

```

Fixed.h
//-----Fixed_uDecOut2-----
// Takes an unsigned 16-bit integer part of the
// fixed-point number and outputs the fixedpoint
// value on the LCD
// Input: 16-bit unsigned integer
// Output: true if successful
unsigned short Fixed_uDecOut2(unsigned short integer);

//-----Fixed_sDecOut3-----
// Takes an signed 16-bit integer part of the
// fixed-point number and outputs the fixed point
// value on the LCD
// Input: 16-bit signed integer
// Output: true if successful
unsigned short Fixed_sDecOut3(signed short integer);

//-----Fixed_uBinOut8-----
// Takes an unsigned 16-bit integer part of the
// binary fixed-point number and outputs the fixed-point value on
// the LCD
// Input: 16-bit unsigned integer
// Output: true if successful
unsigned short Fixed_uBinOut8(unsigned short integer);

```