



# GD32F30x CPU Support Package Guide

**Version: 4.1**





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# GD32F30x Support Package

This guide describes the following features of the GD32F30x CPU support package:

- [How to create GD32F30x projects](#)
- [How to open GD32F30x sample projects](#)
- [GD32F30x specific project properties](#)
- [GD32F30x specific project templates](#)
- [Supported GD32F30x devices](#)

# Creating GD32F30x Projects

## Creating an GD32F30x C/C++ executable project

To create a new minimal C/C++ executable project:

- Select the **File > New > New Project** menu item.
- Select the **A C/C++ executable for GigaDevice GD32F30x** project template.
- Set the required project name and location directory.
- Click **Next**.
- If required, change any of the default project settings.
- Click **Finish** to create the project.

## Creating an GD32F30x library project

To create a new library project:

- Select the **File > New > New Project** menu item.
- Select the **A library for GigaDevice GD32F30x** project template.
- Set the required project name and location directory.
- Click **Next**.
- If required, change any of the default project settings.
- Click **Finish** to create the project.

## Creating an GD32F30x externally built executable project

To create a new project that will allow you to debug an existing externally built executable file:

- Select the **File > New > New Project** menu item.
- Select the **An externally built executable for GigaDevice GD32F30x** project template.
- Set the required project name and location directory.
- Click **Next**.
- Set the **Load File** project property to point to the executable file you want to download and debug.
- If required, change any of the other default project settings.
- Click **Finish** to create the project.

## Creating an GD32F30x CrossWorks Tasking Library executable project

To create a new C/C++ executable project configured to use the CrossWorks Tasking Library:

- Select the **File > New > New Project** menu item.
- Select the **A CrossWorks Tasking Library executable for GigaDevice GD32F30x** project template.
- Set the required project name and location directory.
- Click **Next**.

If required, change any of the other default project settings.  
Click **Finish** to create the project.

### Creating an GD32F30x assembly code only executable project

*Please note, this template does not add any C/C++ startup code or libraries and is therefore not suitable for creating projects that include C/C++ code.*

To create a new assembly code only executable project without:

Select the **File > New > New Project** menu item.

Select the **An assembly code only executable for GigaDevice GD32F30x** project template.

Set the required project name and location directory.

Click **Next**.

If required, change any of the other default project settings.

Click **Finish** to create the project.

# Opening GD32F30x Sample Solutions

## GD32F30x Samples Solution

This solution contains general sample projects that run on GD32F30x devices. To open the GD32F30x Samples Solution:

- Select the **Tools > Show Installed Packages** menu item.
- Select the **GigaDevice GD32F30x CPU Support Package** link.
- Select the **Samples Solutions > GD32F30x Samples Solution** link.

## GD32F30x CMSIS-DSP Samples Solution

This solution contains sample projects that use the CMSIS-DSP library running on GD32F30x devices. To open the GD32F30x CMSIS-DSP Samples Solution:

- Select the **Tools > Show Installed Packages** menu item.
- Select the **GigaDevice GD32F30x CPU Support Package** link.
- Select the **Sample Solutions > GD32F30x CMSIS-DSP Samples Solution** link.



# GD32F30x Project Properties

Projects creating using the project templates in this support package have the following device specific project properties:

## Heap Size

The heap size is set to be 256 bytes when a project is created. The heap size can be modified using the **Heap Size** project property.

## Section Placement

You can select the memory configuration you require using the **Section Placement** project property.

For GD32F30x projects, the set of placements are:

**Flash** - The application runs in internal Flash memory (*default*).

**Flash Vectors In RAM** - The application runs in internal Flash memory and exception vectors are copied to RAM memory.

**Flash Copy To RAM** - The application starts in internal flash and copies itself to run from internal RAM memory.

**RAM** - The application runs from internal RAM memory only.

## Stack Sizes

The main stack size is set to be 256 bytes when a project is created.

The process stack size is set to be 0 bytes when a project is created.

The main and process stack sizes can be modified using the **Main Stack Size** and **Process Stack Size** project properties.

