

Hex Editor Help

Help is available on the following menu options:

Mouse Functions

Keyboard Functions

File

Edit

Option

Information

File Menu

The File menu allows you to clear the Hex Editor, Open files, and Save files.

When you clear the Hex Editor by selecting the New option, the file you are currently editing is cleared from memory and the editor returns to the state in which it began.

To Save files which have already been loaded, select the Save menu option. You may load any file into the hex editor as long as it does not exceed a certain size. See the Information selection, below. NOTE: Be careful when saving a modified file as you will lose the original.

To make a duplicate of a file, whether modified or not, use the Save As menu option. Save As allows you to enter a new path and filename for the file into which it will be saved. This is useful if you want to experiment with modified versions of a file but do not want to change the original.

Note that Save functions are disabled until the hexadecimal editor has been registered.

Information

Edit Menu

The Edit menu allows you to Search for information throughout the document according to your specifications.

Search

Continue Search

Character Count

Option Menu

The Option menu allows you to view file statistics, choose file viewing preferences, and register this shareware program.

Display

Registration

Search

Searching requires the input of a search key. The key may be any sequence of characters.

To imbed hexadecimal codes into a search string, use the pound sign (#) followed by a TWO digit hexadecimal code. A pound sign must be represented by two pound signs, ##. Any time the pound sign is used to denote hexadecimal notation, the editor will assume that case is to be exact (caps as caps, lower case as lower case). **NOTE:** Do not attempt to search for #00 (null character) in a textfile. Your string will be truncated to the characters just before the #00.

You may search for specific capitalization by checking the "Case Important" box in the search query dialog.

You may search from the point the keyboard cursor is on by checking the "From Caret Position" box in the search query dialog.

Search is not available until a file has been loaded.

[Continue Search](#)

Continue Search

The continue search feature, also activated by the F3 key, continues searching from just past the last search location. If there was no last instance found, then the search begins again from the beginning of the file. Continue Search maintains the Case setting of the Search Query dialog but ignores the caret position.

Continue Search is not available until a file has been loaded.

Search

Count Characters

The count characters feature allows you to bring up either a table or a graph to describe the composition of your file. The Count Characters feature is only available with registration.

For files which are primarily text, the Graph feature, checked on the Count Characters dialog, allows you to get a visual representation of the alphabetical letters in your file. Note that upper case and lower case letters are considered identical for the purposes of this selection.

If the Graph option is not checked, the standard character count table can be accessed which displays the numeric code, its ANSI representation, and the count for each of the 256 character byte codes.

The second selection, From Caret Position, allows counting to begin from the current caret position.

Display

The Display option activates a dialog which allows you to view file statistics, such as size and pathname, as well as to check off your preferences on line or character counting.

Registration

The Registration option activates a dialog which allows you to enter a registration number. This registration number will enable you to use the full features of the hexadecimal editor. Once the registration is entered, files will be saveable and the "Unregistered Copy" title will be replaced with the file name of the file being edited.

To enter your registration code, just type in the code and hit Enter. From then on, the Registration option on your menu will be grayed.

Mouse Functions

The mouse can be used to select the location of the caret on the screen. Whenever a valid area of the screen is selected using the left mouse button, the caret will appear at that location. Any valid typing which takes place will impact either on the text side, or the hexadecimal side. The previous text will be over-written.

If the mouse is clicked in an invalid section of the screen, the caret will be shut off.

The mouse may also be used to scroll the file using the horizontal or vertical scrollbars for full viewing of the file.

See Keyboard Functions for an in-depth discussion of the caret and the role of the keyboard.

Keyboard Functions

Keyboard Functions

The keyboard functions differently given three different situations.

First, if the caret is off, or not blinking, the keyboard commands are directed toward the scrollbars and any typing which takes place will have no effect. This prevents accidental overwriting of information.

The caret can be toggled by using the <Enter> key. If the location of the caret has been scrolled off the screen, the screen will be scrolled to show the location of the caret. Note that in any instance where the caret is off the screen and is influenced by keyboard command the window will display the location of the caret.

The <Tab> key can be used to direct the caret as to which side, text or hexadecimal, the editing point is located.

When the caret is on, the arrow keys allow movement within the editing window. Editing with the right and left arrow keys will move the cursor to the next or previous BYTE location.

The <Space> bar, unlike the right arrow key, will, on the hexadecimal side, move to the next four bit location. In other words, it will move to the next digit of the two-digit hexadecimal code. You can then edit that independently. On the text side, the spacebar acts to replace existing text with a space.

The <Backspace> key is the opposite of the spacebar on the hexadecimal side and the same as the right arrow on the text side.

The <Ins> and keys act respectively to insert and delete single characters. The <insert> key adds chr(0), 00H, characters at the current CARET POSITION.

All other text must conform to either, on the hexadecimal side, 0..F, or on the textside any keyboard reproducible characters below chr(128).

Mouse Functions

The Caret

The caret is the blinking line which represents the current location for keyboard input. The caret may or may not be on (and thus blinking) in the editor at any given point. See [Keyboard Functions](#) for more information on the caret.

Information On Hex Editor

This Hex Editor is written for Windows 3.0. This is a shareware product. Registration is necessary to use the full features of the editor. However, there are no nag screens with the possible exception of the title bar which indicates if the copy is unregistered. A registration ID can be obtained by sending \$10 to the following address:

Al Funk
42 Parkwyn Dr.
Delmar, NY 12054

This is version 1.1 of Hex Editor. Updates to this product will be determined by the volume of registration support. Please send any suggestions for improvements with registration fee. Registered users will be informed of updates to this program and will (for a small disk + mailing charge) be entitled to an updated copy as soon as it is available.

Requirements: Any computer running Windows 3.0 with at least 100k memory. Memory must be available to load in the desired file. Program designed for VGA graphics but should be compatible with any Windows supported display.

Written in Turbo Pascal (c) Borland under Windows 3.0, (c) Microsoft Corp.

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