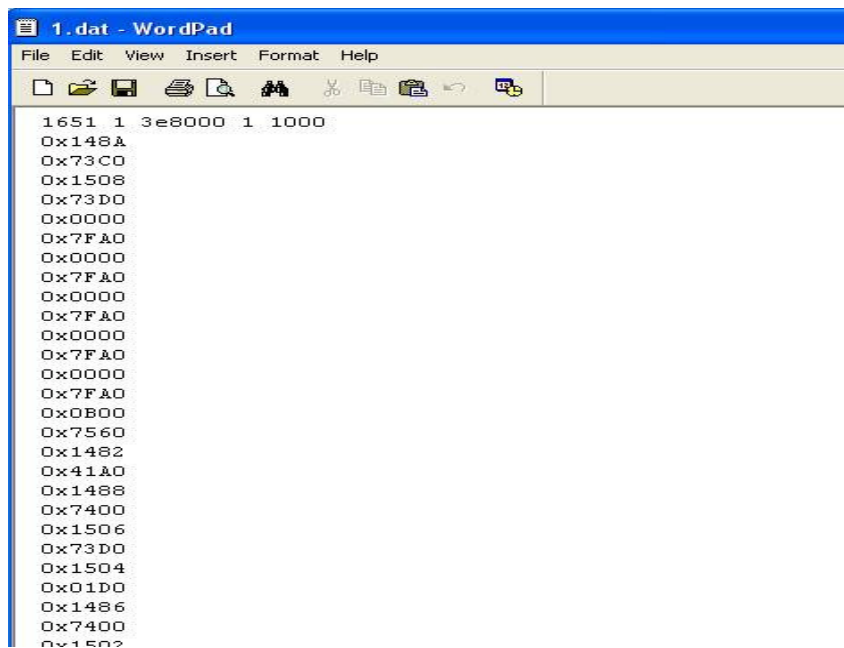


6. Select the format as **“Hex”** and enter the starting address of the flash. Select data memory and enter the length of the flash memory and press finish



The image shows a 'Save Memory' dialog box with a blue title bar and a close button. The main area is light beige. At the top, it says 'Save Memory' and 'Enter the information for the memory block to be saved'. Below this, there are several input fields: 'Format' is a dropdown menu set to 'Hex'; 'Start Address' is a text box containing '0x3E8000'; 'Memory Page' is a dropdown menu set to 'Data'; 'Length' is a text box containing '0x1000'. Below these is a note: 'Note: "Length" represents the number of memory words.' Further down, 'Type-size' is a dropdown menu set to '8 bits', and there is an unchecked checkbox labeled 'swap'. At the bottom, there are four buttons: a help button (question mark), '< Back', 'Next >', and 'Finish'. The 'Finish' button is highlighted.

7. Open the .dat file from the specified location. The .dat file will appear as shown below



The image shows a WordPad window titled '1.dat - WordPad'. The menu bar includes File, Edit, View, Insert, Format, and Help. The toolbar contains various icons for file operations. The text area displays the following content:

```
1651 1 3e8000 1 1000
0x148A
0x73C0
0x1508
0x73D0
0x0000
0x7FA0
0x0000
0x7FA0
0x0000
0x7FA0
0x0000
0x7FA0
0x0000
0x7FA0
0x0000
0x7FA0
0x0B00
0x7560
0x1482
0x41A0
0x1488
0x7400
0x1506
0x73D0
0x1504
0x01D0
0x1486
0x7400
0x1502
```

