

ГРАФИЧЕСКИЙ ИНТЕРФЕЙС ПОЛЬЗОВАТЕЛЯ

```
File: test_image.bin | Sector: 0/2047 | Sector size: 512 bytes
0000: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0030: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0040: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0050: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0060: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0070: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0080: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0090: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00A0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00B0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00C0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00D0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00E0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00F0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0100: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0110: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0120: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0130: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0140: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0150: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0160: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0170: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0180: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0190: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01A0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01B0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01C0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01D0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01E0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
01F0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

Arrows: move cursor | n/p: next/prev sector | j: jump sector
e/Enter: edit byte | s: save | c: copy | v: paste | u:undo | r:redo | h:help | q:quit
```