

## Hex Editor Help: Main Index

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HexEdit, v. 1.5. HexEdit is a shareware program. Continued usage of this program is restricted to registered users only. See Information/Registration for details.

## Keyboard Functions

The Hex Editor is completely operable from the keyboard. Key commands are as follows:

|           |  |
|-----------|--|
| ARROWS    | See ENTER  |
| BACKSPACE | On hexadecimal side, moves back one hex digit. On text side, moves back one byte. No modification will occur.  |
| ENTER     | Turn on/off the <u>caret</u> . When the caret is turned on, keyboard typing will place text/numbers at the current caret position. Arrow key actions will influence entry location. If caret is off, arrow keys will scroll information immediately. |
| HOME/END  | Move caret to beginning or end of the document respectively.   |
| INS/DEL   | Inserts or deletes one character from the current caret location, but only if the caret is on. See ENTER.  |
| P.UP/DN   | Page Up and Page Down move information one screenful in the indicated direction.   |
| SPACE     | On the text side, space places a space character (#32). On the hexadecimal side, it moves the caret one hex digit.   |
| TAB       | Changes the caret from text side to hex side, or vice versa.   |

## Mouse Functions

The mouse functions provide for easy location of the caret. **Simply point to a potential entry location on either the hex or the text side of the display and the caret will appear at the beginning of the byte clicked. If the mouse points to a viable location, the caret will be turned on. If not, it will be turned off.**

## Options

The options menu allows access to the Display... dialog and the Registration... dialog.

Furthermore, there are two toggle selections available from this menu: wide caret and highlighted words. Select the wide caret toggle to use a block cursor. Select the highlighted words toggle to make word boundaries more visible (this slows down the display, however). These selections will be saved on exiting the hex editor.

Display

Registration

Conversion Window

Edit

Search

Jump To Line or Displacement

Character Count

For information on insertion and deletion see Keyboard Functions.

Keyboard Functions

## Information on Hex Editor

This Hex Editor is written for Windows 3.0. It is a shareware product. A registration ID may be obtained by sending \$10 to the following address, for registration in the U.S. (see the registration blank option at the end of this topic):

Al Funk  
42 Parkwyn Dr.  
Delmar, NY 12054

To register in Europe and obtain a registration ID send £10 to:

UNICA Shareware Publishing, 39a Hall Street, Stockport,  
Cheshire, SK1 4DA England,

Or phone with your credit card number +44 (0)61 429 0241. Fax registrations use +44 (0)61 477 2910.

This is version 1.5 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 be entitled to an updated copy as soon as it is available. On-disk copies are available from the author for \$2.50 (disk+mailing fee).

Requirements: Windows 3.0, 100k free memory + space for loading a file. Most graphics supported.

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

Registration

Registration Blank

HexEdit, Copyright 1991, 1992 Al Funk

## Registration Blank

To register HexEdit, print this help page and send the following form to the address listed at the end:

-----  
HexEdit Registration Version 1.5

Name : \_\_\_\_\_  
Cmpy.: \_\_\_\_\_  
Addr1: \_\_\_\_\_  
Addr2: \_\_\_\_\_  
City : \_\_\_\_\_ State: \_\_\_\_ Zip: \_\_\_\_\_  
Phone No. (optional) (     ) - \_\_\_\_\_ - \_\_\_\_\_

Computer Make: \_\_\_\_\_ Model : \_\_\_\_\_  
Processor : \_\_\_\_\_ Memory: \_\_\_\_\_  
DOS version : \_\_\_\_\_

Name, as will appear in registration box:  
Name: \_\_\_\_\_  
Organization, as will appear in registration box:  
Org.: \_\_\_\_\_

Other Comments : \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CIS ID, if any : \_\_\_\_\_

# copies : \_\_\_\_\_ @ \$10-- ea. = \$ \_\_\_\_\_.\_\_  
(OR)  
Unlimited copies allowed for \$ 75.00  
total = \$ \_\_\_\_\_.\_\_

To be paid by check, certified check to:

Al Funk  
42 Parkwyn Dr.  
Delmar, NY 12054

## File

The File menu provides options for clearing, opening, and saving. To load a file, simply click on the Open option and a Windows dialog box will open prompting you to select the file you wish to open.

Any file may be edited with the exception of certain write protected, system, or shared files.

To save a duplicate of your file, use the Save As... command with a new filename. Remember, using Save will overwrite your old file. HexEdit will prompt you if you attempt to overwrite.

## Printing



## Registration

To Register, simply fill in the provided order blank (labeled HEXEDIT.TXT) and mail to the appropriate address (European users, see HEXEDIT.EUR). You will be given a registration code. The Registration option will be grayed.

Access to the features of this version of HexEdit is not in any way limited for non-registered users. However, registration is requested of those users who find HexEdit to be a useful program. See Information for more details.

### Information

## Search

The Search feature allows you to search for byte information throughout your file. You can type characters into the search dialog directly from the keyboard or use hexadecimal notation, a pound sign (#) followed by two hexadecimal digits.

Searching may be done from the current caret location (if caret is on). You may also select to ignore or recognize case. Note that any hexadecimal search turns on case sensitivity.

You may continue searching from the last location by selecting the Continue Search option of the Edit menu.

## Display

The Display dialog shows statistics about the current file, including size and modification status. You may, at this dialog, select whether to display by displacement (i.e., one count per character/byte) or line (16 bytes per line). The Jump To feature uses this to determine how it will function. Also, the current selection determines how the file will be printed.

## Jump To Line or Displacement

Selecting this menu option brings up a dialog box querying for the location in the file to jump to. If the display is in line mode, enter a line value to jump to. Otherwise, enter a character displacement value (where 0 is the first character). The caret will be turned on and positioned at that location.

## Character Count

The Character Count feature brings up either a graph representing all punctuation and letters (the graph is not case sensitive) or a table of the total count of each ANSI character. Counting may begin at beginning or at current caret value.

The caret is the blinking line activated by either the ENTER key or a mouse click. Characters typed will appear at the caret location.

## Printing

The procedure for printing is quite straightforward.

To print a range of lines, click on the appropriate radio button and then enter the line range in the boxes provided. Alternatively, leave the Print All radio button selected and the whole file will be printed.

A header may be placed at the top of the file by checking the Header box and entering header text in the appropriate edit box.

Draft mode may be selected by checking its box. Draft mode may or may not function depending on your printer. Draft mode may allow a quicker print or ink-saving.

Printing may be aborted by clicking on the Cancel button of the print dialog.

## Conversion Window

The conversion window allows the user to convert between hexadecimal, octal, and decimal numbers. Simply click on or select the box desired and enter the number to be converted. All numbers are considered to be positive. Click on the 'Convert' button or hit ENTER and the converted numbers will be displayed in the boxes corresponding to their base.

Click on the 'Done' button to close the window. Note that the conversion window can be kept open while the other functions of the hex editor are used.



