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## [ACSim\\_console.h](#)

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This code is for viewing only and may not be up to date. You can download the files in a zip file [acsim.zip](#). If you make any updates, please send them to [stryd\\_one](#) and he will update the zip for you.

```
/*
 *  ACSim_console.h
 *  v 0.0.7
 *
 *  2006 April 06 Created by Michael Markert, http://www.audiocommander.de
 *  mios simulator source for MIOS (c) by T. Klose, http://www.midibox.org
 *  2006 May 19 stryd_one, Added Windoze stuff
 *  2006 July 15 general rework, adapted name spaces and filenames, correct
header implementation,
 *           added MIOS_HLP, changed license to GNU GPL
 *  2007 January 17 improved MIOS_IIC for SpeakJet debugging
 *  2007 January 21 added MIOS Merger and MIDI-Clock stuff, updated to v
0.0.6
 *  2007 January 26 added MIDI debug messages
 *           improved Timer() calls
 *           added Tick() calls
 *
 */

/*
 *  Released under GNU General Public License
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 *
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under the terms
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 *  YOU ARE ALLOWED TO COPY AND CHANGE
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PRODUCT
 *  YOU ARE NOT ALLOWED NOT USE IT WITHIN PROPRIETARY CLOSED-SOURCE PROJECTS
 */
```

```
#ifndef _ACSIM_CONSOLE_H
#define _ACSIM_CONSOLE_H

#include "main.h"

// ***** DEFINES *****

// this is a very important define
// if _DEBUG_C is defines, the current target is the simulator
// use #ifdef _DEBUG_C to implement code ONLY for the simulator class!
#define _DEBUG_C

// OS selection
// You must choose one of the below options to set the correct Operating
System for the application
#define _DEBUG_OS_WIN
//#define _DEBUG_OS_MAC

// adapt general debug settings
#define DEBUG_VERBOSE 1
#define DEBUG_SPEAKJET_VERBOSE 1 // shows SJ-Control Names instead of
odd Chars if enabled
#define DEBUG_MIDI_VERBOSE 1 // shows additional MIDI Names for
Numbers

// adapt application related settings
#ifdef LCD_1x16
#define DEBUG_LCD_LINES 1
#define DEBUG_LCD_SIZE 16
#elifdef LCD_2x8
#define DEBUG_LCD_LINES 2
#define DEBUG_LCD_SIZE 8
#elifdef LCD_2x16
#define DEBUG_LCD_LINES 2
#define DEBUG_LCD_SIZE 16
#elifdef LCD_2x40
#define DEBUG_LCD_LINES 2
#define DEBUG_LCD_SIZE 40
#elifdef LCD_4x16
#define DEBUG_LCD_LINES 4
#define DEBUG_LCD_SIZE 16
#else
#define DEBUG_LCD_LINES 4
#define DEBUG_LCD_SIZE 20
#endif

#define DEBUG_BANKSTICK_SIZE 32768
#define DEBUG_BANKSTICK_NUM 1

// Number of AIN-Lines, either write it here or define AIN_NUM in main.h
```

```
#if AIN_NUM == 0 // DEBUG_AIN_NUM mustn't be zero
    #define DEBUG_AIN_NUM          1
#else
    #define DEBUG_AIN_NUM          AIN_NUM
#endif /*AIN_NUM */

// Number of Encoders, either write it here or define ENC_NUM in main.h
#define DEBUG_ENC_NUM              ENC_NUM
// "default" Encoder #
#define DEBUG_ENCODER              0

// DIN-Pin config
#define DEBUG_BUTTON_OK            0 // BUTTON_OK
#define DEBUG_BUTTON_INCREASE     0 // BUTTON_INCREASE
#define DEBUG_BUTTON_DECREASE     0 // BUTTON_DECREASE

#define DEBUG_BUTTON_AIN_PEDAL     0 // BUTTON_AIN_PEDAL
#define DEBUG_PEDAL_PRESSED        1

// define __wparam (ignore on ACSim)
#define __wparam

// prototypes

void runloop(int loopcount);

int main(int argc, char **argv);

#endif /* _ACSIM_CONSOLE_H */
```

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Last update: **2007/11/17 16:45**

