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```
/*
 *  ACSim_mios.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
 *
 */

/*
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 */

#import <Stdio.h>

#import "ACSim_mios.h"

#import "ACSim_toolbox.h"

#pragma mark Globals
// globals
unsigned char    debug_ain_lastPin;
unsigned int     debug_ain_value[32];
unsigned char    debug_din_lastPin;
unsigned char    debug_din_value[32];
```

```
unsigned int      debug_enc_value[32];

unsigned int      debug_IIC_byteNum = 0;

unsigned char     debug_bankstick_ctrl = 0x00;    // 1st Bankstick
preselected
debug_bankstick_t debug_bankstick[DEBUG_BANKSTICK_NUM];

// "pic18f452.h"
__PORTCbits_t    PORTCbits;
__PORTDbits_t    PORTDbits;
mios_box_stat_t  MIOS_BOX_STAT;
// HLP
unsigned char     MIOS_PARAMETER1;
unsigned char     MIOS_PARAMETER2;
unsigned char     MIOS_PARAMETER3;

#pragma mark MIOS_AIN
// MIOS_AIN
extern void MIOS_AIN_DeadbandSet(unsigned char deadband) { return; }
extern void MIOS_AIN_Muxed(void) { return; }
extern void MIOS_AIN_UnMuxed(void) { return; }
extern void MIOS_AIN_NumberSet(unsigned char pots) { return; }
extern unsigned char MIOS_AIN_Pin7bitGet(unsigned char pin) {
    debug_ain_lastPin = pin;
    // last ainValue is 10bit
    return debug_ain_value[pin] >> 3;
}
extern unsigned int MIOS_AIN_PinGet(unsigned char pin) {
    debug_ain_lastPin = pin;
    return debug_ain_value[pin];
}

#pragma mark MIOS_DIN
// MIOS_DIN
extern unsigned char MIOS_DIN_PinGet(unsigned char pin) {
    debug_din_lastPin = pin;
    if(DEBUG_PEDAL_PRESSED && (pin == DEBUG_BUTTON_AIN_PEDAL)) {
        debug_din_value[pin] = 0;
        return 0; // Button pressed (0V)
    } else {
        return debug_din_value[pin];
    }
}

#pragma mark MIOS_DOUT
// MIOS_DOUT
extern unsigned char MIOS_SRIO_NumberGet(void) { return 16; }
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extern void MIOS_SRIO_NumberSet(unsigned char number_sr) { return; }
extern unsigned char MIOS_SRIO_TS_SensitivityGet(void) { return 0; }
extern void MIOS_SRIO_TS_SensitivitySet(unsigned char update_frq) { return; }
}
extern unsigned char MIOS_SRIO_UpdateFrqGet(void) { return 10; }
extern void MIOS_SRIO_UpdateFrqSet(unsigned char update_frq) { return; }
extern unsigned char MIOS_SRIO_DebounceGet(void) { return 32; }
extern void MIOS_SRIO_DebounceSet(unsigned char debounce_value) { return; }

#pragma mark MIOS_ENC
extern void MIOS_ENC_Abs7bitAdd(unsigned char enc, char add) {
    if((debug_enc_value[enc] == 127) && (add > 0)) {
        debug_enc_value[enc] = 127;
    } else if((debug_enc_value[enc] == 0) && (add < 0)) {
        debug_enc_value[enc] = 0;
    } else {
        debug_enc_value[enc] += add;
    }
    return;
}
extern unsigned char MIOS_ENC_Abs7bitGet(unsigned char enc) { return
debug_enc_value[enc]; }
extern void MIOS_ENC_Abs7bitSet(unsigned char enc, unsigned char value) {
debug_enc_value[enc] = value; }
extern unsigned char MIOS_ENC_NumberGet(void) { return 32; }
extern unsigned char MIOS_ENC_SpeedGet(unsigned char enc) { return 0x01; }
extern void MIOS_ENC_SpeedSet(unsigned char enc, unsigned char mode,
unsigned char parameter) { return; }

