十六进制反转：如0x96 输出0x69.（应该就是转换成二进制 然后反序排列就是了）

int R828\_Convert(int InvertNum)

{

int ReturnNum = 0;

int AddNum = 0x80;

int BitNum = 0x01;

int CuntNum = 0;

for(CuntNum = 0;CuntNum < 8;CuntNum ++)

{

if(BitNum & InvertNum)

ReturnNum += AddNum;

AddNum /= 2;

BitNum \*= 2;

}

return ReturnNum;

}