## *Hexedit - Usage*

*What is hexedit?*

Allows one to view and edit files in hexadecimal or in ASCII.

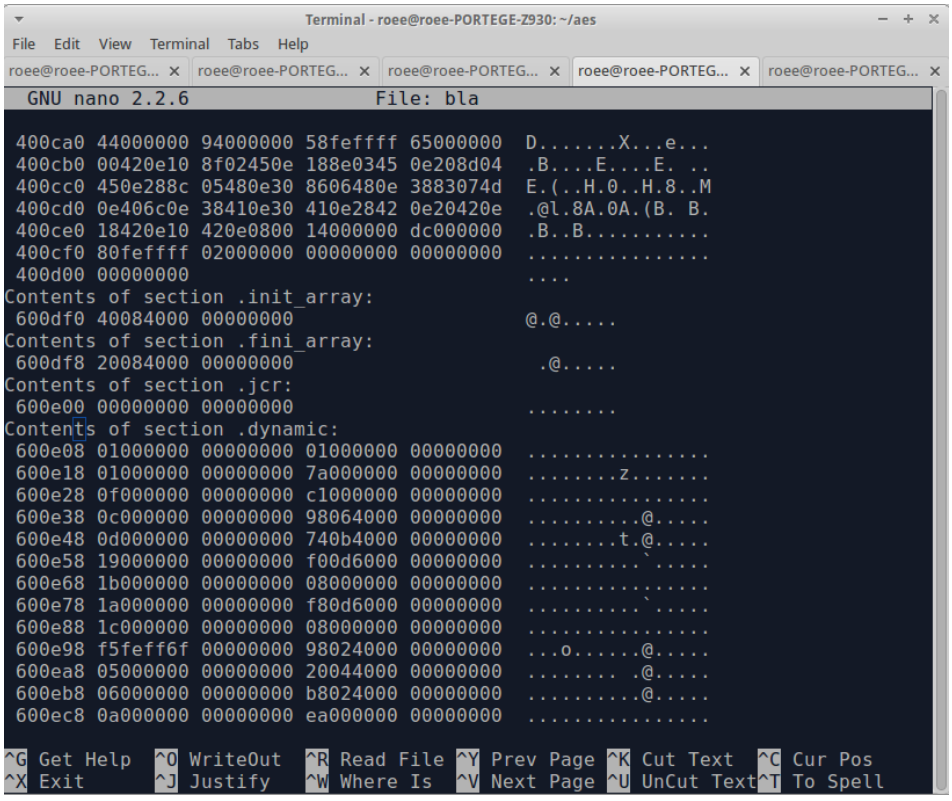
Usage: hexedit $program-name

Use the keyboard arrows to move through the content of the file and modify it by simply typing the new desired bytes. The modified file can then be saved by using 'Ctrl+X' and typing 'y' for yes.

