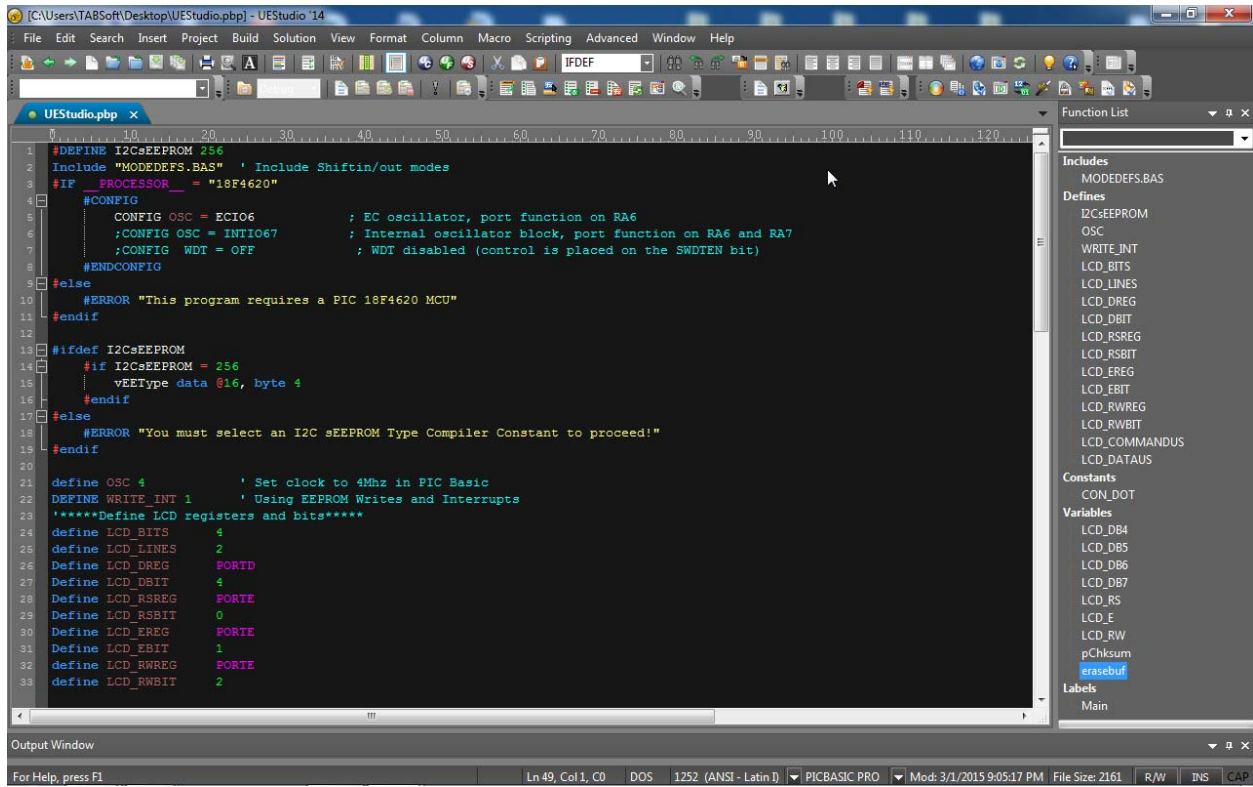


Appendix A

UEStudio Screenshot 1 - Example screenshot of a PBP source code file. Show the colored syntax highlighting, code folding and code explorer tree.



UStudio Screenshot 2 - Example screenshot of a PBP source code file. Shows the colored syntax highlighting and code folding.

```
1  #DEFINE I2CsEEPROM 256
2  Include "MODEDEFS.BAS" ' Include Shiftin/out modes
3  #IF __PROCESSOR__ = "18F4620"
4  #CONFIG
5      CONFIG OSC = ECIO6           ; EC oscillator, port function on RA6
6      ;CONFIG OSC = INTIO67        ; Internal oscillator block, port function on RA6 and RA7
7      ;CONFIG WDT = OFF            ; WDI disabled (control is placed on the SWDTEN bit)
8  #ENDCONFIG
9  #else
10 #ERROR "This program requires a PIC 18F4620 MCU"
11 #endif
12
13 #ifndef I2CsEEPROM
14 #if I2CsEEPROM = 256
15     vEEType data @16, byte 4
16 #endif
17 #else
18 #ERROR "You must select an I2C sEEPROM Type Compiler Constant to proceed!"
19 #endif
20
21 define OSC 4           ' Set clock to 4Mhz in PIC Basic
22 DEFINE WRITE_INT 1    ' Using EEPROM Writes and Interrupts
23 '*****Define LCD registers and bits*****
24 define LCD_BITS      4
25 define LCD_LINES     2
26 Define LCD_DREG      PORTD
27 Define LCD_DBIT      4
28 Define LCD_RSREG     PORTE
29 Define LCD_RSBIT     0
30 Define LCD_EREG      PORTE
31 Define LCD_EBIT      1
32 define LCD_RWREG     PORTE
33 define LCD_RWBIT     2
34 define LCD_COMMANDUS 1500
35 define LCD_DATAUS    44
36 ' Alias LCD connections - any output pin can be used
37 LCD_DB4 Var PORTD.4 ' LCD data bit 4
38 LCD_DB5 Var PORTD.5 ' LCD data bit 5
39 LCD_DB6 Var PORTD.6 ' LCD data bit 6
40 LCD_DB7 Var PORTD.7 ' LCD data bit 7
41 LCD_RS Var PORTE.0 ' LCD register select
42 LCD_E  Var PORTE.1 ' LCD enable
43 LCD_RW Var PORTE.2 ' LCD read/write
44
45 CON_DOT con $2E ' "."
46
47 pChksum var word ' Checksum of compiled hex file
48 erasebuf var byte[16] ' Used for erasing EEPROM
49
50 Select case CON_CLK_FREQ
51 case 4
52     TOCON = $C4 ' For 4Mhz Clock, 1:32 Prescaler, 8bit Timer
53     tmr0bytPreset = 8 ' (6 + 2 cycles)
54 case 8
55     TOCON = $C5 ' For 8Mhz Clock, 1:64 Prescaler, 8bit Timer
56     tmr0bytPreset = 8 ' (6 + 2 cycles)
57 case 16
58     TOCON = $C6 ' For 16Mhz Clock 1:128 Prescaler, 8bit Timer
59     tmr0bytPreset = 8 ' (6 + 2 cycles)
60 case else
61     TOCON = $C4 ' For 4Mhz Clock, 1:32 Prescaler, 8bit Timer
62     tmr0bytPreset = 8 ' (6 + 2 cycles)
63 end select
64
```

UEStudio Screenshot 3 - Example screenshot of a PBP source code file. Shows the Code Explorer Tree.