#pragma mark MIOS_LCD
// MIOS_LCD
extern void MIOS_LCD_Clear(void) { printf("\n"); }
extern void MIOS_LCD_Cmd(unsigned char cmd) { return; }
extern unsigned char MIOS_LCD_CursorGet(void) { return 0; }
extern void MIOS_LCD_CursorSet(unsigned char pos) { printf("\n**MIOS_LCD**
0x%x\t|", pos); }
extern void MIOS_LCD_Data(unsigned char data) { return; }
extern void MIOS_LCD_Init(void) { return; }
extern void MIOS_LCD_PrintBCD1(unsigned char v) { printf("%1.1i",v); }
extern void MIOS_LCD_PrintBCD2(unsigned char v) { printf("%2.2i",v); }
extern void MIOS_LCD_PrintBCD3(unsigned char v) { printf("%3.3i",v); }
extern void MIOS_LCD_PrintBCD4(unsigned int v) { printf("%4.4i",v); }
extern void MIOS_LCD_PrintBCD5(unsigned int v) { printf("%5.5i",v); }
extern void MIOS_LCD_PrintChar(unsigned char c) {
    switch(c) {
        case 0x00: printf("_ (0)"); break;
        case 0x01: printf("_ (1)"); break;
        case 0x02: printf("- (2)"); break;
        case 0x03: printf("- (3)"); break;
    }
}

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        case 0x04: printf("-(4)"); break;
        case 0x05: printf("-(5)"); break;
        case 0x06: printf="(6)"); break;
        case 0x07: printf="(7)"); break;
        default:
            printf("%c",c);
    }
}
extern void MIOS_LCD_PrintHex1(unsigned char h) { printf("%X",h); }
extern void MIOS_LCD_PrintHex2(unsigned char h) { printf("%X",h); }
extern void MIOS_LCD_PrintPreconfString(unsigned char len, code char
*str[len]) { printf("%s",str); }
extern void MIOS_LCD_PrintString(code char *str) { printf("%s|",str); }
extern void MIOS_LCD_PrintCString(code char *str) { printf("%s|",str); }
extern void MIOS_LCD_PrintMessage(code char *str) { printf("%s|",str); }
extern void MIOS_LCD_MessageStart(unsigned char delay) {
    printf("\n**MIOS_LCD: Output Message delayed for %i ticks", delay);
}
extern void MIOS_LCD_MessageStop(void) { printf("\n**MIOS_LCD: Output
Message stopped"); }
extern void MIOS_CLCD_SpecialCharInit(code char c_table) { return; }
extern void MIOS_CLCD_SpecialCharsInit(code unsigned char *c_table) {
return; }

#pragma mark MIOS_BANKSTICK
// debug bankstick
unsigned char debug_check_bankstick(unsigned int addr) {
    MIOS_BOX_STAT.BS_AVAILABLE = (DEBUG_BANKSTICK_NUM > 0 ? 1 : 0);
    if(! MIOS_BOX_STAT.BS_AVAILABLE) {
        printf("\n**MIOS_BANKSTICK: !!! ERROR !!! : NO BANKSTICK
AVAILABLE!");
        return 1;
    }
    if(addr > DEBUG_BANKSTICK_SIZE) {
        printf("\n**MIOS_BANKSTICK: !!! ERROR !!! : address overflow!");
        //MIOS_BOX_STAT.BS_AVAILABLE = 0;    // this is the default MIOS
behavior on read error
        return 1;
    }
    return 0;    // no error
}

// MIOS_BANKSTICK
extern unsigned char MIOS_BANKSTICK_CtrlGet(void) { return
debug_bankstick_ctrl; }
extern void MIOS_BANKSTICK_CtrlSet(unsigned char ctrl) {
debug_bankstick_ctrl = ctrl; }

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extern unsigned char MIOS_BANKSTICK_Read(unsigned int addr) {
    if(debug_check_bankstick(addr)) { return; }
    unsigned char buf = debug_bankstick[debug_bankstick_ctrl].buffer[addr];
    if(DEBUG_VERBOSE) { printf("\n**MIOS_BANKSTICK_Read(%X): %X", addr,
buf); }
    // clear MIOS_BOX_STAT.BS_AVAILABLE on error
    return buf;
}

extern unsigned char MIOS_BANKSTICK_ReadPage(unsigned int addr, unsigned
char *buffer) {
    if(debug_check_bankstick(addr)) { return; }
    int i;
    for(i=0;i<64;i++) {
        buffer[i] = MIOS_BANKSTICK_Read(addr + i);
    }
    // print buffer
    printf("\n**MIOS_BANKSTICK_ReadPage at 0x%X \n", addr);
    //hexview(buffer, sizeof(buffer));
    hexview(buffer, 64);
    // clear MIOS_BOX_STAT.BS_AVAILABLE on error
    return *buffer;    // return bs_content in readBuffer
}