*Example usages*

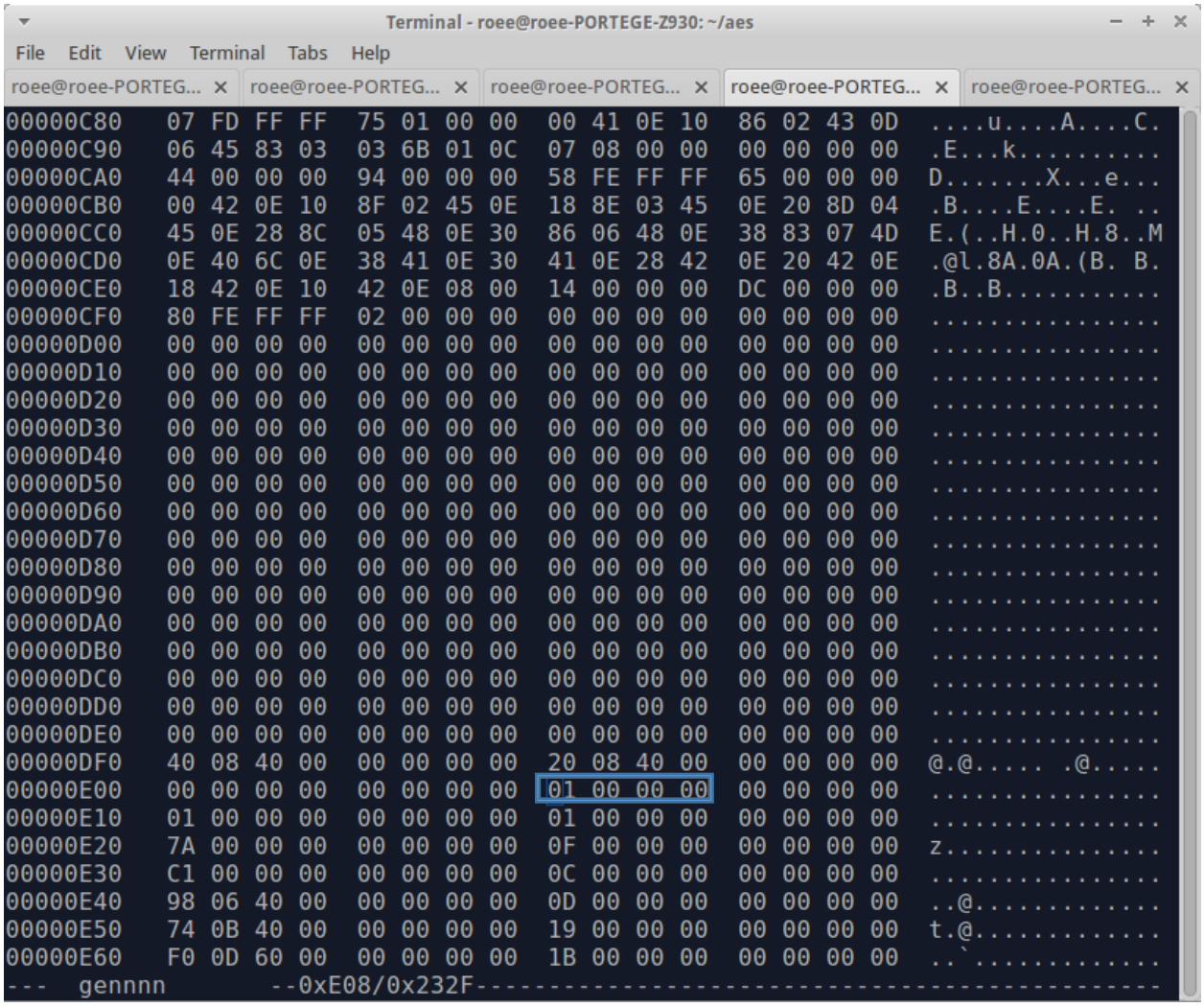
### *Example 1*

Assuming you have decided to edit the .dynamic section of an ELF file;
Objdump –s yielded the following output:




Run hexedit by typing 'hexedit $program' ($program=your program) and find address of the .dynamic section. You'll see that you cannot find an offset of 600e08 within the file since the latter is a virtual address and all we care about is the **physical** (i.e. location on the disk). The actual offset you're looking for is 600e08-600000 = e08.

Therefore:

