Programming Flash on a Target
"Flash algorithms" provide canned alternatives

```c
struct FlashDevice const FlashDevice  =  {
    FLASH_DRV_VERS,              // Driver Version, do not modify!
    "New Device 256kB Flash",    // Device Name
    ONCHIP,                      // Device Type
    0x00000000,                  // Device Start Address
    0x00040000,                  // Device Size in Bytes (256kB)
    1024,                        // Programming Page Size
    0,                           // Reserved, must be 0
    0xFF,                        // Initial Content of Erased Memory
    100,                         // Program Page Timeout 100 mSec
    3000,                        // Erase Sector Timeout 3000 mSec

// Specify Size and Address of Sectors
    0x002000, 0x000000,          // Sector Size  8kB (8 Sectors)
    0x010000, 0x010000,          // Sector Size 64kB (2 Sectors)
    0x002000, 0x030000,          // Sector Size  8kB (8 Sectors)
    SECTOR_END
};
```

From: https://open-cmsis-pack.github.io/Open-CMSIS-Pack-Spec/main/html/flashAlgorithm.html

What about RISC-V?