extern unsigned char MIOS_BANKSTICK_Write(unsigned int addr, unsigned char
value) {
    if(debug_check_bankstick(addr)) { return; }
    debug_bankstick[debug_bankstick_ctrl].buffer[addr] = value;
    if(DEBUG_VERBOSE) { printf("\n**MIOS_BANKSTICK_Write(%X): %X", addr,
value); }
    // errorcodes:    0x00: no error
    //                0x01: byte mismatch (write failed) -- only set if
verify enabled
    //                0x02: BankStick not available
    return 0;    // no error
}

extern unsigned char MIOS_BANKSTICK_WritePage(unsigned int addr, unsigned
char *buffer) {
    if(debug_check_bankstick(addr)) { return; }
    int i;
    for(i=0;i<64;i++) {
        MIOS_BANKSTICK_Write((addr + i), buffer[i]);
    }
    // print buffer
    printf("\n**MIOS_BANKSTICK_WritePage at 0x%X \n", addr);
    //hexview(buffer, sizeof(buffer));
    hexview(buffer, 64);
    // errorcodes:    0x00: no error
    //                0x01: byte mismatch (write failed) -- only set if
verify enabled

```

```
//          0x02: BankStick not available
return 0; // no error
}

#pragma mark MIOS_MIDI
// MIOS_MIDI
extern void MIOS_MIDI_BeginStream(void) {
printf("\n**MIOS_MIDI_BeginStream**"); }
extern void MIOS_MIDI_TxBufferPut(unsigned char b) {
printf("\n**MIOS_MIDI_TxBufferPut, %i", b); }
extern void MIOS_MIDI_EndStream(void) {
printf("\n**MIOS_MIDI_EndStream**");
DISPLAY_Init();
}

#pragma mark MIOS_TIMER
// MIOS_TIMER
extern void MIOS_TIMER_Init(unsigned char mode, unsigned int period) {
return; }
extern void MIOS_TIMER_Start(void) { return; }
extern void MIOS_TIMER_Stop(void) { return; }
extern void MIOS_TIMER_ReInit(unsigned char mode, unsigned int period) {
return; }

#pragma mark MIOS_IIC
// MIOS_IIC
extern void MIOS_IIC_Start(void) {
debug_IIC_byteNum = 0;
printf("\n**MIOS_IIC_Start**");
}
extern void MIOS_IIC_Stop(void) {
printf("\n**MIOS_IIC_Stop**");
}
extern unsigned char MIOS_IIC_ByteSend(unsigned char b) {
printf("\n**MIOS_IIC_ByteSend: 0x%x \t %i \t %c", b, b, b);
#if DEBUG_SPEAKJET_VERBOSE
if(debug_IIC_byteNum == 1) {
// MSA controls
switch(b) {
case 0: case 1: case 2: case 3: case 4: case 5: case 6: printf("\t MSA_PAUSE"); break;
case 7: printf("\t MSA_NEXTFAST");
break;
case 8: printf("\t MSA_NEXTSLOW");
break;
case 14: printf("\t MSA_NEXTHIGH");

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break;
    case 15: printf(" \t MSA_NEXTLOW");
break;
    case 16: printf(" \t MSA_WAIT");
break;
    case 20: printf(" \t MSA_VOLUME");
break;

    case 21: printf(" \t MSA_SPEED");
break;
    case 22: printf(" \t MSA_PITCH");
break;
    case 23: printf(" \t MSA_BEND");
break;
    case 24: printf(" \t MSA_PORTCTR");
break;
    case 25: printf(" \t MSA_PORT");
break;
    case 26: printf(" \t MSA_REPEAT");
break;

    case 28: printf(" \t MSA_CALLPHRASE");
break;
    case 29: printf(" \t MSA_GOTOPHRASE");
break;
    case 30: printf(" \t MSA_DELAY");
break;
    case 31: printf(" \t MSA_RESET");
break;

