

L.2 Source code [appendix L, vpi_user.h]

REPLACE:

```
#ifndef PLI_TYPES
#define PLI_TYPES
typedef int64_t PLI_INT64;
typedef uint64_t PLI_UINT64;
#endif
#define PLI_TYPES
typedef int64_t PLI_INT64;
typedef uint64_t PLI_UINT64;
typedef int PLI_INT32;
typedef unsigned int PLI_UINT32;
typedef short PLI_INT16;
typedef unsigned short PLI_UINT16;
typedef char PLI_BYTE8;
typedef unsigned char PLI_UBYTE8;
#endif
```

WITH:

```
#ifndef SVPI_TYPES
#define SVPI_TYPES
#endif
#define PLI_TYPES
typedef int64_t PLI_INT64;
typedef uint64_t PLI_UINT64;
typedef int64_t PLI_INT64;
typedef uint64_t PLI_UINT64;
typedef int PLI_INT32;
typedef unsigned int PLI_UINT32;
typedef short PLI_INT16;
typedef unsigned short PLI_UINT16;
typedef char PLI_BYTE8;
typedef unsigned char PLI_UBYTE8;
#endif
typedef int64_t PLI_INT64;
typedef uint64_t PLI_UINT64;
#endif
```

.....

REPLACE:

```
#define cbSignal 29
```

WITH:

```
#define cbSignal 29
```

```
/****** Added with 1364-2005 *****/
```

```
#define cbNBASynch 30
```

```
#define cbAtEndOfSimTime 31
```