Dave Lord's
Windows Hex View   Version 2.0

Help Topics

>   For information on how to use Help, press F1 or select Help from the menu above.

File Menu
>   Open File
>   Open Clipboard
>   Print

Display Menu
>   Ansi Charset
>   IBM PC Charset
>   Ascii Text
>
>   Hex/Dec Converter

Search Menu
>   Find, Repeat Forward, Repeat Back
>   Jump

Keyboard
>   Keys
>   'vi' Users

Misc.
>   Saving Preferences

This program is distributed as shareware. You may make copies of it for evaluation and distribution but if you like the program you should register it. The cost is $15. If you register before the end of 1991 I will send you a copy of the successor to this program when it is complete (expected around the end of Sept. 1991). That program, tentatively titled "Gander" will be a text and binary file viewer along the lines of the DOS program "LIST". Also if you register by the end of 1991 I will consider your registration fee to also cover the registration for "Gander". Anyone who has ideas of what   they would like to see in this new program should write me ASAP.

This program may be freely distributed. It may not be sold. A nominal copying charge may be made not to exceed US $10.

Registrations outside of the US:

Unfortunately it is virtually imposible within the US to exchange small amounts of foreign currency or to cash checks drawn on foreign banks. If you can't send US money I will accept CD or cassettes of any music you think will not be generally available in the US.   Generally we get the most popular Brittish groups and that's about it. We don't even get much Canadian music. My tastes are eclectic, anything from traditional to modern. How about if one of you Canadians sends me some "Doug and the Slugs", eh?

Dave Lord
3307 Lincoln Av.
San Diego, CA 92104

Internet: davel@pnet03.cts.com

This program is distributed as is. The author assumes no liability for any dammages resulting from its use.

Ansi Charset

Selecting this menu item causes the **Ascii Text portion** of the screen (the right-hand side) to display text using the **Ansi character set**. This is the extended Ascii Character set normally used by Windows.

IBM PC Charset

Selecting this menu item causes the **Ascii Text portion** of the screen (the right-hand side) to display text using the extended Ascii Character set used by the **IBM PC** under **DOS**.

Ascii Text Charset

Selecting this menu item causes the **Ascii Text portion** of the screen (the right-hand side) to display text using only the basic **Ascii Text Characters**. All other characters are displayed as grey boxes.

For the purposes of this program **Ascii Text Characters** are the characters from **0x20** through **0x7e**.

Open File

Allows you to select a file to view. The open dialog works pretty much the same as in nearly every other Windows Program.

Open Clipboard

Allows you to view an item from the **clipboard**. Clipboard items are stored on a variety of **formats**, Hex View allows you to view the predefined formats: **BITMAP, DIB, DIF, METAFILEPICT, OEMTEXT, PALETTE, SYLK**, and **TIFF**.   Some programs may also use private formats which I don't support. In theory the clipboard can hold several items simultaneously as long as each is in a different format. In practice this is rarely done.

For each of the above formats **except** METAFILEPICT and BITMAP what I display is simply the contents of the **global memory block** retrieved from the clipboard.

For **METAFILEPICT** I show the **METAFILEPICT** structure followed by the **Metafile** itself (starting at 0x10).

For **BITMAP** I show the **BITMAP** structure followed by the **Bitmap bits** (starting at 0x10).

Print

Allows you to print all or part of the file. In the dialog box select **All** or **From/To**. The default for **From/To** is to print what is on the **screen** but you can set your choice of From and To locations. Values are byte offsets into the file specified in **hex**.

Find

Allows you to search for a **character string** within the file you are viewing. The string may be specified as **text** characters (a, b, c, etc.) or as **hex** (41, 0a, ff). Enter the string and choose whether it is a **string search** (text) or a **hex search**. If it's a **string search**, choose whether **uppercase** and **lowercase** characters should match, then press **Forward** or **Reverse**.

If there is highlighted text on the screen then **Forward** searches will start immediately following the highlighted text, otherwise the search will start with start with the first character on the screen, **backwards** searches start before any highlighted text on the screen, or with the character preceding the first one on the screen.   The string is **highlighted** on the screen when it is found.

Repeat a search using **Repeat Forward** or **Repeat Back**.

Jump

This allows you to jump to a particular **character** or **record** in the file.

Enter a **number**, select **decimal** or **hex**, select **character** or **record** and press **OK**.

Characters are found by simply counting from the beginning of the file (starting at **0** of course).

Records are found by counting **Record Markers**.   You can chose the record marker by entering the **hex** value of the character which marks the end of a record. The default is **0xa** (Linefeed). Records are counted starting at **1**.

Hex/Dec Converter

The Hex/Dec Converter allows you to quickly convert numbers to and from **hex**, **decimal**, and **binary**.

The converter contains three **edit boxes**, one each for hex, decimal, and binary. Simply select the one you want with the mouse, enter a number in the appropriate form, and the number will apear converted to the other forms in the other two boxes. Converting hex numbers to and from **Little Endian** form is left as an exercise for the user.

The converter is a modeless dialog box so you can leave it on the screen while you use Hex View.

Keys

```
<down arrow>          Down one line.
<up arrow>    Up one line.
<left arrow>  Left a page.
<right arrow> Right a page.
<page up>     Page up.
<page down>   Page down.
<home>        Begining of file.
<end>         End of file.
Shift + F3    Search.
F3            Repeat forward.
F4            Repeat backward.
Ctrl + F3     Jump
Shift + F5    Hex / Dec Converter
```

'vi' User's Keystrokes

In Windows 3.0 the standard is to use control - alt - shift - function key combinations as shortcut keys. I can only assume that Microsoft was trying to emulate the one feature of WordPerfect that everyone really hates. Anyway, I provided those, but I also provided shortcut keys based on the one true keyboard interface: **vi.**

j   Down one line.
k   Up one line.
h   Left. OK I cheated, it's Left a whole page.
l   Right a page.
^F   Down a page.
^B   Up a page.
^U   Up half a page.
^D   Down half a page.
/   Search.
n   Repeat search Forward.
N   Repeat search Backward.
G   Go to End.
:   Jump. OK this one may not be obvious to you.

Saving Preferences

This program saves a number of options in winhv.ini. winhv.ini should be in the same directory as winhv.exe. If winhv.ini is missing the program will not recreate it, if you want it back you should create it as an empty file using an editor, the next time you run winhv.exe it will get updated.

The following options get saved to winhv.ini:

> Charset
> Last search string
> Last search type (string or hex)
> Jump type (decimal or hex)
> Ignore Case (on search)