**Correct as of Jetson Linux 36.3**

1. Follow the [manual flashing guide](https://arkelectron.gitbook.io/ark-documentation/flight-controllers/ark-jetson-pab-carrier/flashing-guide/manual-flashing-guide).

**Note 1:**

| There is no need to do this step. You will be prompted to set up a username and password later. |
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**Note 2:**

| When you connect your Jetson to the host computer, run “lsusb” to check the connection.  The Jetson should appear as something like “Bus 003 Device 018: ID 0955:7623 NVIDIA Corp. APX”. If the word “APX” isn’t there, **the connection is bad and the flashing will probably fail**. Stop using a USB hub (if you’re using one), or try another host computer. |
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**Note 3:**

| You should use the following command for flashing (it’s the same command for automatic and manual flashing of the ARK Jetson):  sudo ./tools/kernel\_flash/l4t\_initrd\_flash.sh --external-device nvme0n1p1 -p "-c ./bootloader/generic/cfg/flash\_t234\_qspi.xml" -c ./tools/kernel\_flash/flash\_l4t\_t234\_nvme.xml --erase-all --showlogs --network usb0 jetson-orin-nano-devkit nvme0n1p1  Do not use the official flashing commands on the Nvidia website. |
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After the flashing is complete, the command line on the host computer will print something like:

“Flash is successful

Reboot device

Cleaning up...”

The Jetson fan will stop and start spinning again. Once this occurs, the Jetson has been flashed and rebooted. The Jetson is **still not ready for regular use**. The display port will not work yet.

1. Connect to the Jetson through the host computer by running the command “picocom -b 115200 ttyACM0”.

This will let you access the Jetson command line from the host computer. You will be prompted to create a username and password. You will also set up other settings here. Once you have finished the setup process, you can reboot the Jetson and all of its functions should work normally.