





Use J-link to debug and download MG32F10x

V1.0





1 Configure J-Link

- 1) New a folder named "Megawin" under J-Link installed path H:\Program Files (x86)\SEGGER\JLink_V635g\Devices (J-link installed path could be modified, and the demo machine of this document is installed on disk H). Then new a folder named "MG32F10x" under "Megawin" folder.
- 2) Copy MG32F10x Flash algorithm to J-Link installed path H:\Program Files (x86)\SEGGER\JLink_V635g\Devices\Megawin\MG32F10x. Flash algorithm would be located under users' Keil installed path\Keil_v5\ARM\PACK\Megawin\CM3_DFP\1.0.0\Flash

(H:) > Keil_v5 > ARM > PACK > Megawin > CM3_DFP > 1.0.0 > Flash

Name	Date modified	Type	Size
 MG32F103C9T6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F103CBT6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F103RBT6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F104RCT6.FLM	2021/11/2 10:54	FLM File	15 KB

(H:) > Program Files (x86) > SEGGER > JLink_V635g > Devices > Megawin > MG32F10x

Name	Date modified	Type	Size
 MG32F103C9T6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F103CBT6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F103RBT6.FLM	2021/11/2 10:54	FLM File	15 KB
 MG32F104RCT6.FLM	2021/11/2 10:54	FLM File	15 KB

- 3) Open J-link devices file on H:\Program Files (x86)\SEGGER\JLink_V635g\JLinkDevices.xml and add MG32F10x information as below, then save.

```
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F103C9T6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x18000" Loader="Devices\Megawin\MG32F10x\MG32F103C9T6.FLM"
LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
</Device>
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F103CBT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x20000" Loader="Devices\Megawin\MG32F10x\MG32F103CBT6.FLM"
```

```
LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
```

```
</Device>
```

```
<Device>
```

```
<ChipInfo Vendor="Megawin" Name="MG32F103RBT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
```

```
<FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x20000" Loader="Devices\Megawin\MG32F10x\MG32F103RBT6.FLM"
```

```
LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
```

```
</Device>
```

```
<Device>
```

```
<ChipInfo Vendor="Megawin" Name="MG32F104RCT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
```

```
<FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x40000" Loader="Devices\Megawin\MG32F10x\MG32F104RCT6.FLM"
```

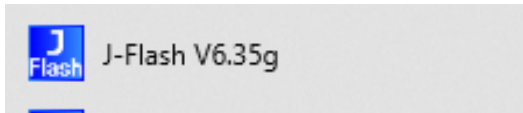
```
LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
```

```
</Device>
```

