stm32f10x.h

typedef int32\_t s32;

typedef int16\_t s16;

typedef int8\_t s8;

typedef const int32\_t sc32; /\*!< Read Only \*/

typedef const int16\_t sc16; /\*!< Read Only \*/

typedef const int8\_t sc8; /\*!< Read Only \*/

typedef \_\_IO int32\_t vs32;

typedef \_\_IO int16\_t vs16;

typedef \_\_IO int8\_t vs8;

typedef \_\_I int32\_t vsc32; /\*!< Read Only \*/

typedef \_\_I int16\_t vsc16; /\*!< Read Only \*/

typedef \_\_I int8\_t vsc8; /\*!< Read Only \*/

typedef uint32\_t u32;

typedef uint16\_t u16;

typedef uint8\_t u8;

typedef const uint32\_t uc32; /\*!< Read Only \*/

typedef const uint16\_t uc16; /\*!< Read Only \*/

typedef const uint8\_t uc8; /\*!< Read Only \*/

typedef \_\_IO uint32\_t vu32;

typedef \_\_IO uint16\_t vu16;

typedef \_\_IO uint8\_t vu8;

typedef \_\_I uint32\_t vuc32; /\*!< Read Only \*/

typedef \_\_I uint16\_t vuc16; /\*!< Read Only \*/

typedef \_\_I uint8\_t vuc8; /\*!< Read Only \*/