



UnoLib documentation

stringutils.pas

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The stringutils.pas module contains routines for handling strings. These can be used on all types of AVRs supported by the Free Pascal Compiler. Please be careful when using the string or shortstring types, as they consume 256 characters of memory, so using limited string types, e.g. string[20] is recommended.

Routines
<pre>function UInt8ToHexString(Val: UInt8): String;</pre> <p>Returns a hexadecimal representation of <i>Val</i> as string.</p>
<pre>function UInt16toHexString(Val: UInt16): String;</pre> <p>Returns a hexadecimal representation of <i>Val</i> as string.</p>
<pre>function UInt8ToString(I8: UInt8): String;</pre> <p>Converts <i>I8</i> to string.</p>
<pre>function Int8ToString(I8: Int8): String;</pre> <p>Converts <i>I8</i> to string.</p>
<pre>function UInt16ToString(I16: Int16): String;</pre> <p>Converts <i>I16</i> to string.</p>
<pre>function Int16ToString(I16: Int16): String;</pre> <p>Converts <i>I16</i> to string.</p>
<pre>function UInt32Digits(aVal: UInt32): UInt8;</pre> <p>Returns the number of decimal digits in a 32-bit unsigned integer (e.g. for 12345 returns 5).</p>
<pre>function UInt16Digits(aVal: UInt16): UInt8;</pre> <p>Returns the number of decimal digits in a 16-bit unsigned integer (e.g. for 123 returns 3).</p>
<pre>function UInt16ToStr(const s: PChar; const maxlen, digits: UInt8; const Val: UInt16): UInt8;</pre> <p>Converts an unsigned 16-bit integer number to a null-terminated string and stores it in a provided buffer. The function returns the number of characters in the resulting string.</p> <p><i>Parameters</i> <i>s</i>: A pointer to a character buffer where the null-terminated string will be stored. The buffer</p>

should be declared as array[0..n] of char.

maxlen: The maximum length of the output string, including the null terminator. This value is typically the size of the *s* buffer.

digits: If this value is greater than number of decimal digits of *val* leading zeroes are added to the resulting string.

val: The 16-bit unsigned integer number to be converted.

Return value

The number of characters in the output string excluding null character. Returns 0 if the *s* buffer is too small to contain the converted string.

```
function Int16ToStr(const s: PChar; const maxlen, digits:
UInt8; const Val: Int16): UInt8;
```

Converts a signed 16-bit integer number to a null-terminated string and stores it in a provided buffer. The function returns the number of characters in the resulting string.

Parameters

s: A pointer to a character buffer where the null-terminated string will be stored. The buffer should be declared as array[0..n] of char.

maxlen: The maximum length of the output string, including the null terminator. This value is typically the size of the *s* buffer.

digits: If this value is greater than number of decimal digits of *val* leading zeroes are added to the resulting string.

val: The 16-bit signed integer number to be converted.

Return value

The number of characters in the output string excluding null character. Returns 0 if the *s* buffer is too small to contain the converted string.