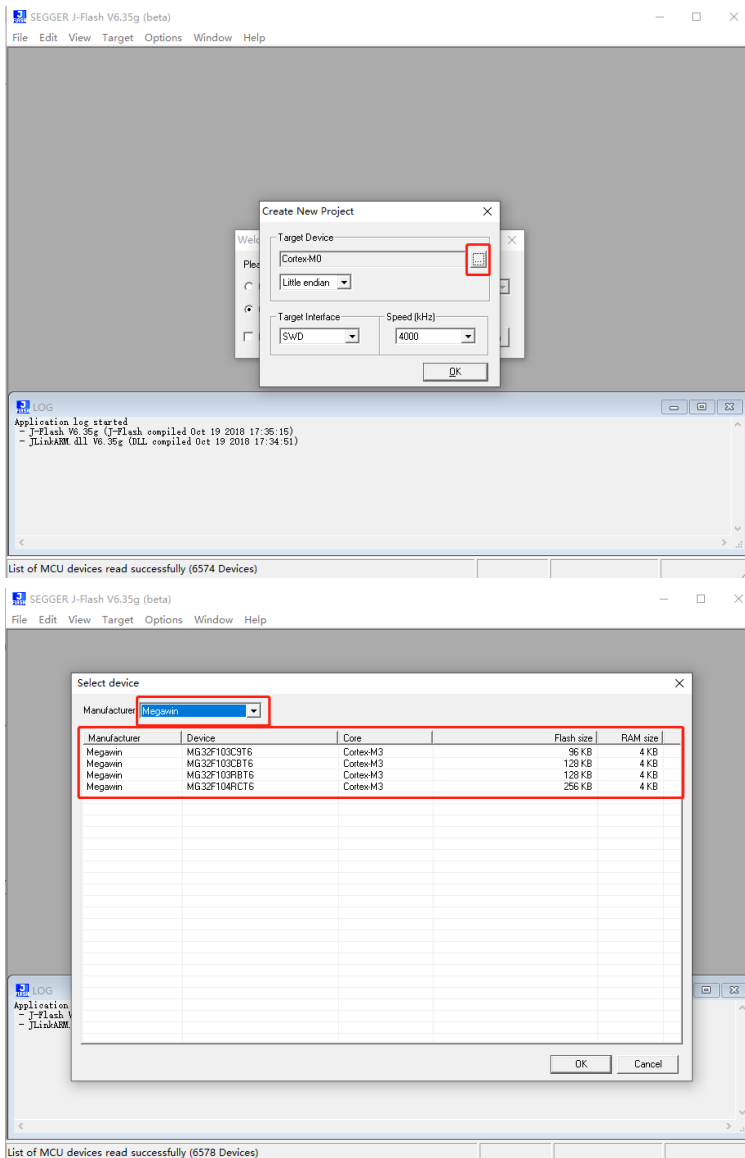
```
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F103C9T6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x18000" Loader="Devices\Megawin\MG32F10x\MG32F103C9T6.FLM" LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
</Device>
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F103CBT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x20000" Loader="Devices\Megawin\MG32F10x\MG32F103CBT6.FLM" LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
</Device>
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F103RBT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x20000" Loader="Devices\Megawin\MG32F10x\MG32F103RBT6.FLM" LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
</Device>
<Device>
  <ChipInfo Vendor="Megawin" Name="MG32F104RCT6" Core="JLINK_CORE_CORTEX_M3" WorkRAMAddr="0x20000000" WorkRAMSize="0x1000" />
  <FlashBankInfo Name="Internal Flash" BaseAddr="0x08000000" MaxSize="0x40000" Loader="Devices\Megawin\MG32F10x\MG32F104RCT6.FLM" LoaderType="FLASH_ALGO_TYPE_CMSIS" AlwaysPresent="1" />
</Device>
```

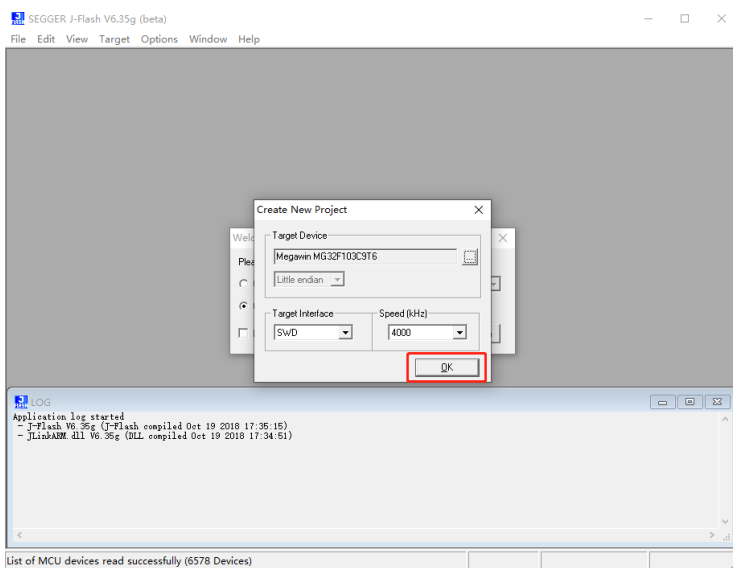
2 Use J-Link to Download

- 1) Open J-Flash.

