

# Printing a floating point value to the UART

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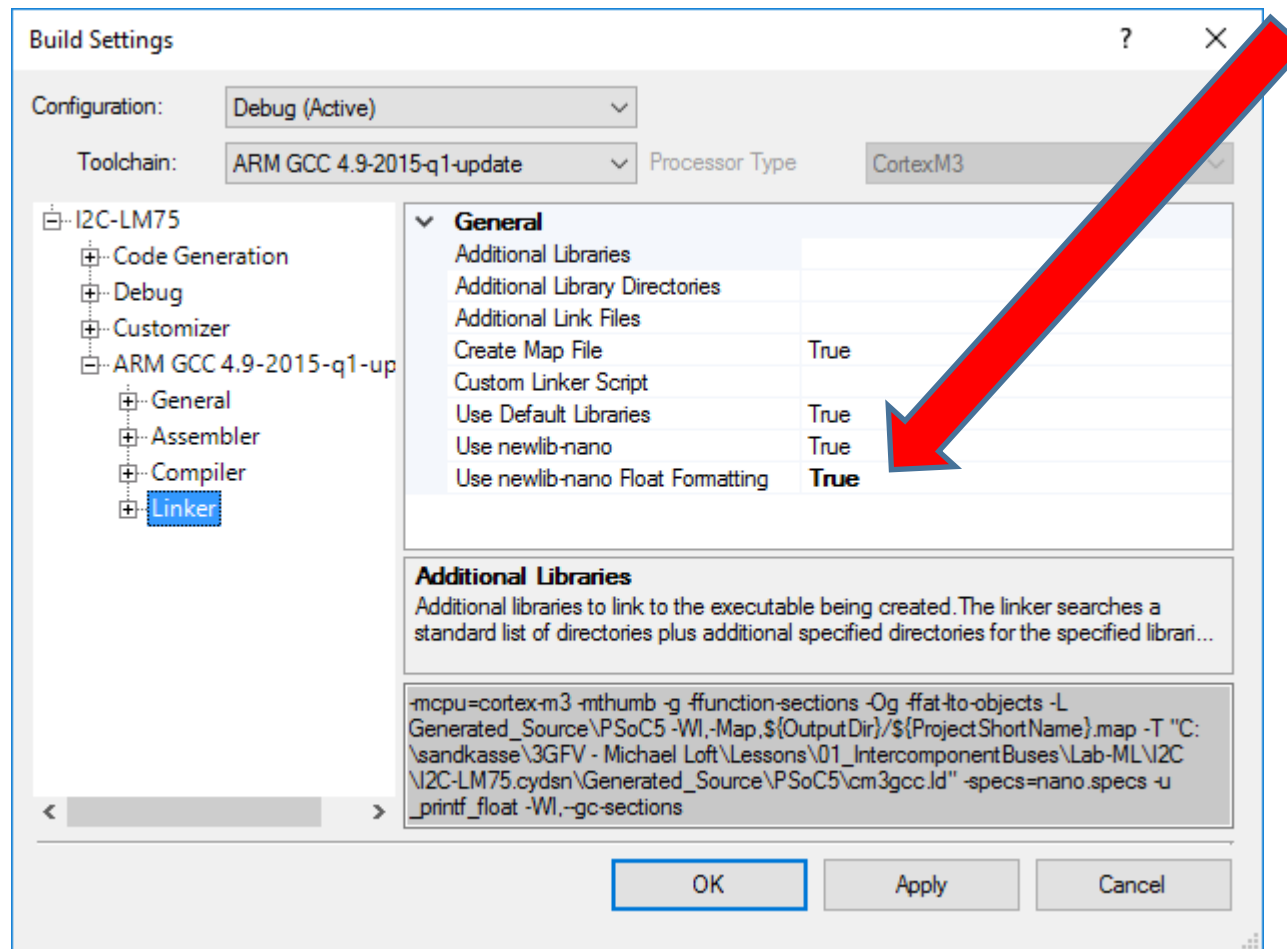
```
void writeTempToUART(float temp)
{
    char outputBuffer[256];

    snprintf(outputBuffer, sizeof(outputBuffer),
             "Temp: %f \r\n", temp);

    UART_1_PutString(outputBuffer);
}
```

