v6.15
(https://os.mbed.com)

☰

GPIO

Implement the api declared in `mbed-os/hal/gpio_api.h`. You must define the struct `gpio_t`. This struct is commonly defined in an `objects.h` file within the `mbed-os/targets/TARGET_VENDOR/`, `mbed-os/targets/TARGET_VENDOR/TARGET_MCU_FAMILY` or `mbed-os/targets/TARGET_VENDOR/TARGET_MCU_FAMILY/TARGET_MCUNAME` directories.

You should define the GPIO names for LEDs and switches in PinNames.h as defined in the porting guide for pin names here (standard-pin-names.html).

🐦 (https://twitter.com/ArmSoftwareDev)   ▶ (https://www.youtube.com/c/ArmSoftwareDevelopers)   💬 (http://forums.mbed.com/)   ✎ (http://blog.mbed.com/)