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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 <Stdio.h>

#ifndef _ACSIM_TOOLBOX_C
#define _ACSIM_TOOLBOX_C

#pragma mark random numbers
// 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); }  
  
#pragma mark HEXVIEW  
// hexview output  
#define HEXVIEW_COLUMNS 68  
#define HEXVIEW_CHARS ((HEXVIEW_COLUMNS-1)/4)  
  
void hexview(unsigned char *buf, int size) {  
    /* usage:  
    char buf[256];  
    strcpy(buf, "some data");  
    hexview(buf, sizeof(buf)); */  
  
    int i;  
    unsigned char c;  
  
    while (size>0) {  
        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");  
    }  
}  
  
#endif /* _ACSIM_TOOLBOX_C */
```

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