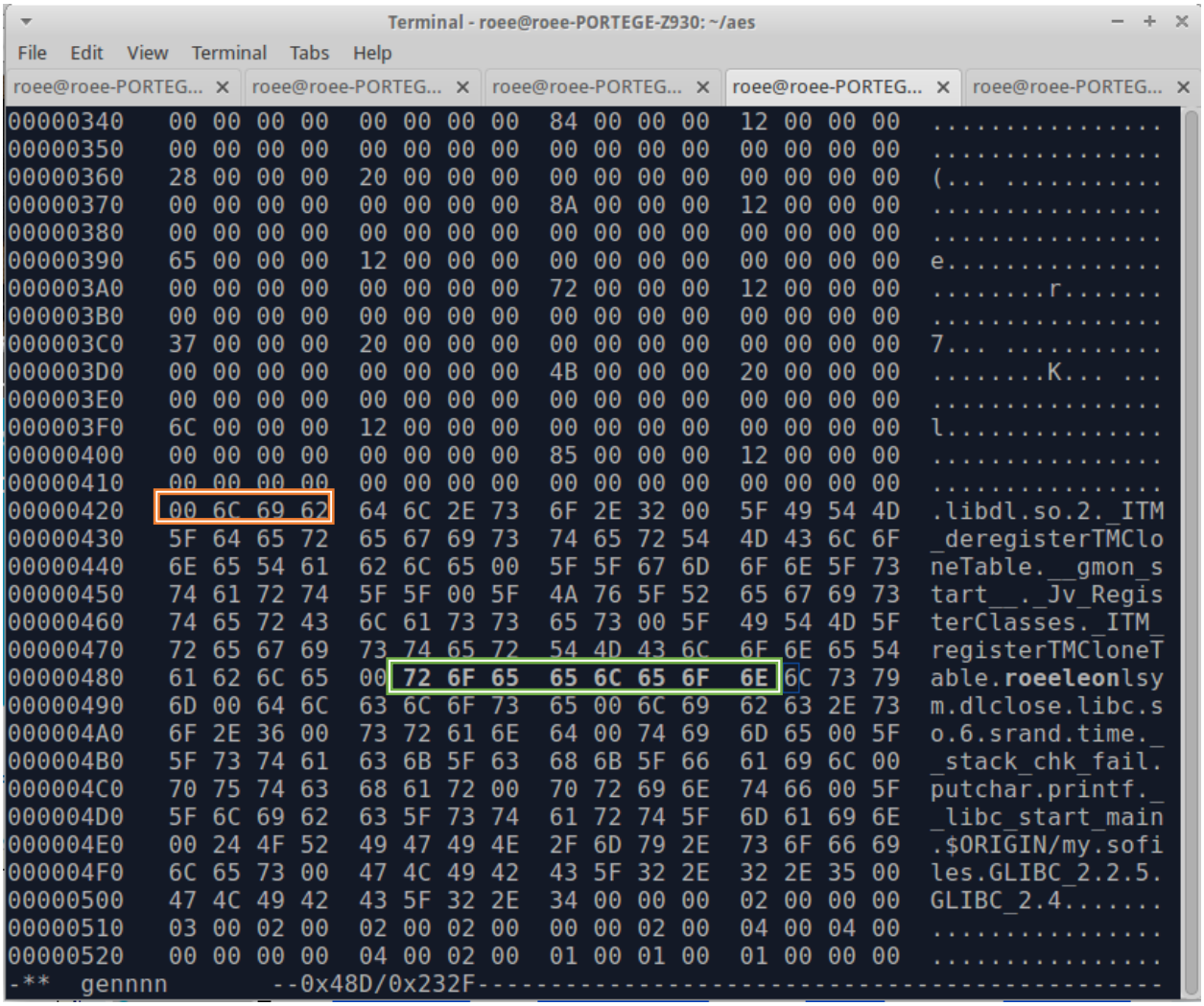



As can be seen, offset E08 (corresponds to virtual address 600e08) is marked with a blue frame.

***Example 2***

Assuming you have decided to manipulate a string located in the dynamic-string table. Using readelf -d (Or by inspecting the .dynamic section – remember, type '5' points to the dynamic string table) it is possible to find out the address of the .dynstr section. Assuming the virtual address is 0x400420, the offset within the file (physical offset) is 0x400420-0x400000=0x420.

Therefore:




The start of the .dynstr section is marked with a red frame.
Changes that I have done are marked with a green frame (Manipulated the bytes to represent 'roeeleon' in ASCII).