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This code is for viewing only and may not be up to date. You can download the files in a zip file [acsim.zip](#). If you make any updates, please send them to stryd_one and he will update the zip for you.

```
/*
 *  ACSim_toolbox.c
 *  v 0.0.5
 *
 *  2006 April 17 Created by Michael Markert, audiocommander.de
 *  Copyright 2006 Michael Markert, http://www.audiocommander.de
 *  hexview based on publicdomain code:
http://www.eggdrop.ch/texts/cschnipsel/
 *  toolbox for mios: http://www.midibox.org
 *
 */

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 */

#import "ACSim_toolbox.h"

#import "ACSim_console.h"
```

```
// generate some random numbers
unsigned char ACRandomBool(void) { return (random() % 2); }
signed char ACRandomEncoder(void) { return ((random() % 2) ? -1 : 1 ); }
}
unsigned char ACRandomPin(void) { return (random() % DEBUG_AIN_NUM); }
}
unsigned char ACRandomChar(void) { return (random() % 128); }
unsigned int ACRandomInt(void) { return (random() % 1024); }

// hexview output
// maybe configure defines in header!

void hexview(unsigned char *buf, int size) {
    /*      usage:
    char buf[256];
    strcpy(buf, "some data");
    hexview(buf, sizeof(buf)); */

    int i;
    unsigned char c;
    unsigned char r = ;

    while (size>) {
        printf("%i:\t\t", (r*16));
        for (i=i<HEXVIEW_CHARS;i++) {
            if (size-i>) {
                printf("%02x ", (unsigned char)*(buf+i));
            } else {
                printf(" ");
            }
        }
        printf(" ");
        for (i=i<HEXVIEW_CHARS&&size-i>;i++) {
            c = (unsigned char)*(buf+i);
            printf("%c", c>=32&&c<127 ? c : '.');
        }
        buf+=HEXVIEW_CHARS;
        size-=HEXVIEW_CHARS;
        printf("\n");
        r++;
    }
}
```

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