ACTIVATE RdP

# Link

<https://www.youtube.com/watch?v=qCuVBD2dmTA&list=PLnMKNibPkDnFzux3PHKUEi14ftDn9Cbm7&index=9>

# Description

In this paperwork, we will configure the RdP, to protect our board to be read the memory.

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# Prerequisites

A picture containing chart

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## STM32 Board

## ST-Link cable

## STM32CubeProgrammer

## STM32CubeMX

## STM32CubeIDE

# Walkthrough

## Step 1 : Understand different RDP Levels

Timeline

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Diagram

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## Step 2 : Run STM32CubeMX and generate the code

Launch STM32CubeMX and select the right board depending on the one you are using. In my case I use the WB55 Nucleo board. Then you can generate the code of your project.  
Don’t forget to select the correct IDE (in my case STM32CubeIDE).  
Graphical user interface, application

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## Step 3 : Write a code to test.

To test our RdP functions, I will simply write a small code that is making a LED blink in our main.c file.

Graphical user interface, text, application

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Once the code is done, just compile and run the code.

Step 4 : Activate RdP Level 1  
Just launch your STM32Programmer and connect to your ST-Link Cable. When connected go to the OB section and Read Out Protection. You will be able to change your read protection. By default you should be in “AA” which is the default mode. Just switch it to “BB” and click on the apply button.  
Graphical user interface, text, application

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you led should stop blinking. Just unplug and plug back your cable to your computer. If the Led is not blinking back, press the reset button of your board.

## Step 4 : Check the memory

Normally if you have done things correctly you should not be able to check your memory with the application.  
A screenshot of a computer

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To put back your device normally, just go to the OB section and put “AA” back. Warning the flash memory will be reset.