NAME

    ??toa - machine format to ASCII conversion

SYNOPSIS

    ??toa(s1,n1)
    char *s1;
    int n1;

DESCRIPTION

??toa describes a family of 10 functions which convert binary
numeric representations of a word or a double word to ASCII
string format. The first five functions convert a word or in-
teger to a string. The second five functions convert a double
word or long to a string. The following is a list of the
subroutine names:

        btoa   - binary
        dtoa   - signed decimal
        otoa   - octal
        utoa   - unsigned decimal
        xtoa   - hexadecimal
        lbtoa - long binary
        ldtoa - long signed decimal
        lotoa - long octal
        lutoa - long unsigned decimal
        lxtoa - long hexadecimal

These functions return an integer indicating the length of the
generated string s1 if no error occurred. If an error occurred,
the value returned is zero. The value returned is the same as
would be returned by the len function. The only cause for an er-
ror is the address zero for the string pointer s1.

s1 points to a buffer where the generated string will be stored.
The buffer length is always assumed to be sufficient. The gen-
erated string is a null terminated string.

n1 an integer or long to be evaluated. Depending upon the func-
tion, the integer or long will be converted to an ASCII string.

The string generation conventions are minimum length strings ex-
cept for the binary case in which leading zeros are preserved.
In all conversions except binary leading zeros are deleted. For
signed conversions, only the minus sign is generated. The ter-
minating null character is placed immediately after the last
numeric character. A zero numeric value will generate a string
containing a single zero character.

The ranges of each of the conversion types are

        btoa   -   16 zero's to 16 one's
        dtoa   -   -32768 to 32767
        otoa   -   0 to 177777
        utoa   -   0 to 65535

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xtoa   -   0 to FFFF
lbtoa  -   32 zero's to 32 one's
ldtoa  -   -2147483648 to 2147483647
lotoa  -   0 to 37777777777
lutoa  -   0 to 4294967295
lxtoa  -   0 to FFFFFFFF
```

LIBRARY
    /lib/lib3.a

SEE ALSO
    ato??(3L)