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

Subject: Re: Creating a disasm control
Posted by dolik.rce on Mon, 25 Nov 2013 06:53:55 GMT
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Hi crydev,

Have you looked at the assembly view in TheIDE? I believe it does pretty much the thing you need. Class DbgDisas in ide/Debuggers/Debuggers.h might be good place to start. You just can try to get it out of TheIDE, or get some inspiration from it...

Best regards,
Honza

Subject: Re: Creating a disasm control
Posted by crydev on Wed, 11 Dec 2013 07:29:19 GMT
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dolik.rce wrote on Mon, 25 November 2013 07:53Hi crydev,

Have you looked at the assembly view in TheIDE? I believe it does pretty much the thing you need. Class DbgDisas in ide/Debuggers/Debuggers.h might be good place to start. You just can try to get it out of TheIDE, or get some inspiration from it...

Best regards,
Honza

Thanks Honza for your reply,

I checked this control, but it does not contain what I was actually looking for. I now use a ColumnList, which looks pretty good with disassembly in it.

However, what my actual problem is, is the fact that I don't know whether it is possible to fake scrolling of the control in a way that you would be able to dynamically scroll through the memory. I don't want to save entire executables in my memory.