

B4ToReal32

%B4ToReal32 function

Function	Function performs the conversion of a binary representation of a 32 bit value of <i>Real</i> type to a value of <i>Real</i> type.								
Declaration	<pre>REAL %B4ToReal32(INT in _b4, INT in _b3, INT in _b2, INT in _b1,)</pre>								
Parameters	<table><tr><td>_b4</td><td>binary representation of value. Bits 24 .. 31 (the most significant byte)</td></tr><tr><td>_b3</td><td>binary representation of value. Bits 16 .. 23</td></tr><tr><td>_b2</td><td>binary representation of value. Bits 8 .. 15</td></tr><tr><td>_b1</td><td>binary representation of value. Bits 0 .. 7 (the least significant byte)</td></tr></table>	_b4	binary representation of value. Bits 24 .. 31 (the most significant byte)	_b3	binary representation of value. Bits 16 .. 23	_b2	binary representation of value. Bits 8 .. 15	_b1	binary representation of value. Bits 0 .. 7 (the least significant byte)
_b4	binary representation of value. Bits 24 .. 31 (the most significant byte)								
_b3	binary representation of value. Bits 16 .. 23								
_b2	binary representation of value. Bits 8 .. 15								
_b1	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 to the <i>REAL</i> 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	<pre>REAL _r ; valid Float 519.3165 _r := %B4ToReal32(%StrToI("16#44#"), %StrToI("16#01#"), %StrToI("16#D4#"), %StrToI("16#42#")) ; invalid Float _r := %B4ToReal32(%StrToI("16#7F#"), %StrToI("16#C0#"), %StrToI("16#00#"), %StrToI("16#00#"))</pre>								



Related pages:

- [Implemented functions](#)
- [Function arguments - types](#)