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```
/*
 *  ACSim_console.c
 *  v 0.0.5
 *
 *  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
 *
 */

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

#ifdef _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          0

// 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
#define DEBUG_AIN_NUM          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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