To change the location of the stacks, edit the section placement file and place the `.stack` and `.stack_process` sections as required.

## Startup From Reset

By default, the application will only startup from power-on/reset in *Release* configuration. This acts as a safety net in case you accidentally download a program in FLASH during development that crashes and prevents the debugger from taking control of the target over the debug interface thus rendering the device unusable.

For GD32F30x projects, the **Startup From Reset** project property can be set to one of the following:

**No** - The application will not startup from reset.

**Release Only** - The application will only startup from reset when built in *Release* configuration (*default*).

**Yes** - The application will always startup from reset.

## Target Processor

Once a project has been created you can target different devices by modifying the **Target Processor** project property. See the [GD32F30x Devices](#) section for details on the files, preprocessor definitions and macro definitions used when a device is selected.

## GD32F30x Project Templates

The project template system simplifies the creation of new projects with the IDE, it also system makes it easy to create new projects with a text editor or script. All that needs to be specified is the project name, the support packages that the project is dependent on, the target processor and the source files you want to add to the project. For example, create a file called *example.hzp* with the following contents:

```
<!DOCTYPE CrossStudio_Project_File>
<solution Name="Example Solution">
  <project Name="Example Project" template_name="GD32F30x_EXE">
    <configuration Name="Common" package_dependencies="GD32F30x" Target="GD32F303RK" />
    <folder Name="Source Files">
      <file file_name="file1.c" />
      <file file_name="file2.c" />
    </folder>
  </project>
</solution>
```

You can also add any other property settings that the project requires such as preprocessor definitions or include paths using the property save name, for example:

```
<!DOCTYPE CrossStudio_Project_File>
<solution Name="Example Solution">
  <project Name="Example Project" template_name="GD32F30x_EXE">
    <configuration Name="Common" package_dependencies="GD32F30x" Target="GD32F303RK"
      c_preprocessor_definitions="MYDEF1=1;MYDEF2=TWO" c_user_include_directories="$(ProjectDir)/
      include1;$(ProjectDir)/include2" />
    <folder Name="Source Files">
      <file file_name="file1.c" />
      <file file_name="file2.c" />
    </folder>
  </project>
</solution>
```

### Available GD32F30x project templates

Template Name	Template Description
GD32F30x_ASM_EXE	GD32F30x Assembly Code Only Executable
GD32F30x_CTL_EXE	GD32F30x CTL Executable
GD32F30x_EXE	GD32F30x C/C++ Executable
GD32F30x_EXT_EXE	GD32F30x Externally Built Executable
GD32F30x_LIB	GD32F30x Library

## GD32F30x Devices

This package supports the following GD32F30x devices:

[GD32F303 Family](#)

[GD32F305 Family](#)

[GD32F307 Family](#)

## GD32F303 Family

[GD32F303CC](#)

[GD32F303CE](#)

[GD32F303CG](#)

[GD32F303RC](#)

[GD32F303RE](#)

[GD32F303RG](#)

[GD32F303RI](#)

[GD32F303RK](#)

[GD32F303VC](#)

[GD32F303VE](#)

[GD32F303VG](#)

[GD32F303VI](#)

[GD32F303VK](#)

[GD32F303ZC](#)

[GD32F303ZE](#)

[GD32F303ZG](#)

[GD32F303ZI](#)

[GD32F303ZK](#)

# GD32F303CC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303CC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_HD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x2000BFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

## GD32F303CE

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303CE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_HD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x2000FFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

## GD32F303CG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303CG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_XD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303



# GD32F303RC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303RC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_HD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x2000BFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

# GD32F303RE

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303RE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_HD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x2000FFFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_HD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_HD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_HD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303RG

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303RG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x080FFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303RI

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303RI_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x081FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303RK

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303RK_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x082FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303VC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303VC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_HD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x2000BFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

# GD32F303VE

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303VE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_HD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x2000FFFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_HD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_HD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_HD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303VG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303VG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_XD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303



# GD32F303VI

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303VI_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x081FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303VK

