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Subject: Serious Hex Editor

Posted by [AGNUcius](#) on Thu, 17 May 2012 16:59:00 GMT

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Hello all,

This is my first post, so thought I'd put it here.

I have been programming with Visual Studio since around 1995.

I have used U++ only a small amount - for hello-world kind of stuff, just getting a feel for it.

In my work now, I must view (not necessarily edit) very large files - sometimes over 2 Terabytes.

I've recently started using <http://www.wxHexEditor.org> for that work, and am impressed with some of it's abilities, but also want to add much more.

But wxWidgets is not as exciting to me as the U++ way, and so I am considering reimplementing the project completely.

I was wondering if anyone here has started down this road already, or maybe some cautions about how not to go about this.

Sincerely,

Patrick Anderson

Economic Systems Engineer

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