
Subject: Creating a disasm control

Posted by [crydev](#) on Sun, 24 Nov 2013 21:25:34 GMT

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Hello,

I have a question, which can also be interpreted as a request for advice. I have to create a control that displays the disassembly of executable code. The first thing I thought of was a LineEdit, but I hesitate editing the paint method of my own derived class. It should look a bit like this:

The left column should contain the address, in the middle the byte values and the right column the actual disassembled op-codes.

The main issue for me is, I have no idea how the paint method containing ~150 lines of code works. My question is: what is a good approach to do this? My first intention was LineEdit, but I am open for other ideas.

Thanks a lot,
crydev
