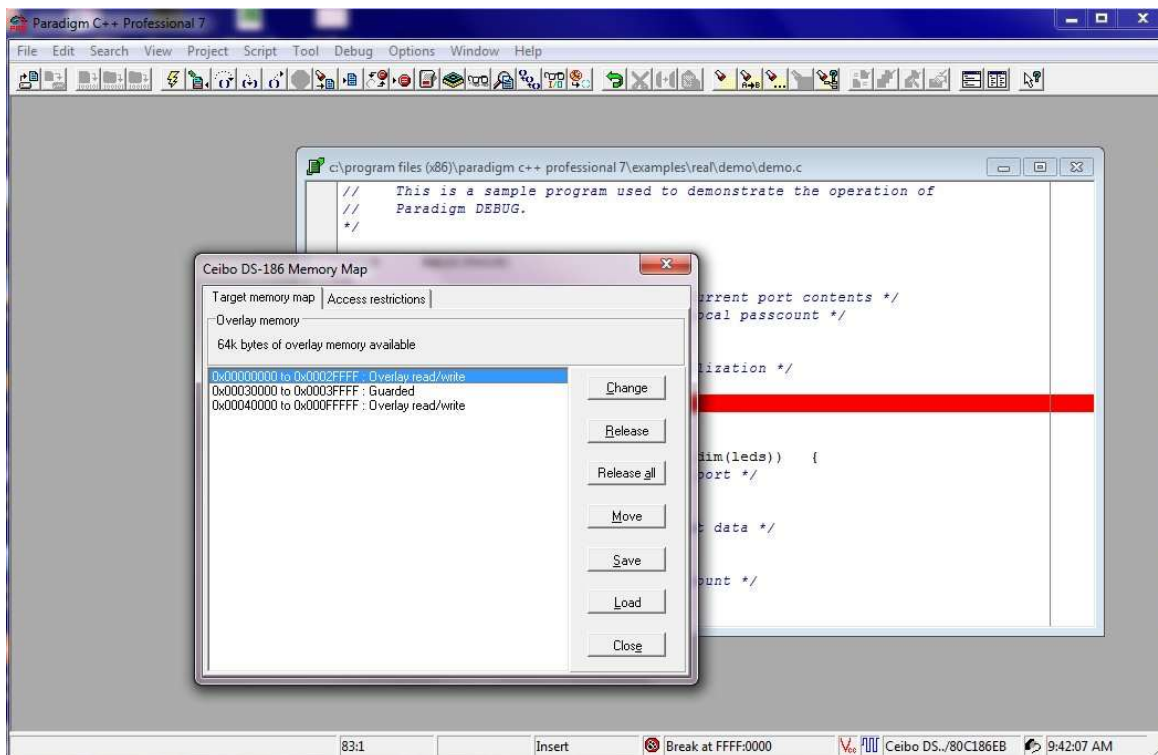


Changing Memory Map

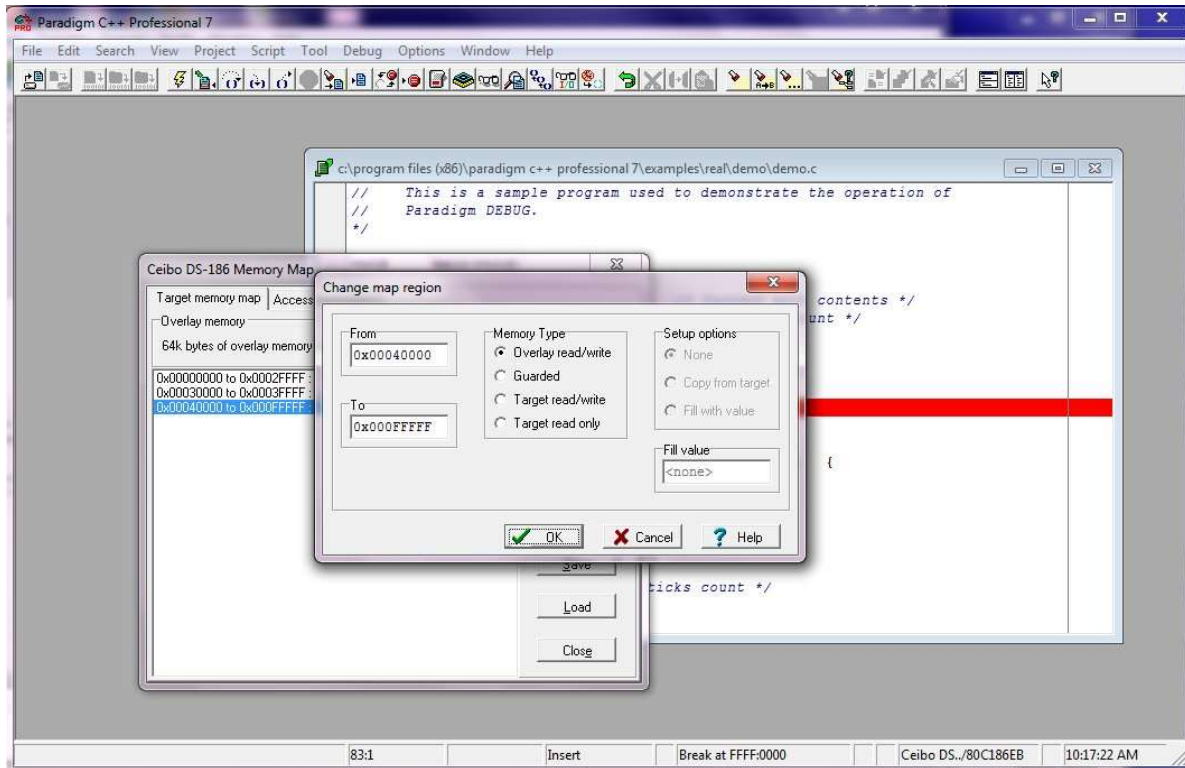
0x50000 to 0x5FFFF

to TARGET READ/WRITE

1. View – Map (you should have a starting screen like this):



