

What about programming flash?

Programming Flash on a Target

A very manual process

4.9.38 FLASH register map and reset values																																		
Table 28. Register map and reset value table																																		
Offset	Register name reset	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0x000	FLASH_ACR	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	WRHIGHFREQ		LATENCY				
	0x00000037																											1	1	0	1	1	1	
0x004	FLASH_KEYR1	KEY1R																																
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
0x008	FLASH_OPTKEYR	OPTKEYR																																
	0x00000000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
0x00C	FLASH_CR1	Res.	Res.	Res.	CRCRDERRIE1	CRCENDIE1	DBECCERRIE1	SNECCERRIE1	RDSERRIE1	RDPERRIE1	OPERRIE1	INCERRIE1	Res.	STRBERRIE1	PGSERRIE1	WRPERRIE1	EOPIE1	CRC_EN	Res.	Res.	Res.	Res.	SNB1				START1	FW1	PSIZE1		BER1	SER1	PG1	LOCK1
	0x00000031				0	0	0	0	0	0	0	0		0	0	0	0	0					0	0	0	0	0	0	1	1	0	0	0	1
	FLASH_SR1	Res.	Res.	Res.	END1	CERR1	CERR1	ERR1	ERR1	ERR1	ERRIE1	ERR1	Res.	ERR1	ERR1	ERR1	P1	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	Res.	BUSY1	W1	NE1	Y1	