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nRF51822 iRAM and iROM settings for S110 SD?

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110 nrf51822 sample code keil

Can you please provide me the iROM and iRAM settings for the
S110 softdevice for the nRF51822? Specify the SD version you
are using please.

cybero
87 ●4 ●14 ●16
asked **Mar 12 '15**
updated **Mar 12 '15**

I'm reading nRF51822_Development_Kit_User_Guide_v1.4.pdf
but I'm still a bit confused.

The point is that I flash the SD and after that I try to flash the example called "ble_app_hrs"
and nRFgo says:

> The hex file has data in SoftDevice region. Try programming using "Program SoftDevice", or
> erase all before programming.

So I think maybe my problem is related to the iROM/iRAM settings.

Thanks in advance

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SoftDevice 5.x.x and 6.x.x:

11

Stian
Nordic employee
4901 ●5 ●9
answered **Mar 12 '15**

Aryan
Nordic employee
11380 ●10 ●28 ●32
updated **Aug 4 '15**

	on-chip					on-chip			
☑	IROM1:	0x14000	0x2B000	●	☑	IRAM1:	0x20002000	0x2000	☐
☐	IROM2:			○	☐	IRAM2:			☐

SoftDevice 7.x.x:

SoftDevice 8.x.x:

SoftDevice 9.x.x:

Note that the IRAM size depends on your chip revision. Go to the compatibility matrix to see which chip version you have. It exists two sizes, 16kB and 32kB. IRAM start and size should add up to 0x4000 for 16kB or 0x8000 for the 32kB version.

Also have a look in the compatibility matrix to see which chip revision goes to which SoftDevice, and which SoftDevice that goes to which SDK.

All the s110 projects in the SDK should have these IRAM and IROM settings correct by default, so you do not really need to change anything in order to get the examples work.

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Thanks Stian. I forgot to say my chip revision is QF AA.
cybero (Mar 12 '15) edit convert to answer

@cybero: What IROM and iRAM settingss worked for your QFAA chip?
vineeshvs (Oct 29 '15) edit convert to answer

It worked with nRF51822AA chip with the following configuration

```
I ROM: 0X18000 (START), 0X8000 (SIZE)
I RAM: 0X20002000 (START), 0X2000 (SIZE)
```

vineeshvs (Oct 31 '15) edit convert to answer

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0

Additionally, check the "Linker" tab of the Options for Target dialog. If you don't check "Use Memory Layout from Target Dialog" you will probably still have problems flashing your application. (I believe this box is checked by default but it became unchecked in my application somehow.)

I don't know enough about embedded programming to imagine why someone might want to specify a memory layout but have the linker *not* use that layout. So I'm unclear on why this check box is needed at all, but I do know that my application started working when I checked it.

Mark W. Schumann
11 ●5 ●6
answered Jun 21 '16

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