



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

Mistake on this page?

Report an issue in GitHub  (<https://github.com/ARMmbed/mbed-os-5-docs/issues>) or email us  (<mailto:docs-mbed@arm.com>).



[Docs \(.\)](#) › [Porting \(index.html\)](#) › [Porting the HAL APIs \(porting-the-hal-apis.html\)](#) › [GPIO \(gpio.html\)](#)

# 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 \(standard-pin-names.html\)](#).

[⏪ Previous \(microsecond-ticker.html\)](#)

[Next ⏩ \(standard-pin-names.html\)](#)