

People have been digging up some source code for DeSmet C, I'm going to make it available now "as-is" and add comments and documentation later. Sorry, but lately I haven't had time to breath, let alone do very much on the computer.

Thanks to J.T. for her kind contributions!

[PCC libraries.zip](#) is a collection of source routines for DeSmet, including serial communications and a basic Windowing package (not Microsoft Windows, just multiple "windows" on a DOS screen).

[OtherSource.zip](#) contains the source to an Othello game, DGRAB (a "snake" game), and LEX (standard UNIX utility).

I've been given permission by my work, [Athena Controls](#), to make available some work that I did for them this spring, but they have decided not to use.

We make industrial controllers, and want to add user programmability to our new multi-zone embedded control board. So, one month before a trade show, I was told to "make it so". I had been looking at [PLC's](#), and so I wrote a [ladder logic](#) editor/compiler in DeSmet C (I was short of time, and so I used the tools I was most familiar with. But everyone these days seems to want a Windows program...) and a matching kernel for an [Atmel ATmega 1281](#) / [Atmel ATmega 2561](#) microprocessor in [Codevision AVR C](#) (that's what we use at work).

The source code to the ladder logic editor/compiler, and the matching kernel, are now available under the GPL. Enjoy, and please send any notable updates / bugfixes to me so I can update the TinyPLC source.

[Tiny PLC, version 0.01a](#) source, documentation, and executable

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