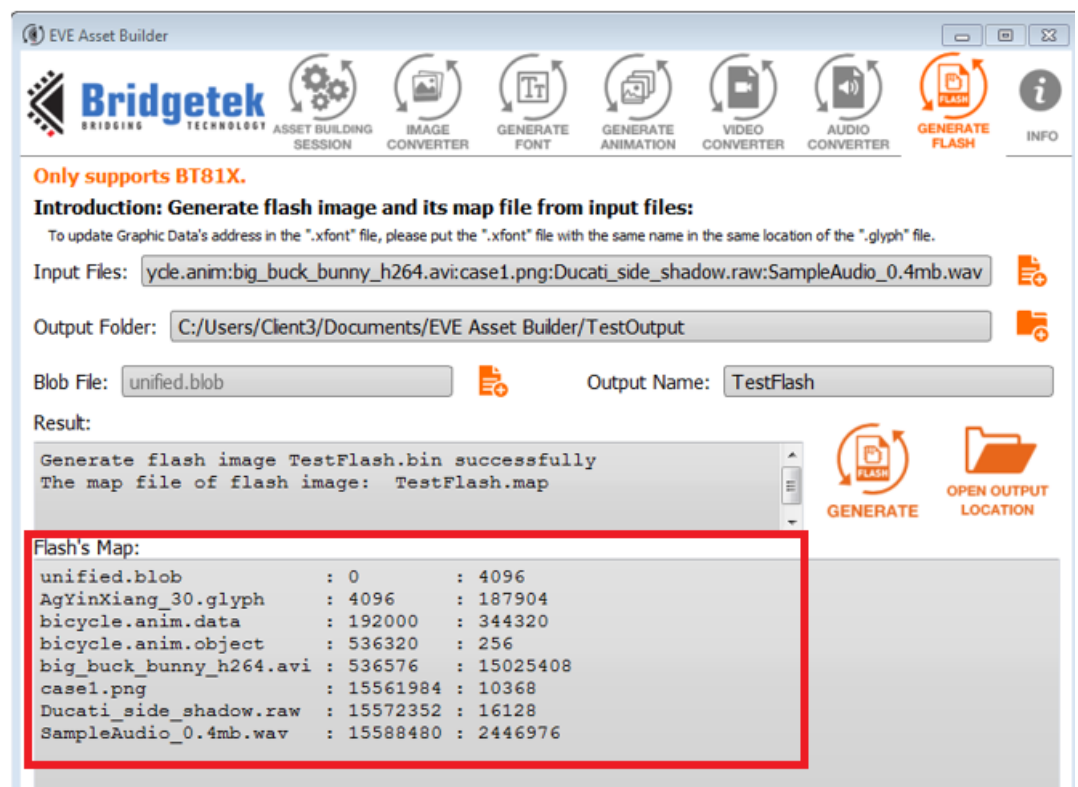


Writing data to external memory in EVE3 modules

1. See the Bridgetek EVE Asset Builder document (also attached) instructions, until step G – Generate Flash. That tool will help you to create the blob file (*.blob).
2. All the graphics you uploaded using the Guide are in the Flash's Map (marked as red). This section will give you information about the file's address and size.



3. To download the .blob file to your external flash you can use development kit HERMES (<https://riverdi.com/product/hermes-board/>), together with the dedicated library riverdi-eve. The way to compile this lib for the HERMES using the MinGW was described on the website: <https://github.com/riverdi/riverdi-eve>.
4. The exemplary and complete application (compiled using the riverdi-eve library) which downloads the blob.bin file to the external memory and plays the "bicycle.anim.object" from the 408576 address, is available here: https://github.com/riverdi/EVE3_flash_write. After downloading the program together with eve3-flash-write.exe there is a default file blob.bin. If you want to write your own .bin file, please replace this, while keeping the same file name.