

```
//#define BOOL bit
#define BYTE unsigned char
#define WORD unsigned int
#define ULONG unsigned long

#define TRUE 1
#define FALSE 0

//#define PORTBIT(adr, bit) ((unsigned)(&adr)*8+(bit))
#define WatchDogTimerClear() asm( "clrwdt" )
#define NOP asm("nop")
#define PORTBIT(adr, bit) ((unsigned)(&adr)*8+(bit))
```