



GD32F3x0 CPU Support Package Guide

Version: 4.0



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GD32F3x0 Support Package

This guide describes the following features of the GD32F3x0 CPU support package:

- [How to create GD32F3x0 projects](#)
- [How to open GD32F3x0 sample projects](#)
- [GD32F3x0 specific project properties](#)
- [GD32F3x0 specific project templates](#)
- [Supported GD32F3x0 devices](#)

Creating GD32F3x0 Projects

Creating an GD32F3x0 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 GD32F3x0** 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 GD32F3x0 library project

To create a new library project:

- Select the **File > New > New Project** menu item.
- Select the **A library for GigaDevice GD32F3x0** 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 GD32F3x0 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 GD32F3x0** 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 GD32F3x0 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 GD32F3x0** 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 GD32F3x0 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 GD32F3x0** 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 GD32F3x0 Sample Solutions

GD32F3x0 Samples Solution

This solution contains general sample projects that run on GD32F3x0 devices. To open the GD32F3x0 Samples Solution:

- Select the **Tools > Show Installed Packages** menu item.
- Select the **GigaDevice GD32F3x0 CPU Support Package** link.
- Select the **Samples Solutions > GD32F3x0 Samples Solution** link.

GD32F3x0 CMSIS-DSP Samples Solution

This solution contains sample projects that use the CMSIS-DSP library running on GD32F3x0 devices. To open the GD32F3x0 CMSIS-DSP Samples Solution:

- Select the **Tools > Show Installed Packages** menu item.
- Select the **GigaDevice GD32F3x0 CPU Support Package** link.
- Select the **Sample Solutions > GD32F3x0 CMSIS-DSP Samples Solution** link.

GD32F3x0 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 GD32F3x0 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 GD32F3x0 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 [GD32F3x0 Devices](#) section for details on the files, preprocessor definitions and macro definitions used when a device is selected.

GD32F3x0 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="GD32F3x0_EXE">
    <configuration Name="Common" package_dependencies="GD32F3x0" Target="GD32F330CB" />
    <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="GD32F3x0_EXE">
    <configuration Name="Common" package_dependencies="GD32F3x0" Target="GD32F330CB"
      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 GD32F3x0 project templates

Template Name	Template Description
GD32F3x0_ASM_EXE	GD32F3x0 Assembly Code Only Executable
GD32F3x0_CTL_EXE	GD32F3x0 CTL Executable
GD32F3x0_EXE	GD32F3x0 C/C++ Executable
GD32F3x0_EXT_EXE	GD32F3x0 Externally Built Executable
GD32F3x0_LIB	GD32F3x0 Library

GD32F3x0 Devices

This package supports the following GD32F3x0 devices:

[GD32F330 Family](#)

[GD32F350 Family](#)

GD32F330 Family

[GD32F330F4](#)
[GD32F330F6](#)
[GD32F330F8](#)
[GD32F330G4](#)
[GD32F330G6](#)
[GD32F330G8](#)
[GD32F330K4](#)
[GD32F330K6](#)
[GD32F330K8](#)
[GD32F330C4](#)
[GD32F330C6](#)
[GD32F330C8](#)
[GD32F330CB](#)
[GD32F330R8](#)
[GD32F330RB](#)

GD32F330F4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330F4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330F6

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330F6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330F8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330F8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330G4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330G4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330G6

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330G6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F330

__GD32F330_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x20000FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F330

GD32F330G8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330G8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions
ARM_MATH_CM4
GD32F330
__GD32F330_SUBFAMILY
__GD32F3x0_FAMILY

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros
DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily=GD32F3x0
DeviceSubFamily=GD32F330

GD32F330K4

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330K4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F330

__GD32F330_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F330

GD32F330K6

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330K6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F330

__GD32F330_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x20000FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F330

GD32F330K8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330K8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions
ARM_MATH_CM4
GD32F330
__GD32F330_SUBFAMILY
__GD32F3x0_FAMILY

