

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](#)

```
/*
 *  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
 *
 */

/*
 *  Released under GNU General Public License
 *  http://www.gnu.org/licenses/gpl.html
 *
 *  This program is free software; you can redistribute it and/or modify it
under the terms
 *  of the GNU General Public License as published by the Free Software
Foundation
 *
 *  YOU ARE ALLOWED TO COPY AND CHANGE
 *  BUT YOU MUST RELEASE THE SOURCE TOO (UNDER GNU GPL) IF YOU RELEASE YOUR
PRODUCT
 *  YOU ARE NOT ALLOWED NOT USE IT WITHIN PROPRIETARY CLOSED-SOURCE PROJECTS
 */
```

```
#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 */
```

From:  
<https://www.midibox.org/dokuwiki/> - **MIDIbox**

Permanent link:  
[https://www.midibox.org/dokuwiki/doku.php?id=acsim\\_toolbox\\_h&rev=1191134213](https://www.midibox.org/dokuwiki/doku.php?id=acsim_toolbox_h&rev=1191134213)

Last update: **2007/10/06 12:18**

