

```

1  CC = tcc
2  #CC = bcc32
3
4  TIMER = ZEN_TIMER
5  TIMER = CTC
6
7  !if $(CC) == tcc
8
9  MDL = 1
10 ASM = tasm
11 LINK = tlink
12 AFLAGS = /ml
13 LIBDIR = d:\turbo\lib
14 CFLAGS = -m$(MDL)
15 CFLAGS2 = -m$(MDL)
16 LDFLAGS = /L$(LIBDIR)
17 C0 = $(LIBDIR)\c0$(MDL)
18 LIBS = c$(MDL).lib math$(MDL).lib fp87.lib
19
20 !else
21
22 LIBDIR = d:\bcc55\lib
23 ASM = tasm
24 AFLAGS = /ml /D_WIN32
25 CFLAGS = -D_WIN32
26 LINK = ilink32
27 LDFLAGS = /L$(LIBDIR)
28 C0 = c0d32
29 LIBS = cw32.lib import32.lib uuid.lib
30
31 !endif
32
33 OBJS = hw.obj setpins.obj delays.obj console.obj filefunc.obj \
34       config.obj buffuncs.obj timer.obj
35
36 .c.obj:
37     $(CC) -c $(CFLAGS) $<
38
39 .asm.obj:
40     $(ASM) $(AFLAGS) $<
41
42 goal:  all103.exe eep3.exe mpu4.exe mpu5.exe mpu6.exe pic16.exe pgm89.exe
43
44 pic16.exe:  pic16.c timer.obj
45     $(CC) $(CFLAGS2) pic16.c timer.obj
46
47 mpu4.exe:  mpu4.c all103.h all103.lib
48     $(CC) $(CFLAGS2) mpu4.c all103.lib
49
50 mpu5.exe:  mpu5.c all103.h all103.lib
51     $(CC) $(CFLAGS2) mpu5.c all103.lib
52
53 all103.exe:  all103.c all103.h all103.lib
54     $(CC) $(CFLAGS2) all103.c all103.lib
55
56 eep3.exe:  eep3.c all103.h all103.lib
57     $(CC) $(CFLAGS2) eep3.c all103.lib
58
59 pgm89.exe:  pgm89.c all103.h all103.lib
60     $(CC) $(CFLAGS) pgm89.c all103.lib
61
62 mpu6.exe:  mpu6.c all103.h all103.lib
63     $(CC) $(CFLAGS) mpu6.c all103.lib
64
65 all103.lib:  $(OBJS)
66     -DEL all103.lib
67     tlib all103 +hw +setpins +delays +timer +console +filefunc +config +buffuncs
68
69 hw.obj:      hw.c all103.h
70 delays.obj:  delays.asm

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```
71 console.obj: console.c all03.h
72 setpins.obj: setpins.c all03.h
73 filefunc.obj: filefunc.c all03.h
74 config.obj: config.c all03.h
75 buffuncs.obj: buffuncs.c all03.h
76 timer.obj: timer.c timer.h
77
78
```