

Object files

```
MAINOBS = obj/neocd.o obj/z80/z80.oa obj/z80/z80intrf.o obj/pd4990a.o
```

```
LIBS = src/mc68000/mc68000.a obj/memory.a obj/video.a obj/input.a obj/cdrom.a obj/cdaudio.a obj/sound.a  
obj/ym2610.a
```

Make rules

```
all: mkdir neocd$(EXE)
```

```
neocd$(EXE): $(MAINOBS) $(LIBS) $(EXTOBS)  
$(LD) $(LDFLAGS) $(CFLAGS) $(MAINOBS) $(EXTOBS) $(LIBS) $(EXTLIBS) -o $@
```

M68000 emulation

```
src/mc68000/mc68000.a:  
cd src/mc68000 && $(MAKE) CC="$(CC)"
```

Z80 emulation (C version)

```
obj/z80/z80.o: obj/z80/z80.c  
$(CC) $(CDEFS) $(INCLUDES) $(DEBUGDEF) $(CFLAGS) -c $< -o$@
```

```
obj/z80/z80.c: src/z80/makez80.c obj/z80/mz80.h  
$(CC) -o obj/z80/makez80$(EXE) $<  
obj/z80/makez80$(EXE) $@ -s -c
```

```
obj/z80/mz80.h: src/z80/mz80.h  
cp -p $< $@
```

Z80 emulation (ASM version)

```
obj/z80/z80.asm: src/z80/makez80.c  
$(CC) -o obj/z80/makez80$(EXE) $<  
obj/z80/makez80$(EXE) $@ -l -s -x86
```

```
obj/z80/z80.oa: obj/z80/z80.asm  
$(ASM) -o $@ $(ASMFLAGS) $(ASMDEFS) $<
```

```
src/%.asm:
```

```
obj/%.o: src/%.c src/neocd.h  
$(CC) $(CDEFS) $(INCLUDES) $(DEBUGDEF) $(CFLAGS) -c $< -o$@
```

```
obj/%.oa: src/%.asm  
$(ASM) -o $@ $(ASMFLAGS) $(ASMDEFS) $<
```

```
obj/%.a:  
$(AR) -r $@ $^
```

Rules to manage files

```
pack: neocd  
$(PACKER) neocd
```

```
mkdir:
```

```
$(MKDIR) obj  
$(MKDIR) obj/mc68000  
$(MKDIR) obj/memory  
$(MKDIR) obj/cdrom  
$(MKDIR) obj/video  
$(MKDIR) obj/cdaudio  
$(MKDIR) obj/input  
$(MKDIR) obj/z80  
$(MKDIR) obj/sound  
$(MKDIR) obj/win32
```

```
clean:
```

```
cd src/mc68000 && $(MAKE) clean
```

```
rm -rf obj
```

```
# Rules to make libraries
```

```
obj/memory.a:  obj/memory/memory.o
obj/cdrom.a:    obj/cdrom/cdrom.o $(OSD_CDROM)
obj/video.a:    obj/video/video.o obj/video/2xsai.o obj/video/2xSaImmx.oa obj/video/draw_fix.o
obj/cdaudio.a:  obj/cdaudio/cdaudio.o
obj/input.a:    obj/input/input.o
obj/sound.a:    obj/sound/sound.o obj/sound/streams.o \
               obj/sound/2610intf.o obj/sound/ay8910.o obj/sound/fm.o \
               obj/sound/ymdeltat.o obj/sound/timer.o
```