Hi AGNUcius,
Firstly, thank you about compliments to my program wxHexEditor.
As you understand, I am the author.

I build wxHexEditor for filling gap. There is no linux GUIed hex editor that could open huge files/devices. That is my goal and it's achieved.

But I don't understand what is the goal of forking and replacing the GUI with U++? If you want to do that for just a self enjoyment, I have nothing to say. But I believe that doesn't cure anything. There are no real goal on it.

I don't think if it's good idea of re-implementing of a half project. wxHexEditor doesn't have some basic features like writing images to disks or even settings panel. If you wonder, I am also thinking on moving just draw functions to OpenGL base for fast scrolling...

Instead of fighting with GUI (which sounds meaningless to me), why don't you work on new tools? You could cure some missing functions with it. I have many items on my to do list, if you interested with joining development.
Regards.
Erdem