

**NAME**

ecvt – output conversion

**SYNOPSIS**

**jsr      pc,ecvt**

**jsr      pc,fcvt**

**char \*ecvt(value, ndigit, decpt, sign)**

**double value;**

**int ndigit, \*decpt, \*sign;**

**char \*fcvt(value, ndigit, decpt, sign)**

**...**

**DESCRIPTION**

*Ecvt* is called with a floating point number in fr0.

On exit, the number has been converted into a string of ascii digits in a buffer pointed to by r0. The number of digits produced is controlled by a global variable *\_ndigits*.

Moreover, the position of the decimal point is contained in r2: r2=0 means the d.p. is at the left hand end of the string of digits; r2>0 means the d.p. is within or to the right of the string.

The sign of the number is indicated by r1 (0 for +; 1 for -).

The low order digit has suffered decimal rounding (i. e. may have been carried into).

From C, the *value* is converted and a pointer to a null-terminated string of *ndigit* digits is returned. The position of the decimal point is stored indirectly through *decpt* (negative means to the left of the returned digits). If the sign of the result is negative, the word pointed to by *sign* is non-zero, otherwise it is zero.

*Fcvt* is identical to *ecvt*, except that the correct digit has had decimal rounding for F-style output of the number of digits specified by *\_ndigits*.

**SEE ALSO**

printf(III)

**BUGS**