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303VK_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x082FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303ZC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303ZC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_HD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x2000BFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

# GD32F303ZE

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_HD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303ZE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_HD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_HD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_HD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x2000FFFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_HD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_HD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_HD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303ZG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303ZG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_XD	
__GD32F303_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F303

# GD32F303ZI

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303ZI_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x081FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

# GD32F303ZK

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F303
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_XD_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F303ZK_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_XD_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_XD_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_XD

\_\_GD32F303\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x082FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_XD\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_XD\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_XD\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F303

## GD32F305 Family

[GD32F305RB](#)

[GD32F305RC](#)

[GD32F305RE](#)

[GD32F305RG](#)

[GD32F305VC](#)

[GD32F305VE](#)

[GD32F305VG](#)

[GD32F305ZC](#)

[GD32F305ZE](#)

[GD32F305ZG](#)



## GD32F305RB

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305RB_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0801FFFF
RAM	0x20000000 - 0x2000FFFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

# GD32F305RC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305RC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

## GD32F305RE

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305RE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

## GD32F305RG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305RG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

## GD32F305VC

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305VC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

# GD32F305VE

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305VE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F305\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F305

## GD32F305VG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305VG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

## GD32F305ZC

### Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305ZC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

### Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F305\_SUBFAMILY

\_\_GD32F30x\_FAMILY

### Memory Segments

FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

### Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F305



# GD32F305ZE

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305ZE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F305_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F305

## GD32F305ZG

### Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F305
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F305ZG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

### Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F305\_SUBFAMILY

\_\_GD32F30x\_FAMILY

### Memory Segments

FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

### Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F305

## GD32F307 Family

[GD32F307RC](#)

[GD32F307RE](#)

[GD32F307RG](#)

[GD32F307VC](#)

[GD32F307VE](#)

[GD32F307VG](#)

[GD32F307ZC](#)

[GD32F307ZE](#)

[GD32F307ZG](#)

# GD32F307RC

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307RC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307

## GD32F307RE

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307RE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F307_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F307

## GD32F307RG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307RG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F307_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F307

# GD32F307VC

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307VC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307

## GD32F307VE

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307VE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F30X_CL	
__GD32F307_SUBFAMILY	
__GD32F30x_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
DeviceLoaderFile	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
DeviceVectorsFile	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s
DeviceFamily	GD32F30x
DeviceSubFamily	GD32F307



# GD32F307VG

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307VG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x080FFFFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307

# GD32F307ZC

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307ZC_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0803FFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307

# GD32F307ZE

## Device Details

CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307ZE_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

## Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

## Memory Segments

FLASH	0x08000000 - 0x0807FFFF
RAM	0x20000000 - 0x20017FFF

## Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307

## GD32F307ZG

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h
CMSIS Include Path	\$(TargetsDir)/GD32F30x/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system_gd32f30x.c
Family	GD32F30x
Sub Family	GD32F307
Loader File	\$(TargetsDir)/GD32F30x/Loader/GD32F30x_CL_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F30x/XML/GD32F307ZG_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F30x/XML/GD32F30x_CL_Registers.xml
Vectors File	\$(TargetsDir)/GD32F30x/Source/GD32F30x_CL_Vectors.s

### Preprocessor Definitions

ARM\_MATH\_CM4

GD32F30X\_CL

\_\_GD32F307\_SUBFAMILY

\_\_GD32F30x\_FAMILY

### Memory Segments

FLASH 0x08000000 - 0x080FFFFF

RAM 0x20000000 - 0x20017FFF

### Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Include/gd32f30x.h

DeviceLoaderFile=\$(TargetsDir)/GD32F30x/Loader/GD32F30x\_CL\_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F30x/XML/GD32F30x\_CL\_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F30x/CMSIS/Device/Source/system\_gd32f30x.c

DeviceVectorsFile=\$(TargetsDir)/GD32F30x/Source/GD32F30x\_CL\_Vectors.s

DeviceFamily=GD32F30x

DeviceSubFamily=GD32F307