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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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Subject: Re: Serious Hex Editor

Posted by [E.U.A](#) on Wed, 06 Jun 2012 05:52:28 GMT

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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

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Subject: Re: Serious Hex Editor

Posted by [koldo](#) on Wed, 06 Jun 2012 06:40:53 GMT

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Hello Patrick

I agree with Erdem. IMHO it is good to do small projects to show interesting features. However it is different when doing real projects.

There are so many interesting things to be done in open projects or to be ported to Linux that it is a pity to spend a lot of hours in reinventing wheels, with similar license .

I know that many people does not think like me but this is just my opinion.

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