This page is part of the mios_c_simulator_-_debugger

ACSim_console.h
ACSim_console.c

ACSim_toolbox.h
ACSim_toolbox.c

ACSim_mios.h
ACSim_mios.c

```
/*
 *  ACSim_toolbox.h
 *  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 <Stdio.h>


#ifndef _ACSIM_TOOLBOX_H
#define _ACSIM_TOOLBOX_H



// generate some random numbers
extern unsigned char ACRandomBool(void);
extern signed char   ACRandomEncoder(void);
```

```
extern unsigned char ACRandomPin(void);
extern unsigned char ACRandomChar(void);
extern unsigned int  ACRandomInt(void);



// hexview output
#define HEXVIEW_COLUMNS 68
#define HEXVIEW_CHARS ((HEXVIEW_COLUMNS-1)/4)

extern void hexview(unsigned char *buf, int size);


#endif    /* _ACSIM_TOOLBOX_H */
```

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