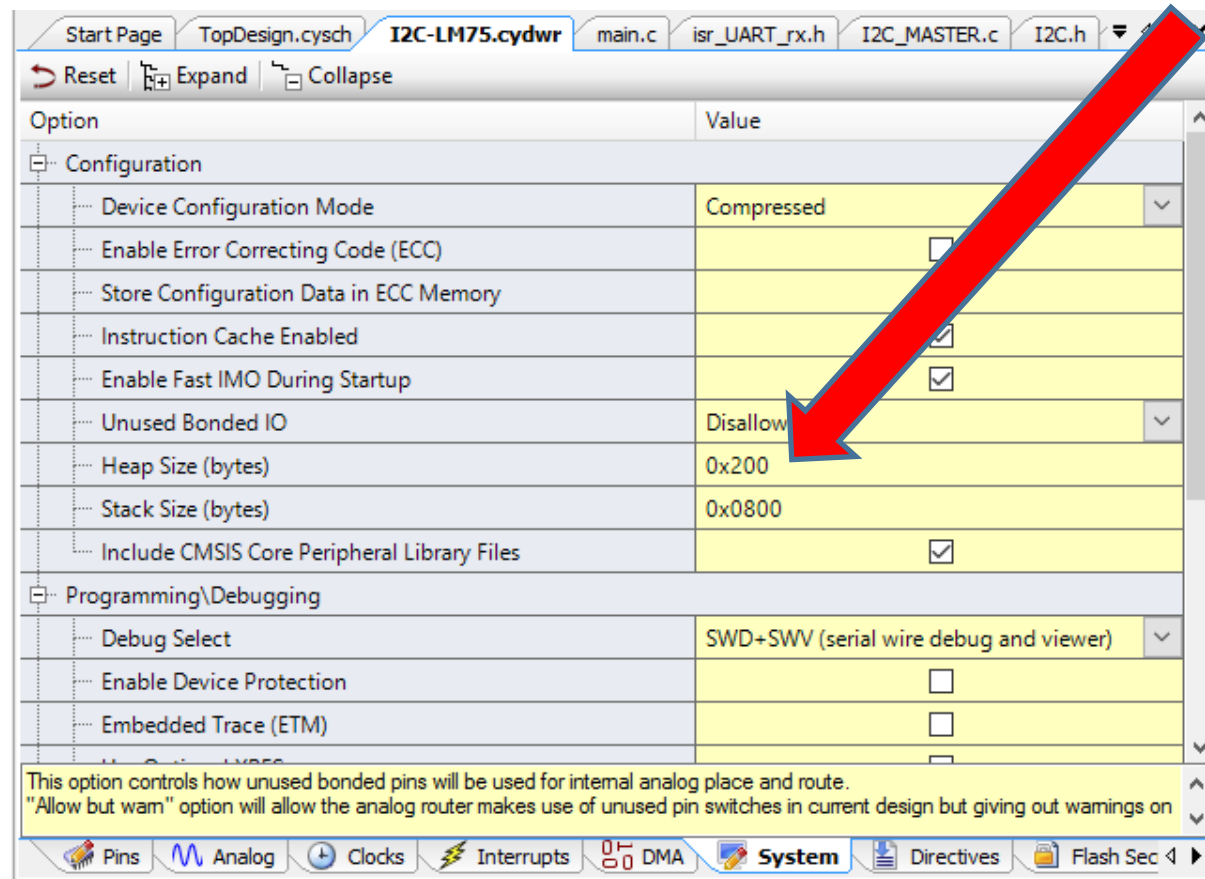
- This won't work.. you have to enable floating point printf formatting and increase heap size.

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- Project->Build Settings...

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- Set Heap Size to min. 0x200