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1: /*****
2: * includes.h - Master header file template for star12 projects.
3: * This version is for ETec454 Lab1 using the Metrowerks
4: * compiler.
5: *
6: * Todd Morton 01/05/05
7: * Modified by Mark Moerdyk 2/14/13 - 2/22/13
8: *****/
9: * General type definitions
10: *****/
11: typedef unsigned char   INT8U;
12: typedef signed char     INT8S;
13: typedef unsigned short  INT16U;
14: typedef signed short    INT16S;
15: typedef unsigned long   INT32U;
16: typedef signed long     INT32S;
17: typedef struct{
18:     INT8U hr;
19:     INT8U min;
20:     INT8U sec;
21: }TIME;
22:
23: #define ISR __interrupt void
24:
25: /*****
26: * General Defined Constants
27: *****/
28: #define FALSE    0
29: #define TRUE     1
30:
31: /*****
32: * General defined macros
33: *****/
34: #define FOREVER()    while(1)
35: #define TRAP()       while(1){}
36:
37: /*****
38: * MCU specific definitions
39: *****/
40: #include "9S12dp512.h"          /* CODE 9S12DP256 register defines */
41: #define SWI()          asm swi;
42: #define ENABLE_INT()   asm cli;
43: #define DISABLE_INT()  asm sei;
44:
45: /*****
46: * Project Constant and Macro Definitions
47: *****/
48: #define DEBUG_PORT_DIR DDRP      /* Initialize debug port */
49: #define DEBUG_PORT_PTP
50: #define PP7 0x80
51: #define PP6 0x40
52: #define PP5 0x20
53: #define PP4 0x10
54: #define PP3 0x08
55: #define DEBUG_LCDTASK 0x04
56: #define PP1 0x02;
57: #define PP0 0x01;
58: #define DB_OUTS 0xFF
59: /*****
60: * System Header Files
61: *****/
62:
63: /*****/
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64: * Module Header Files or Declarations
65: *****/
66: #include <ucos_ii.h>
67: #include "UcosKey.h"
68: #include "Clock.h"
69: #include "TextEntry.h"
70: #include "TimeSet.h"
71: #include "LayeredLcd.h"
72: // #include "LCD.h"
73:
74: /*****/
75:
```