FracMul   Multiply Fract by Fract, long, or Fixed

#include <FixMath.h>   **Toolbox Utilities**

Fract	**FracMul(** *opA* , *opB* **)**;	
Fract	*opA* ;	multiplicand
Fract	*opB* ;	multiplier
	returns	32 bit product (Fract, long, or Fixed**)**

FracMul returns the product of *opA* * *opB*.

opA and...
opB are two 32-bit values. At least one of them should be formatted as a
Fract data type.

Returns: a 32-bit value, whose format depends on that of the input
parameters:

opA		*opB*		*returned*
Fract	*	Fract	=	Fract
long	*	Fract	=	long
Fract	*	long	=	long
Fixed	*	Fract	=	Fixed
Fract	*	Fixed	=	Fixed