This page is part of the mios_c_simulator_-_debugger

ACSim_console.h
ACSim_console.c

ACSim_toolbox.h
ACSim_toolbox.c

ACSim_mios.h
ACSim_mios.c

```
/*
 *  ACSim_console.h
 *  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
 *  2007 January 17 improved MIOS_IIC for SpeakJet debugging
 *
 */

/*
 * Released under GNU General Public License
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 *
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PRODUCT
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 */


#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

// 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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