

```

1  #include <stdio.h>
2
3  enum ACCGRP { EPROM=1,EEPROM=2,SEREPROM=3,BPROM=4,MPU=5,PLD=6 };
4
5  typedef struct {
6      int AccGrp;          /* device type group (see above) */
7      int AccPrg;          /* name of programmer EXE to use */
8      int AccMfgr;         /* offset of manufacturer in the list (0 based) */
9      int ProgMfgr;        /* manufacturer # within Programmer EXE */
10     char Name[16];        /* device name */
11     int ProgType;         /* device type # within Programmer EXE */
12     int Algo;             /* programming algorithm */
13     int AccVpp;           /* Vpp (in 0.25V steps) for display by ACCESS */
14     char Adp[20];         /* name of adapter to use (0 if none) */
15 } DEV;
16
17 /* DEVICE.DAT structure */
18
19 int NumExes;              /* Number of EXEs */
20 int NumMfgrs;             /* Number of Manufacturers */
21 int NumDevs;              /* Number of devices */
22 int Unk1;                 /* ??? */
23 int Unk2;                 /* ??? */
24 int Unk3;                 /* ??? */
25 char *exes[NumExes];      /* i.e. 'EPP1024W=1.00' is exename and version */
26 char *mfrs[NumMfgrs];    /* i.e. 'ATMEL' */
27 DEV devs[NumDevs];        /* i.e. '1,97,9,2,AT32C16,0,4,0,0' means */
28                             /* 1: device group 1 -> EPROM */
29                             /* 97:98th entry in exes[] */
30                             /* 9: 10th entry in mfrs[] */
31                             /* 2: EPP1024W.DAT line 2 = 2 (mfr# for EXE) */
32                             /* 'AT32C16' device name */
33                             /* 0: EPP1024W.DAT line 3 = 0 (dev# for EXE) */
34                             /* 4: EPP1024W.DAT line 4 = 4 (algo# for EXE) */
35                             /* 0: VPP (0 -> not shown in ACCESS) */
36                             /* 0: no adapter needed */
37
38 /* in DEVs following sort order applies: */
39 /* ----- */
40 /* 1st: devicegroup */
41 /* 2nd: manufacturer */
42 /* 3rd: devicename (alphanumeric) */
43
44 /* xxxxx.DAT structure */
45 char addr;               /* 0..F : 0x200 + addr*16 (device base address) */
46 int mfg;                 /* mfr# within exe */
47 int dev;                 /* dev# within exe */
48 int algo;                /* algorithm # within exe */
49
50

```