





```

typedef struct{
    uint32_t current_state;
    uint32_t device_address;
    uint32_t register_address;
    bool rw;
    uint32_t *read_data;
    uint32_t *write_data;
    uint32_t num_bytes;
    uint32_t byte_count;
    bool sm_busy;
    uint32_t cb_event;
} STATE_MACHINE_TypeDef;
  
```