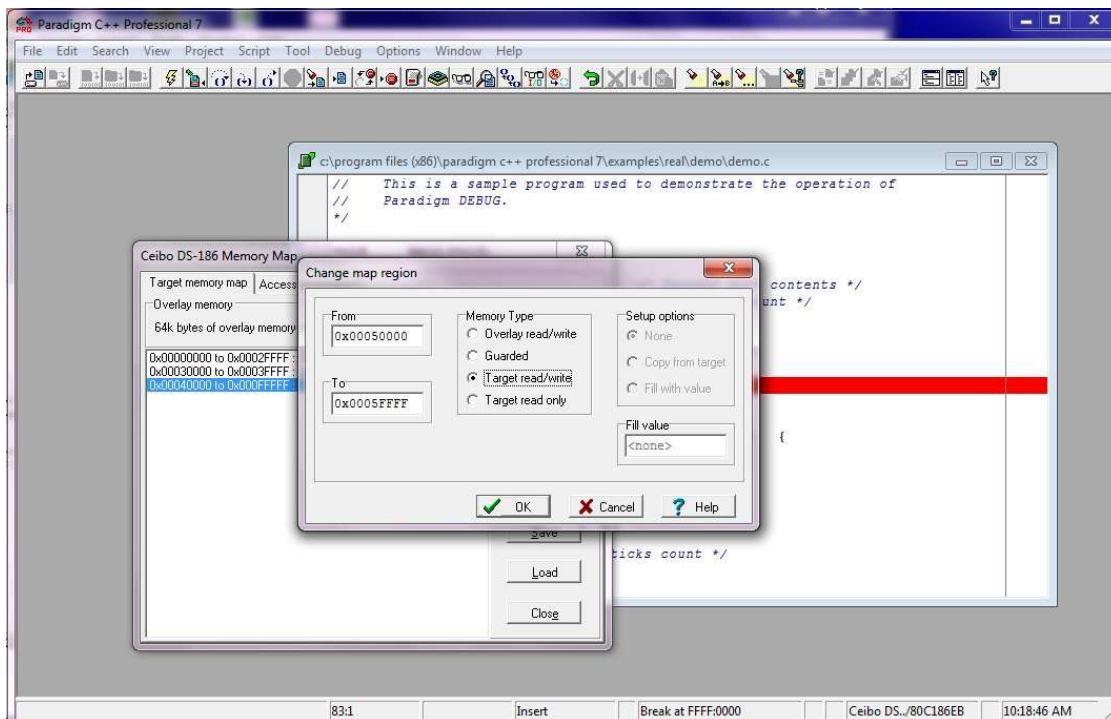
2. Click on the 3rd line 0x40000 to 0xFFFFF:



3. Modify From 0x40000 To 0xFFFFF as follows:

From 0x50000 To 0x5FFFF

and click on Target read/write:



and press OK

The modify memory map setting is:

