

**NumVersion** structure

```
#include <Files.h>
```

```
typedef struct NumVersion{   Size   Offset  Description
   unsigned char   majorRev;      1      0      1st part of version number in BCD
```

The following two fields are defined as bit fields of an unsigned char only in THINK C.

They are defined as bit fields of an unsigned int in any other development system.

```
   unsigned char   minorRev: 4;    1      1      2nd part is 1 nibble in BCD
   unsigned char   bugFixRev: 4;   1      1      3rd part is 1 nibble in BCD

   unsigned char   stage;           1      2      stage code: dev, alpha, beta, final
   unsigned char   nonRelRev;        1      3      revision level of non-released version
} NumVersion;                      4
```