Debug track:

main()

{

initialize()

{

……

services\_init() //Add this function for buttonless dfu

{

……

err\_code = ble\_dfu\_buttonless\_init(&dfus\_init) //here return err\_code=0x04

{

……

err\_code = sd\_ble\_uuid\_vs\_add(&nordic\_base\_uuid, &m\_dfu.uuid\_type) //here return err\_code=0x04

{

SVCALL(SD\_BLE\_GATTS\_RW\_AUTHORIZE\_REPLY, uint32\_t, sd\_ble\_gatts\_rw\_authorize\_reply(uint16\_t conn\_handle, ble\_gatts\_rw\_authorize\_reply\_params\_t const \*p\_rw\_authorize\_reply\_params));

///here is the source for "err\_code=0x04"

};

……

};

APP\_ERROR\_CHECK(err\_code)

{

app\_error\_handler\_bare(ret\_code\_t error\_code)

{

……

app\_error\_fault\_handler(NRF\_FAULT\_ID\_SDK\_ERROR, 0, (uint32\_t)(&error\_info))

{

\_\_WEAK void app\_error\_fault\_handler(uint32\_t id, uint32\_t pc, uint32\_t info)

{

switch (id)

{

……

case NRF\_FAULT\_ID\_SDK\_ERROR:

error\_info\_t \* p\_info = (error\_info\_t \*)info;

UNUSED\_VARIABLE(p\_info);

\_\_LOG(LOG\_SRC\_APP, LOG\_LEVEL\_ERROR, "Mesh error %u at 0x%08x (%s:%u)\n",p\_info->err\_code, pc, p\_info->p\_file\_name, p\_info->line\_num);

break;

……

};

sleep\_forever(); //finally, the code stay at here!!!!!

};

};

};

};

};

……

};

……

};