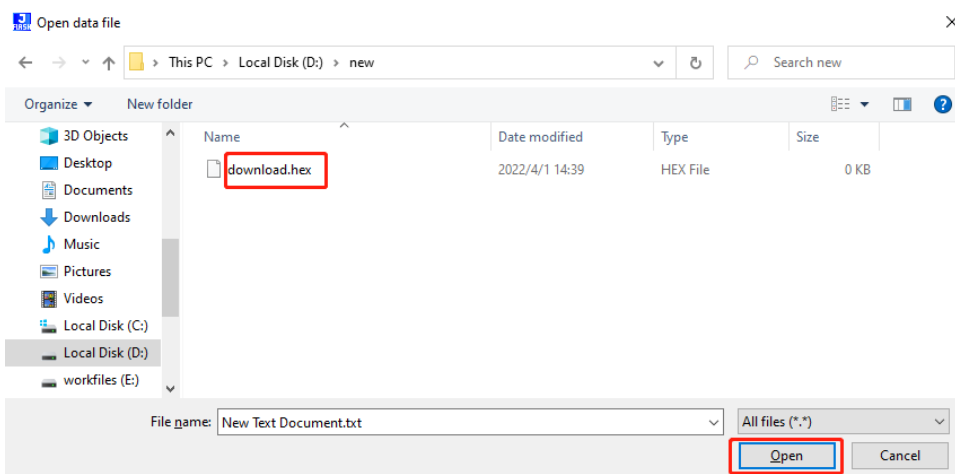
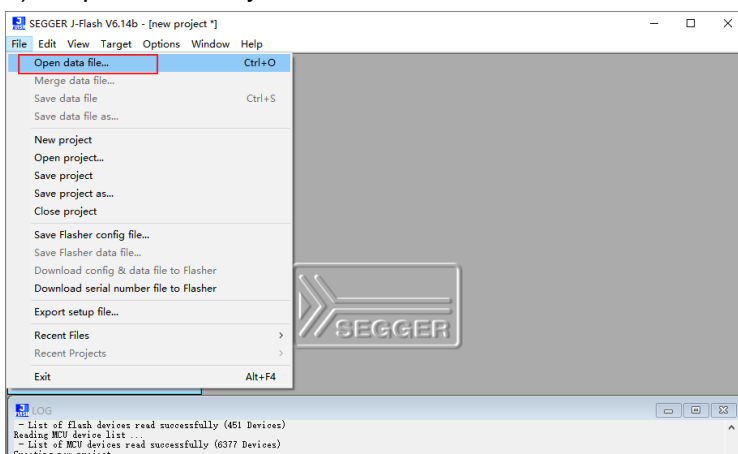


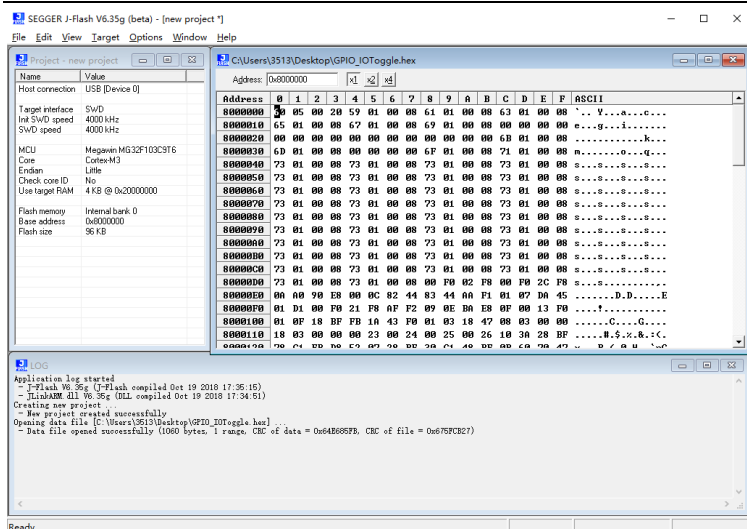
- 2) Create New Project, then select the target device you need.



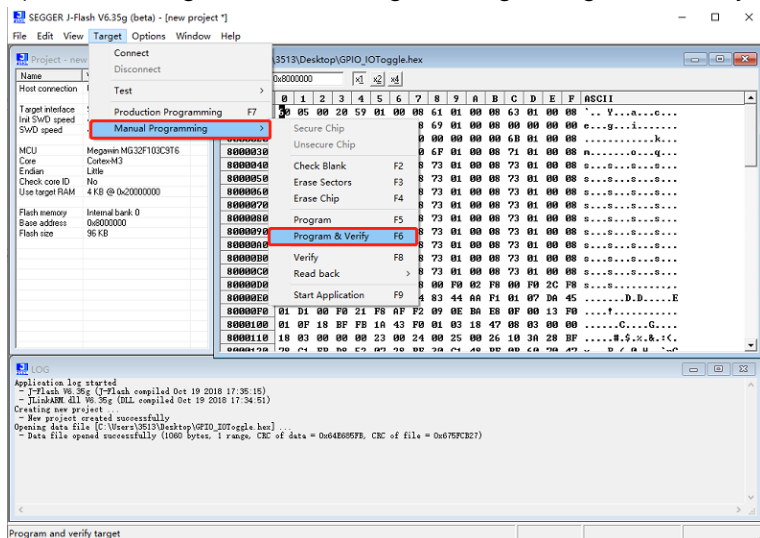


3) Open HEX file you need to download.