    default:
        if(b > 127) {
            if(b < 200) {
                printf(" \t MSA_SOUNDPCODE_PHONEME");
            } else if(b < 255) {
                printf(" \t MSA_SOUNDPCODE_FX");
            } else {
                printf(" \t MSA unknown: %i", b);
            }
        }
        break;
    }
}
// SCP controls
switch(b) {
    case SCP_ESCAPE:    printf(" \t --- ENTER SCP MODE ---");
break;
    case SCP_EXIT:      printf(" \t --- LEAVE SCP MODE ___");
break;
    case SCP_READY:     printf(" \t READY");
break;
```

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        case SCP_CLEAR_BUFFER:    printf(" \t CLEAR BUFFER");
break;
        case SCP_START:          printf(" \t START");
break;
        case SCP_STOP:           printf(" \t STOP");
break;
        case SCP_MEMTYPE:        printf(" \t ^ MEMTYPE (REG:0 EEPROM_L:2
EEPROM_H:3)");    break;
        case SCP_MEMADDR:        printf(" \t ^ MEMADDR (freq:1-5 lvl:11-15
dist:6, vol:7)");    break;
        case SCP_MEMWRT:         printf(" \t ^ STORED");
break;
        case SCP_RESET:          printf(" \t RESET");
break;
    }
#endif
    debug_IIC_byteNum++;
    return 1;
}
extern unsigned char MIOS_IIC_ByteReceive(void) {
    printf("\n**MIOS_IIC_ByteReceived**");
    return 1;
}
extern void MIOS_IIC_AckSend(void)          { printf("\n**MIOS_IIC_ACK
sent**"); }
extern void MIOS_IIC_NakSend(void)          { printf("\n**MIOS_IIC_NAK
sent**"); }
extern void MIOS_IIC_CtrlSet(unsigned char ctrl){ return; }
extern unsigned char MIOS_IIC_CtrlGet(void) {
    return 0;    // not sure about this return value!
}

#pragma mark MIOS_HELP
extern unsigned char MIOS_HLP_GetBitANDMask(unsigned char value) {
    switch(value) {
        case 0:    return 0xFE;    break;
        case 1:    return 0xFD;    break;
        case 2:    return 0xFB;    break;
        case 3:    return 0xF7;    break;
        case 4:    return 0xEF;    break;
        case 5:    return 0xDF;    break;
        case 6:    return 0xBF;    break;
        case 7:    return 0x7F;    break;
        default:
            return 0;
            break;
    }
}
extern unsigned char MIOS_HLP_GetBitORMask(unsigned char value) {
    switch(value) {

```

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    case 0:    return 0x1;    break;
    case 1:    return 0x2;    break;
    case 2:    return 0x4;    break;
    case 3:    return 0x8;    break;
    case 4:    return 0x10;   break;
    case 5:    return 0x20;   break;
    case 6:    return 0x40;   break;
    case 7:    return 0x80;   break;
    default:
        return 0;
        break;
}
}
extern unsigned char MIOS_HLP_16bitAddSaturate(char add_value, unsigned int
*ptr, unsigned int max_value) {
    // saturate to 0 or MAX
    // returns 0 if saturated, 1 if in-/decreased
    int i = (int)(*ptr + add_value);
    if(i < 0) {
        *ptr = 0;
        return 0;
    } else if(i > (signed)max_value) {
        *ptr = (unsigned char)max_value;
        return 0;
    } else {
        *ptr = (unsigned char)i;
        return 1;
    }
}
extern void MIOS_HLP_Dec2BCD(unsigned int value) {
    // decimals to hex (eg 123456 to 0x12, 0x34, 0x56)
    MIOS_PARAMETER1 = 0x0;
    MIOS_PARAMETER2 = 0x0;
    MIOS_PARAMETER3 = 0x0;
    if(value > 999999) {
        printf("\nMIOS_HLP_Dec2BCD_ERROR: value exceeds 6 digits!
ABORTING**");
        return;
    }
    unsigned char a;
    unsigned char b;
    // get 100.000
    a = (unsigned char)(value / 100000);
    b = (unsigned char)((value / 10000) - (a * 10));
    MIOS_PARAMETER3 = (a << 4) + b;
    // get 1.000
    value = value - (a * 100000 + b * 10000);
    a = (unsigned char)(value / 1000);
    b = (unsigned char)((value / 100) - (a * 10));
    MIOS_PARAMETER2 = (a << 4) + b;
    // get 10

```

```
value = value - (a * 1000 + b * 100);  
a = (unsigned char)(value / 10);  
b = (unsigned char)(value - (a * 10));  
MIOS_PARAMETER1 = (a << 4) + b;  
}
```

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