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## **ACSim\_console.h**

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```
/*
 * 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
 */

/*
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YOUR 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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