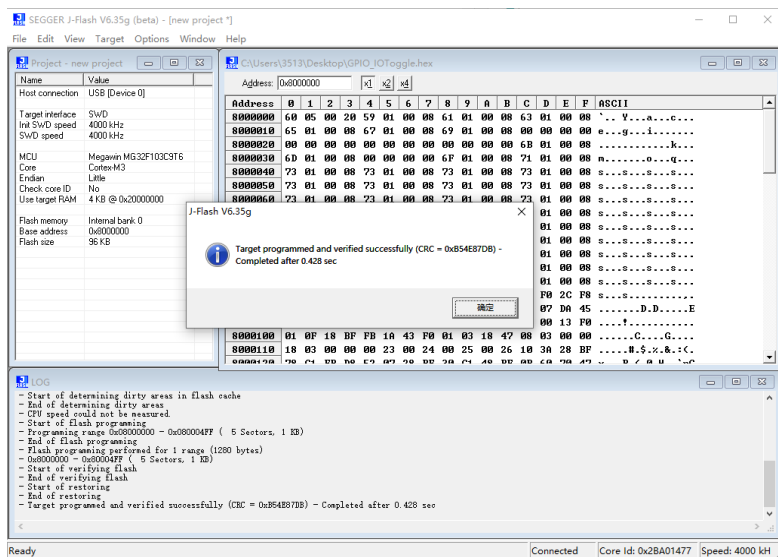




4) Press Target - Manual Programming - Program & Verify. Start download.



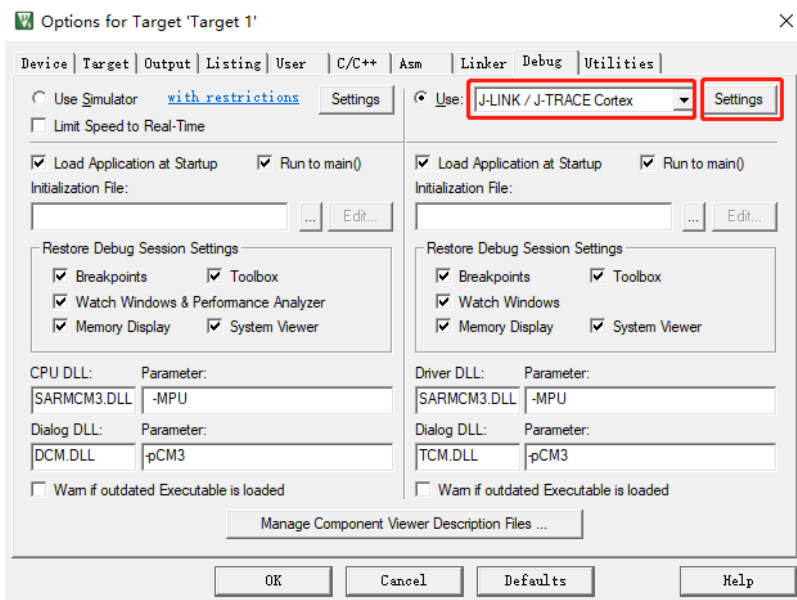
5) Download complete.



