
Format CALL HEX(string-variable,numeric-variable[,...
])

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Description

The HEX subprogram converts Decimal to Hexadecimal or from Hexadecimal to Decimal. If a number or numeric-variable is first, HEX will convert the Decimal floating point value (Rounded off) to a four character sting and puts the string into the string-variable. If a string or string-variable is first, HEX will convert the String into a Decimal integer and put it into the numeric-variable. A numeric-variable or number ranges from -32768 to 32767 or the Hexadecimal equivalent of >8000 to >7FFF. The > is not used in HEX.

When a string or string-variable is null (length of zero) the numeric-variable will contain 0. The opposite is if a number or numeric-variable is 0 then the string-variable will contain a length of four and a value of >0000. Any time a string-variable is second it will be cleared before being assigned a new string value. All strings in HEX must be right justified or are returned as right justified, thus each string will be padded with zeros.

HEX will only use the first four characters of a string to convert the value, it will ignore the rest of the string.

Errors will result if a string contains characters other than 0-9 and A-F or a-f. Errors will result if a number is less than -32768 or larger than 32767. HEX runs from ROM.

HEX subroutine in RXB is for Assembly mostly but is usefull for new RXB routines like VDPSTACK or PRAM or EXECUTE. HEX runs from ROM.