

%B4ToReal32

%B4ToReal32 function

Function

Function performs the conversion of a binary representation of a 32 bit value of *Real* type to a value of *Real* type.

Declaration

```
REAL %B4ToReal32(
    INT in _b4,
    INT in _b3,
    INT in _b2,
    INT in _b1,
)
```

Parameters

<u>_b4</u>	binary representation of value. Bits 24 .. 31 (the most significant byte)
<u>_b3</u>	binary representation of value. Bits 16 .. 23
<u>_b2</u>	binary representation of value. Bits 8 .. 15
<u>_b1</u>	binary representation of value. Bits 0 .. 7 (the least significant byte)

Description

The conversion function implements the conversion from the binary representation of the 32 bit real number according to the IEEE 754 standard do to the *REAL* type value. The binary representation is expressed by _b1 to _b4 values. Values must range from 0 to 255. If the entry does not correspond to the real number according to IEEE 754 standard, the function returns an invalid value.

Example

```
REAL _r
; valid Float 519.3165
_r := %B4ToReal32(%StrToInt("16#44#"), %StrToInt("16#01#"), %StrToInt("16#D4#"), %StrToInt("16#42#"))

; invalid Float
_r := %B4ToReal32(%StrToInt("16#7F#"), %StrToInt("16#C0#"), %StrToInt("16#00#"), %StrToInt("16#00#"))
```



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