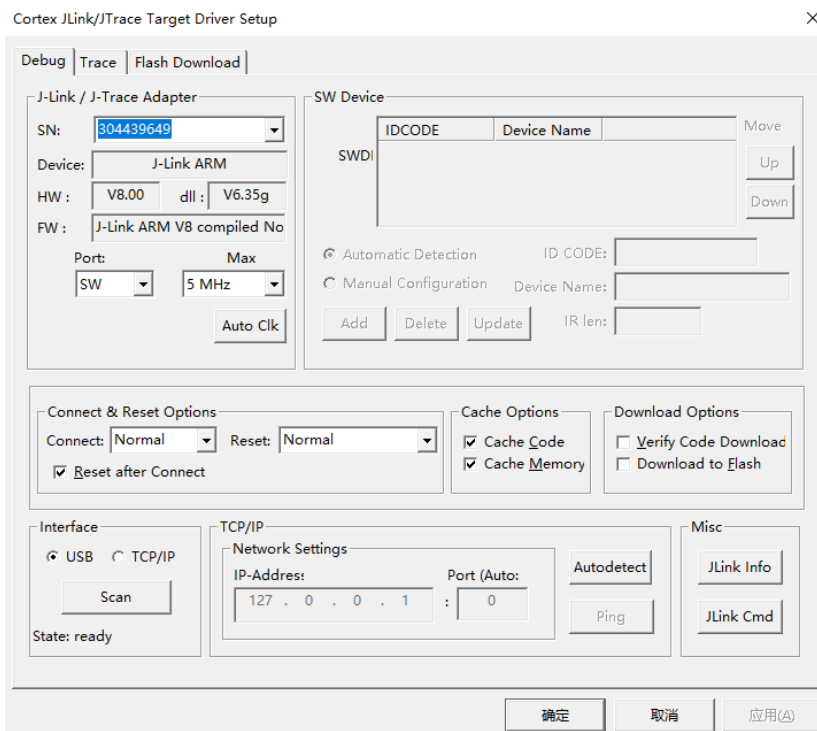
3 Use J-Link to debug

First, follow the first chapter of this document to complete J-Link configuration.

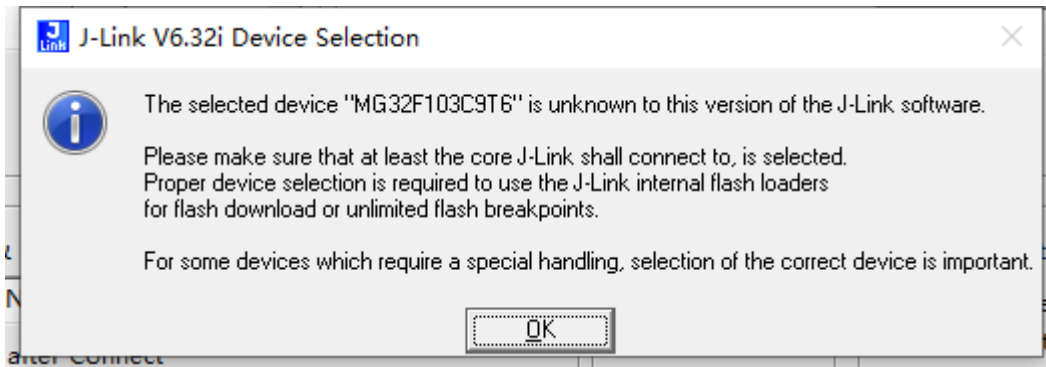
Then open Keil project, open options for Target window and press Settings button after select J-Link on Debug tab.



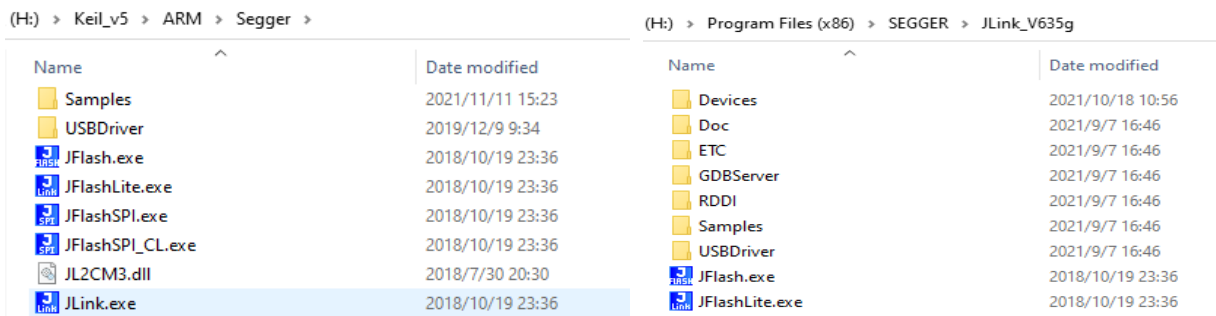
If J-link is connected to PC and J-Link driver is installed successfully, you shall see the window as below.



If you click Settings and keil prompts something like The selected device xxx is unknown, this problem should be caused by J-link driver mismatch in Keil. So let's just substitute it.



Picture below on the left shows the J-Link driver path which is installed with Keil, and the picture on the right is the J-Link driver path installed and configured according to chapter 1 by ourself. Now We cover the J-Link driver which is installed with Keil with everything in our installed J-link directory. After cover completed, reopen Settings in Debug tab, you shall see the window normally.



Select Flash Download tab, select the chip you need, you shall be able to debug.

