

# %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**

|            |                                                                           |
|------------|---------------------------------------------------------------------------|
| <b>_b4</b> | binary representation of value. Bits 24 .. 31 (the most significant byte) |
| <b>_b3</b> | binary representation of value. Bits 16 .. 23                             |
| <b>_b2</b> | binary representation of value. Bits 8 .. 15                              |
| <b>_b1</b> | 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 *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(%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#"))
```



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