ACTIVATE WRP

# Link

<https://www.youtube.com/watch?v=qCuVBD2dmTA&list=PLnMKNibPkDnFzux3PHKUEi14ftDn9Cbm7&index=5>

# Description

In this paperwork, we will do all the steps to quickly activate the write protection (WRP) of the stm32 board we are using.

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# Prerequisites

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## STM32 Board

## ST-Link cable

## STM32CubeProgrammer

# Walkthrough

## Step 1 : Run STM32CubeProgrammer

Launch STM32CubeProgrammer. On it you will just connect with your STM32 board, using your ST-Link.  
Once connected you can check that you actually can change data by double-clicking and changing value.

Graphical user interface, application

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## Step 2 : Activate Write Protection

Once you’ve tested that you can change values, you go to the OB menu and click on the write protection section. To activate a protection set the following :

WP1IA\_STRT : Value : 0x0 (this is the first address being protected)

WP1IA\_STRT : Value : 0x0 (this is the last address being protected)

Graphical user interface, text, application, email

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## Step 3 : Test the writing protection

Come back to device memory and now you should not be able to modify the first address (on the top left corner). If you do so, you will get an error message confirming us that the write protection has been activated.  
For disabling it again put the go back to the previous step and set those values :

WP1IA\_STRT : Value : 0x0 (this is the first address being protected)

WP1IA\_STRT : Value : 0x0 (this is the last address being protected)

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## Step 4 : Develop the protection activation

To do so, you will have to generate the code for the L476RG nucleo board. It doesn’t work on the G0 and the WB55 that are furnished.   
Once the code is generated, just add the code pointed with a red arrow in the main file.  
The code basically enter in write protection mode when the button is pushed.

Graphical user interface, text, application, email

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## Step 5 : Edit the memory content

To do so you will need to use the tool to access the memory on the IDE. Once you are on It, you can simply go on address 0x10000000.  
Put the code in pause and modify the memory. No error appears and you can continue the program

Graphical user interface, text, application

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## Step 6 : Push the user button

Just put the blue button on your board to activate the write protection as we previously said. If you put the code in pause and try to modify the memory like step 6,you should now receive an error message that the memory is blocked.

Graphical user interface, text, application

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