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

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

```
/*
 *  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=1191673130

Last update: **2007/11/17 16:49**