

Flasher Utility Installation

1. Download the [BlueNRG Flasher installer](#) and perform the installation in your system.
2. Locate the 'RF-Flasher Utility' program and run it.

Device Bootloader Activation

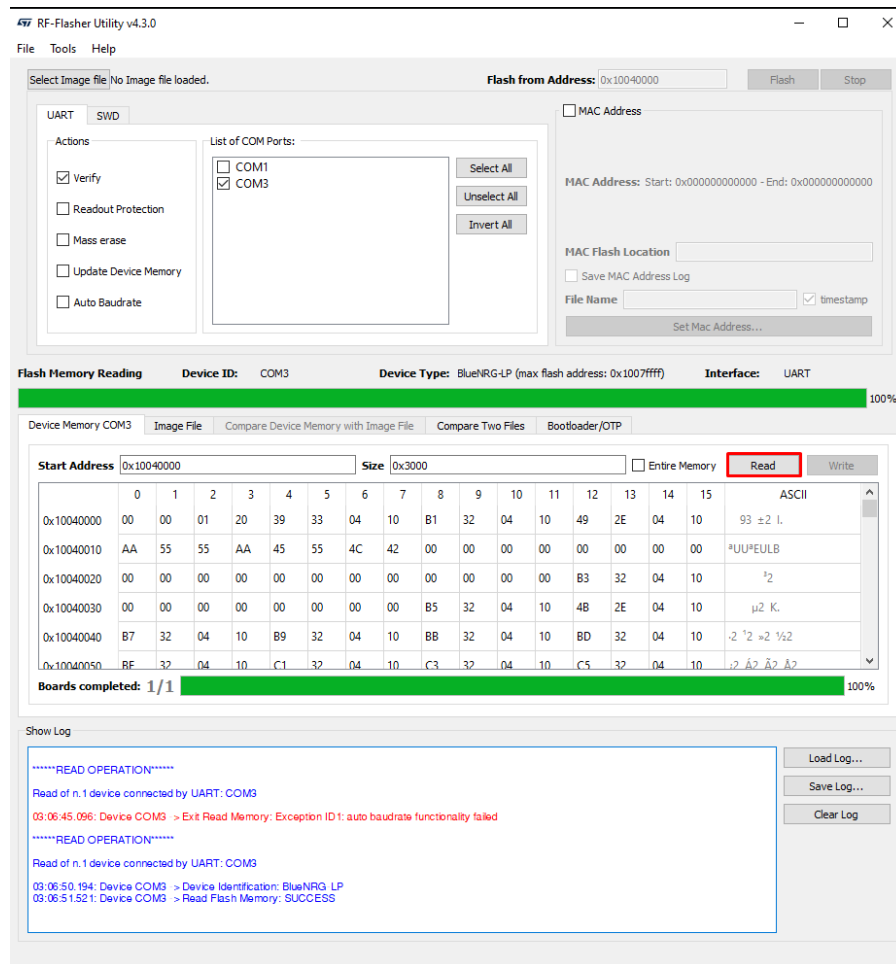
1. In order to activate the SiP's bootloader mode, you must connect the 'PA10' pin to HIGH (3V3).
2. Press the 'RESET' button while the device is connected to the computer.

If you want to make sure the device is entering bootloader mode, you can open a RS232 serial terminal (such as Termit) and verify if it stops updating after performing step 2 (considering there is a program downloaded into the device already).

Identifying the Device in RF-Flasher

1. With the device connected to your computer, activate bootloader mode.
2. Open the RF-Flasher program and check the list of COM ports.
3. If there is a single COM port then that should be your device's, if there are more you can identify your device's by selecting each port and attempting to read its memory. Only a device with bootloader mode activated will allow the program to successfully read the memory contents.

Obs.: Make sure to disconnect any RS232 terminal programs from the COM ports, otherwise RF-Flasher won't be able to read/flash to the device's memory.



Selecting Application Binary

1. Click the 'Select Image file' button at the top of the RF-Flasher screen.
2. Locate the .bin file of the application you wish to download to the device. To locate this file, head to the application's WiSE-Studio project folder, then go inside the folder which is named after the currently selected project configuration profile (i.e. 'Debug'/'Release').
3. Select the binary file.

Downloading and Checking

1. Connect your device to the computer, activate bootloader mode.
2. Open the RF-Flasher program, select your device's COM port.
3. Select the desired application's binary.
4. Click the 'Flash' button on the top right, alternatively press Ctrl+F/go into 'Tools' > 'Flash' in the top bar.

Obs.: Make sure to disconnect any RS232 terminal programs from the COM ports, otherwise RF-Flasher won't be able to read/flash to the device's memory.

