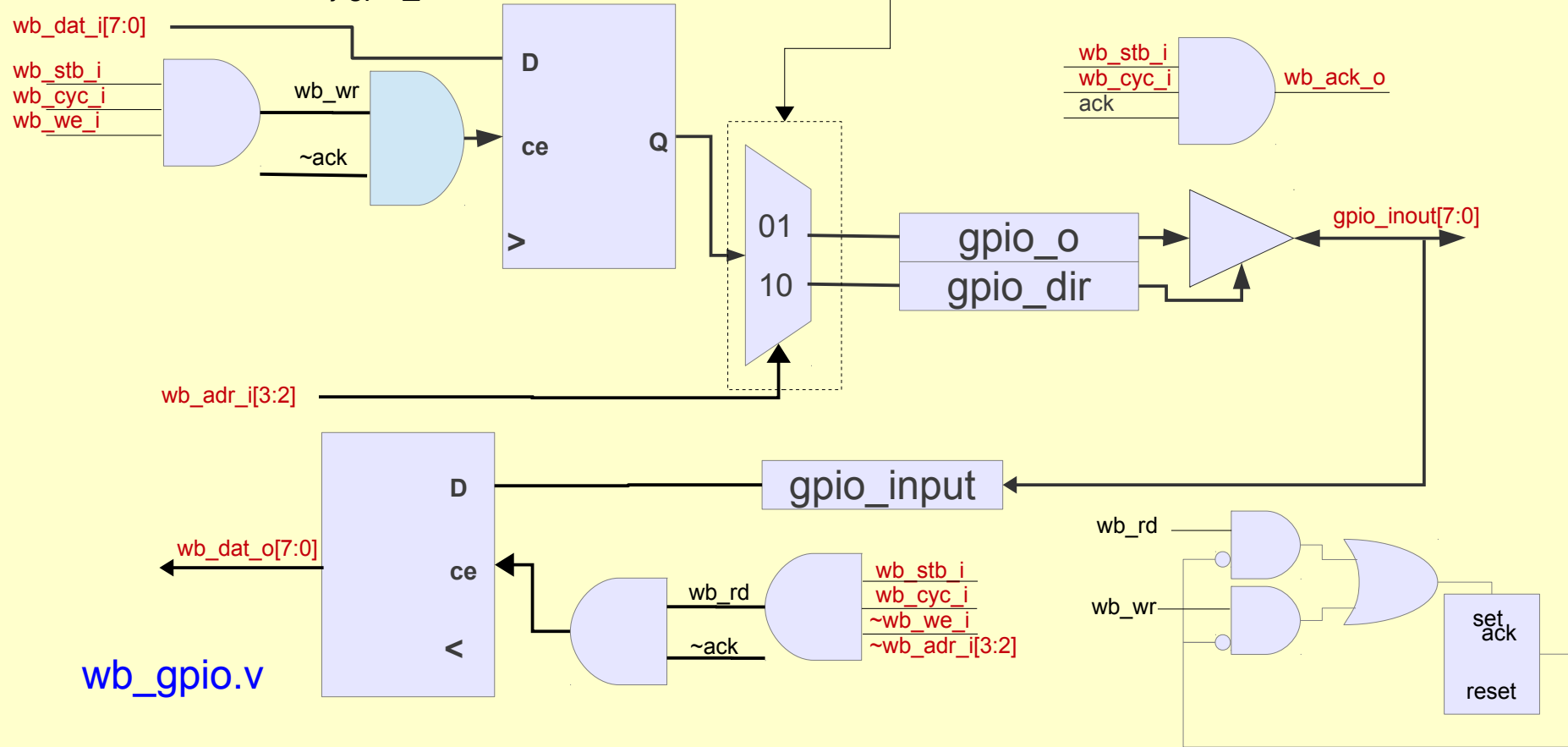


```

typedef struct {
    volatile uint32_t read;  BASE   = XX0000
    volatile uint32_t write; BASE+4 = XX0100
    volatile uint32_t w_dir; BASE+8 = XX1000
} gpio_t;

```



wb\_gpio.v