

HexEdit.mcc

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COLLABORATORS

	<i>TITLE :</i> HexEdit.mcc		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

HexEdit.mcc

1.1 HexEdit.mcc v14.0

HexEdit MUI Custom Class

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Disclaimer	- boring stuff :(
Introduction	- what's this?
Licence	- should I pay?
Requirements	- will I need NT?
Installation	- child's play
Known bugs	- read before you send bug-report!
Author	- and who did all this?
History	- not much for the moment
To do	- what you can expect in the future
Support sites	- where to get the updates
Credits	- you pay \$100 to get here. :)

1.2 Disclaimer

Disclaimer

There is no warranty for this program to the extent permitted by applicable law. Except where otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary service, repair, or correction.

In no event, unless required by applicable law or agreed to in writing, will any copyright holder, or any other party who may redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

1.3 Introduction

Introduction

This class provides you with an easy way to present hexadecimal dump of a memory region to the user. Additionally, memory contents are visible in ASCII representation. Editing in both modes is possible. HexEdit class is very flexible, with many settable parameters and some critical methods (like byte reading and writing) waiting to be overloaded.

1.4 Licence

Licence

Authors of freeware/PD programs can use this class for free. All others (including shareware/commercial authors) should contact me to obtain the licence. The licence is rather cheap, in most cases its cost equals to shareware fee you are going to ask for your program. For very expensive and/or low-volume programs price can be negotiated individually.

1.5 What do you need to run this?

Requirements

- * MUI 3.8 (not tested with earlier versions)

1.6 Installation

Installation

Just copy classes for your CPU to MUI:libs/MUI directory on your HD.

1.7 Known bugs

Known bugs

There are problems when you select a font which is too big for HexEdit object to fit on the screen. I am currently thinking about the fix.

1.8 Credits

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I sometimes cruise as Thorgal on irc #amiga and #amigapl

1.9 History

History:

v14.0 - Initial release

1.10 Things I plan for next releases

To do:

- soft scrolling,
- whatever you suggest...

1.11 Support sites

The newest version of HexEdit is always available from its home page:

<http://amiga.com.pl/mcc/>

There you'll also find some other MCCs written by WFMH members. Should you have problems accessing our server, HexEdit is present on Aminet (dev/mui), too.

1.12 Acknowledgments

Acknowledgments

I would like to thank people who helped with betatesting of HexEdit and contributed valuable ideas:

- Alessandro Zummo
- Bartosz Porzezinski
- Marcin Orłowski
- Ignaz Kellerer

1.13 MagicUserInterface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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