Subject: Log showing in HEX mode.
Posted by rxantos on Mon, 13 Apr 2015 08:38:39 GMT
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When I press Alt-L to read the log of the program being debugged, I am presented with an HEX editor view.

Is there a way to get out of the HEX view and look at the log files the way it was before?

Subject: Re: Log showing in HEX mode.
Posted by rxantos on Mon, 13 Apr 2015 08:43:09 GMT
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Never mind. The solution is Edit->"Edit as text". Don't know why the IDE thought that the log was a binary file.

Subject: Re: Log showing in HEX mode.
Posted by Klugier on Mon, 13 Apr 2015 13:25:19 GMT
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Hello rxantos,

Some times ago I reported my thoughts about "Hex View". It is very similar to you - why we want to edit in binary mode text files.

More information you can find on upp redmine:
- http://www.ultimatepp.org/redmine/issues/1030#change-2187

Sincerely & thanks for reporting this issue,
Klugier

Subject: Re: Log showing in HEX mode.
Posted by mirek on Mon, 13 Apr 2015 17:42:39 GMT
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rxantos wrote on Mon, 13 April 2015 10:43Never mind. The solution is Edit->"Edit as text". Don't know why the IDE thought that the log was a binary file.

Well, the detection is quite simple: If it contains chars <32 other than \t \n \r, it is considered binary.

Anyway, I am running to the same issues with .log from time to time (it is quite easy for some <32 chars to 'escape' into the .log), so I agree that this still needs some tuning.... Perhaps further detection based on extension would help here or something like that.

Subject: Re: Log showing in HEX mode.
Posted by Klugier on Tue, 14 Apr 2015 19:41:21 GMT
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Hello Mirek,

OK, I see that detection is implemented (and it works correctly), but it is not used by idebar. It means that user can view every file in binary mode even ".cpp" or ".txt".

To prevent that we can check in ide/idebar.cpp (line 182) that file is binary. Code:

```
 if(editfile.GetCount() && editashex.Find(editfile) < 0 && FileIsBinary(editfile))
  menu.Add(AK_EDITASHEX, THISBACK(EditAsHex));
```

Probably, we should check it only once per file. Above solution can slow down edit bar appearance. It mostly depends on how FileIsBinary is implemented.

Sincerely,
Klugier

Subject: Re: Log showing in HEX mode.
Posted by mirek on Fri, 17 Apr 2015 08:42:38 GMT
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Why would we want to limit that? What is wrong with viewing .cpp file in binary?

Sometime I need that even now... (until I have integrated binary view mode, I did this in external tool...)

Mirek

Subject: Re: Log showing in HEX mode.
Posted by Klugier on Fri, 17 Apr 2015 14:47:09 GMT
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Hello Mirek,

Now, I understand the concept. I hardly ever used hex editors or viewers. So, I am definitely not

an expert. But, can you tell me for what reason do I need to edit .cpp files in hex editor? I always thought that hex editor is used to edit pure binary files like .exe or .out.

The only issues I founded in HexView is edit bar menu generation. More information you can find on redmine.

Sincerely,
Klugier

Subject: Re: Log showing in HEX mode.
Posted by mirek on Sun, 19 Apr 2015 05:02:20 GMT
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Klugier wrote on Fri, 17 April 2015 16:47Hello Mirek,

Now, I understand the concept. I hardly ever used hex editors or viewers. So, I am definitely not an expert. But, can you tell me for what reason do I need to edit .cpp files in hex editor? I always thought that hex editor is used to edit pure binary files like .exe or .out.

For example: .cpp file is generated by code or adopted from public domain, there is some string in it and it contains invalid utf-8 sequence. You might need hexview to find out what is going on (what bytes exactly are there).

Mirek
