FixRatio Page 1

**FixRatio** Get fixed-point quotient of two integers

#include <<u>ToolUtils.h</u>>

**Toolbox Utilities** 

<u>Fixed</u> **FixRatio**(numer, denom);

<u>short</u> *numer*; numerator; number to be divided

<u>short</u> <u>denom</u>; denominator; divisor

returns 32-bit value; low word is fraction

**FixRatio** performs fixed-point division on two integers, returning the quotient as a 32-bit <u>Fixed</u> data type.

numer and . . .

denom are 16-bit signed integers, in the range -32767 to 32767

Returns: a 32-bit Fixed value. The high 16 bits are the integer portion; the

low word is the fractional portion.

Notes: This function will happily divide by 0; if *denom* is 0, this returns 0x7FFFFFF when *numer* is positive or 0x8000001 when *numer* is negative.

This is handy for calculating the spacing needed for drawing justified text (see **SpaceExtra**).