```
 1: #ifndef DEFS
 2: #define DEFS
 3:
 4: #include <hidef.h>        /* common defines and macros */
 5: #include "derivative.h"       /* derivative-specific definitions */
 6:
 7: unsigned char reverseByte(unsigned char data);
 8:
 9: #define FIRST
10:
11: #define DEBOUNCE_DELAY 15000
12:
13: #define SET_LCD_DDR1() (DDRT |= 0xC0)
14: #define SET_LCD_DDR2() (DDRP |= 0x0C)
15:
16: #define E PTT_PTT6
17: #define DI PTT_PTT7
18: #define CS2 PTP_PTP3
19: #define CS1 PTP_PTP2
20: #define DATADR DDRB
21: #define SET_DATA(x) (PORTB = reverseByte(x))
22:
23: #define SW_PTP0 Game_DPad(LEFT)
24: #define SW_PTP1 Game_DPad(DOWN)
25: #define SW_PTP2 Game_DPad(UP)
26: #define SW_PTP3 Game_DPad(RIGHT)
27: #define SW_PTP4 Game_B()
28: #define SW_PTP5 Game_A()
29:
30: #define LED_DDR0 DDRA_BIT0
31: #define LED_DDR1 DDRA_BIT1
32: #define LED_DDR2 DDRA_BIT2
33: #define LED_DDR3 DDRS_DDRS2
34: #define LED_DDR4 DDRS_DDRS3
35: #define LED_DDR5 DDRP_DDRP6
36:
37: #define LED0 PORTA_BIT0
38: #define LED1 PORTA_BIT1
39: #define LED2 PORTA_BIT2
40: #define LED3 PTS_PTS2
41: #define LED4 PTS_PTS3
42: #define LED5 PTP_PTP6
43:
44: #define SS_DDR DDRM_DDRM3
45: #define MOSI_DDR DDRM_DDRM4
46: #define SCK_DDR DDRM_DDRM5
47:
48: #define SS PTM_PTM3
49: #define MOSI PTM_PTM4
50: #define SCK PTM_PTM5
51:
52: #define RX_DDR DDRS_DDRS0
53: #define TX_DDR DDRS_DDRS1
54:
55: #define SCI_INTERRUPT 20
56:
57: #endif
```