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros
DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily=GD32F3x0
DeviceSubFamily=GD32F330

GD32F330C4

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330C4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F330

__GD32F330_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F330

GD32F330C6

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330C6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330C8

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330C8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F330

__GD32F330_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F330

GD32F330CB

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330CB_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0801FFFF
RAM	0x20000000 - 0x20003FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F330R8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330R8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions
ARM_MATH_CM4
GD32F330
__GD32F330_SUBFAMILY
__GD32F3x0_FAMILY

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20003FFF

Project Macros
DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily=GD32F3x0
DeviceSubFamily=GD32F330

GD32F330RB

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F330
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F330RB_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F330	
__GD32F330_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0801FFFF
RAM	0x20000000 - 0x20003FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F330

GD32F350 Family

[GD32F350G4](#)

[GD32F350G6](#)

[GD32F350G8](#)

[GD32F350K4](#)

[GD32F350K6](#)

[GD32F350K8](#)

[GD32F350C4](#)

[GD32F350C6](#)

[GD32F350C8](#)

[GD32F350CB](#)

[GD32F350R4](#)

[GD32F350R6](#)

[GD32F350R8](#)

[GD32F350RB](#)

GD32F350G4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350G4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350G6

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350G6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x200017FF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350G8

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350G8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F350

__GD32F350_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F350

GD32F350K4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350K4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350K6

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350K6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x200017FF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350K8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350K8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350C4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350C4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350C6

Device Details

CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350C6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F350

__GD32F350_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x200017FF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F350

GD32F350C8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350C8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20001FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350CB

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350CB_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x0801FFFF
RAM	0x20000000 - 0x20003FFF

Project Macros	
DeviceIncludePath	=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	=GD32F3x0
DeviceSubFamily	=GD32F350

GD32F350R4

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350R4_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08003FFF
RAM	0x20000000 - 0x20000FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350R6

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350R6_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions	
ARM_MATH_CM4	
GD32F350	
__GD32F350_SUBFAMILY	
__GD32F3x0_FAMILY	

Memory Segments	
FLASH	0x08000000 - 0x08007FFF
RAM	0x20000000 - 0x20001FFF

Project Macros	
DeviceIncludePath	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily	GD32F3x0
DeviceSubFamily	GD32F350

GD32F350R8

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350R8_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions
ARM_MATH_CM4
GD32F350
__GD32F350_SUBFAMILY
__GD32F3x0_FAMILY

Memory Segments	
FLASH	0x08000000 - 0x0800FFFF
RAM	0x20000000 - 0x20003FFF

Project Macros
DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s
DeviceFamily=GD32F3x0
DeviceSubFamily=GD32F350

GD32F350RB

Device Details	
CMSIS Header File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h
CMSIS Include Path	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include
CMSIS System File	\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c
Family	GD32F3x0
Sub Family	GD32F350
Loader File	\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf
Memory Map File	\$(TargetsDir)/GD32F3x0/XML/GD32F350RB_MemoryMap.xml
Register Definition File	\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml
Vectors File	\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

Preprocessor Definitions

ARM_MATH_CM4

GD32F350

__GD32F350_SUBFAMILY

__GD32F3x0_FAMILY

Memory Segments

FLASH 0x08000000 - 0x0801FFFF

RAM 0x20000000 - 0x20003FFF

Project Macros

DeviceIncludePath=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include

DeviceHeaderFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Include/gd32f3x0.h

DeviceLoaderFile=\$(TargetsDir)/GD32F3x0/Loader/GD32F3x0_Loader.elf

DeviceRegisterDefinitionFile=\$(TargetsDir)/GD32F3x0/XML/GD32F3x0_Registers.xml

DeviceSystemFile=\$(TargetsDir)/GD32F3x0/CMSIS/Device/Source/system_gd32f3x0.c

DeviceVectorsFile=\$(TargetsDir)/GD32F3x0/Source/GD32F3x0_Vectors.s

DeviceFamily=GD32F3x0

DeviceSubFamily=GD32F350