This page is part of the mios_c_simulator_-_debugger

ACSim_console.h
ACSim_console.c

ACSim_mios.h
ACSim_mios.c

ACSim_toolbox.h
ACSim_toolbox.c
ACMidiDefines.h

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```
/*
 *  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 = 0;

    while (size>0) {
        printf("%i:\t\t",(r*16));
        for (i=0;i<HEXVIEW_CHARS;i++) {
            if (size-i>0) {
                printf("%02x ", (unsigned char)*(buf+i));
            } else {
                printf("   ");
            }
        }
        printf(" ");
        for (i=0;i<HEXVIEW_CHARS&&size-i>0;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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