
Subject: using HexView to view a file

Posted by [omari](#) on Wed, 10 Oct 2012 07:53:41 GMT

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Hello,

I used the control HexView to view a file, here is the code:

main.cpp:

```
#include <CtrlLib/CtrlLib.h>
#include <HexView/HexView.h>

using namespace Upp;

struct StringHexView : HexView {
    String str;

    virtual int Byte(int64 addr)
    {
        return addr < str.GetCount() ? (byte)str[addr]: 0;
    }

    void SetString(String s)
    {
        str = s;
        SetTotal(str.GetCount());
    }

    StringHexView()          {SetTotal(0); }
};

class HexViewer : public TopWindow {
public:
    typedef HexViewer CLASSNAME;
    HexViewer();
    StringHexView hex;
};

HexViewer::HexViewer()
{
    Add(hex);

    Zoomable().Sizeable();
```

```
hex.HSizePosZ(36, 36).VSizePosZ(32, 12);  
hex.SetString( LoadFile(GetExeFilePath()));  
}
```

```
GUI_APP_MAIN  
{  
HexViewer().Run();  
}
```

upp file:

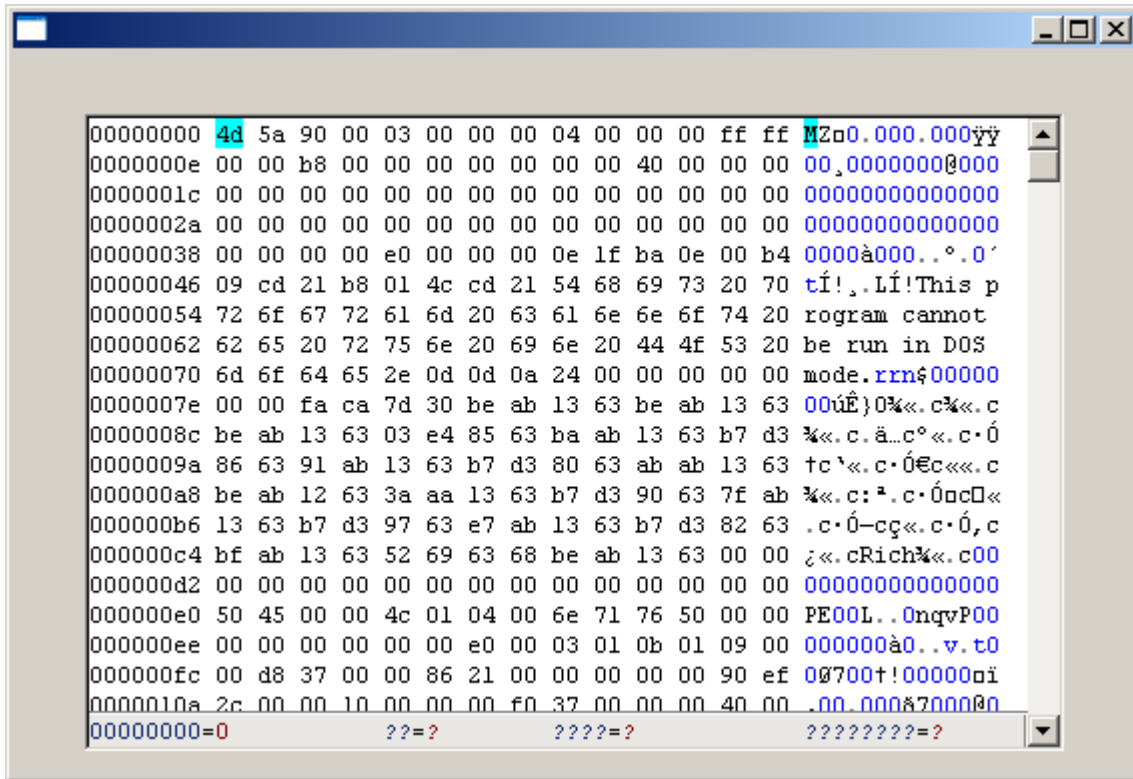
```
uses  
CtrlLib,  
HexView;
```

```
file  
main.cpp;
```

```
mainconfig  
"" = "GUI SSE2";
```

File Attachments

1) [hexviewer.PNG](#), downloaded 865 times



Subject: Re: using HexView to view a file
Posted by [lectus](#) on Tue, 08 Jan 2013 00:21:35 GMT
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Thanks!

Very interesting!

Can it also edit files?
