DebugWave Homepage Copy Draft

HEADLINE

Fast STM32 Debug Server and Flash Programmer

SUBHEAD

The intelligent and reliable interface to your ST-Link/V2 and ULINK2 probes.

CTA

Install on Windows

DebugWave 1.7.0.1. See all versions.

BENEFITS

Improved productivity

Save your time avoiding unnecessary erase/program cycles and reduce flash wearing with intelligent flash programming. DebugWave communicates with debug probes directly, with no third-party libraries in the middle, ensuring reliable connection, high transfer rates and detailed diagnostics.

No strings attached

DebugWave is not locked to a single proprietary type of probes or a cloud account. Develop your code offline and work with your clients and partners using vendor-recommended and integrated probes most developers already have.

Ready to swing into action

DebugWave detects all connected targets, their flash layouts and programming parallelism for you automatically. Use intuitive target specifiers to differentiate between them in an easy to use and safe manner. The setup procedure is quick and simple — whether you get it from a Windows .msi installer, Ubuntu APT repository or a .deb package.

Straightforward licensing

All currently supported targets will stay supported for free. Keep your projects pure from paid tools and share the same development, production and research environments with your clients,

partners and students, and especially for volume use. In the future, only new targets and features may be subject to a paid license.

Fits mission-critical applications

All DebugWave users are backed up with one-to-one support directly from the developers at support@debugwave.com. Paid users additionally get priority resolution of support requests and access to urgent fixes. Thanks to well-thought internal design and extensive testing, we usually fix discovered bugs in a few days.

Designed to extend your product's ecosystem

Make the DebugWave utility part of your integrated solution. It's free and does not require additional agreements and permissions. DebugWave has been specifically designed to work smoothly with other software and implements the same command-line interface on all platforms.

Under control of your code

Enable your products and technologies with the fast and reliable plug-and-play link to ST-Link/V2 and ULINK2 probes. The DebugWave API is a comprehensive and easy to use interface to debug, program, examine and control STM32 devices directly from your C/C++ code. Please contact us at info@debugwave.com to get more details.

SPECS

GDB-compatible debug server	✓
Supported GDB features	Running, stepping, halting, hardware and software breakpoints, reading and writing registers and in-memory variables.
Command-line flash programmer	✓
Intelligent flash programming	✓
Supported targets	STM32 F, L and W series
Supported debug probes	ST-Link/V2 (standalone and integrated), Keil ULINK2
Supported platforms	Windows, Ubuntu (packages and APT repository)
Automatic targets and probes detection	✓
Support for targets with multiple flash layouts	✓
Support for variable parallelism size	✓
Support for multiple connected targets	✓

Supported debug interfaces	SWD
Programming interface	Yes, for C and C++.
Asynchronous internal architecture	Yes, ensures raw transfer rates close to maximum throughput for the corresponding USB protocol.
In-house developed communication layer	Yes, no third-party libraries in the middle.
Free redistribution	✓
Free and paid user support	Yes, via email.

SECONDARY CTA

[Follow us on Twitter](#)

FOOTER

Getting help

- [Support and feedback](#)
- [User guide](#)
- [Linux man page](#)
- [Contact developers](#)

Downloads

- [Get DebugWave](#)
- [Ubuntu APT repository](#)
- [Offline user guide](#)
- [EULA](#)

Staying in touch

- [Twitter](#)
- [GitHub](#)
- [News](#)
- [General inquiries](#)

[Terms of use](#)

[Privacy policy](#)