

# **Documentation for GED-Hexedit**

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	<i>TITLE :</i> Documentation for GED-Hexedit		
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## Chapter 1

# Documentation for GED-Hexedit

### 1.1 Documentation for GED-Hexedit

GED-Hexedit Version 0.90 by Wolfgang Morgeneier

This is a Beta-version!

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### 1.2 Introduction

Introduction:

For the Amiga there are not many hex-editors. Some day I found a program <BinHex> in the Aminet. After seeing this, I had the idea, to write a similar program and an environment for hexadecimal edit for the editor GOLDED by Dietmar Eilert. This here is the not finished result of it.

This is a BETA-VERSION

I will not be responsible for any bugs of the program or loss of data!

To avoid loss of data, you should only work with copies of your files.

If somebody is interested in a further development of the program by me,

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he should send me an EMail.

Furthermore I would appreciate bug reports and ideas for further development.

## 1.3 Installation

Installation of the program:

The program will be installed by the Amiga-installer.

For this, the icon <Install\_English> has to be clicked twice.

After this the installation goes automatic.

The following is required for the program:

- Golded 4.6.0+ by Dietmar Eilert
- Regedit (for the installation)
- the Amiga-installer in the search-path (for the installation)
- delete, copy and rename in directory c:
- Arexx
- the directory t: must exist

## 1.4 Usage

Usage and function of the program:

The program installs a new icon at the end of the toolbar with inscription <HEX>. By clicking this icon, a file-requester shows up, and you can select a file for hexadecimal edit.

For this, an ARExx-program <OpenAsHex.ged> in the directory <tools/hex> will be called. This program first makes a safety copy of the original file (original + extension .bak.hex).

Then the program <hexbin> will be called, which makes a temporary hex-coded file <t:gedhex> using the original. This file will be loaded by the editor. Now the display in the title of the editor will be changed to show the right filename and the temporary file will be extended by the number of the actual editor window.

The file in the editor consists of 3 parts, the address, the hexadecimal part and the ASCII part (from left to right).

In the area of the hexadecimal part, all digits and the letters a-f can be entered ←

Pressing another key (except cursor movement keys) will have no result. In the area of the ASCII part you can enter digits, letters and special signs.

Using the tabulator key, you are moved from the hexadecimal part to the ASCII part and back.

When you save the file, the ARExx-program <tools/hex/SaveAsBin.ged> will be used. First it will be saved again to the temporary hex-coded file. After this, the program <hexbin> will be called, which remakes the original file in the directory t:. Finally this file will be copied to its original place.

At the menu <Additions> a part "search" was added.

With this you can search for strings in the ASCII area and for series of bytes

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in the hexadecimal area. Furthermore, you can decide, whether upper caps and lower caps shall be different or not.

## 1.5 Known bugs

Known bugs of the program:

When the edit-window will be closed by the close-gadget, a requester shows up, if the file was changed. When you click on save, the original file will be overwritten by the hexadecimal format of the file. As I have no possibility to control the close-gadget, I cannot remove this bug.

## 1.6 History

History:

Version 0.8: first version, upload to Aminet

Version 0.9: second version, upload to Aminet

The following has been changed:

- now there can be spaces in the filename
- for a better overview in the hex area, spaces between long words were added
- search in hex and ASCII area was added
- the Arexx scripts were packed with the program Rextopt of Ulrich Sibiller
- small changes

Thank you very much to Mario Kemper for his bug reports!

For version 1.0 the following is planned (changes possible):

- search with wildcards
- insert and delete bytes
- incorporate bug reports of users
- write full instructions for the program

## 1.7 Copyright

Copyright:

This program is freeware. It may be distributed free, as long as all files are included without changes. Distribution of the program at shareware CDs and shareware discs is allowed. A further commercial use of the program without my allowance is not permitted.

You use the program at your own risk. As the author of the program I am not responsible for any damage caused by use of the program. Consider, that this is a Beta-version.

If you want any improvements or have bug reports you are encouraged to sent it to me.

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## 1.8 Author

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