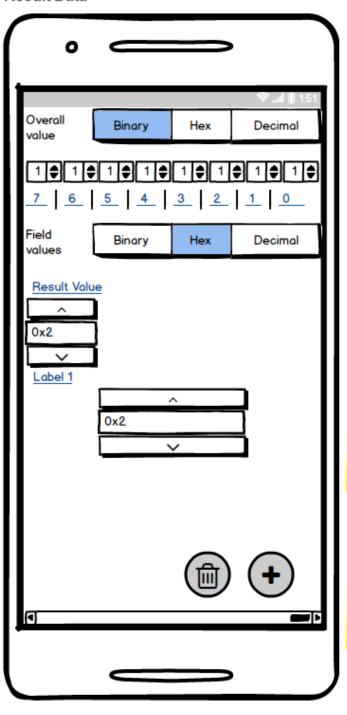


Result Data

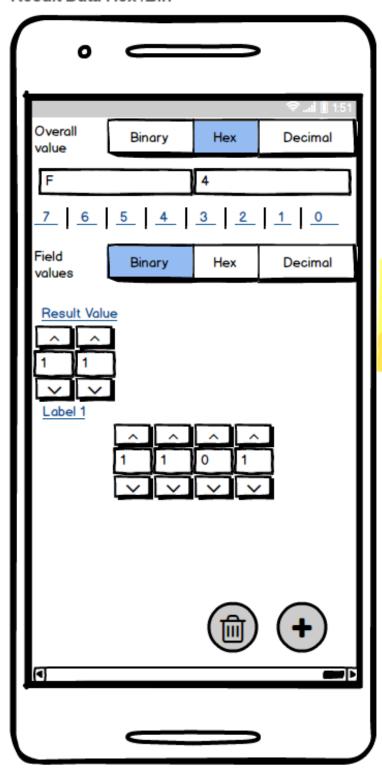


The number spinners - the arrows are above and below the number it is posible to edit the text (but its either 1 or 0!)

The Fields are text boxs aligned with the bits (these are always present) have up/down arrows, the width of the arrows is to the bit (binary), nibble (hex) or digit (decimal - or maybe no arrows when decimal.. can it have a fixed width?) the value can be edited by a keyboard and always bound to the bit width.. the whole field background is a solid colour - this colours is repeated for the bits (visible in the overall value section)

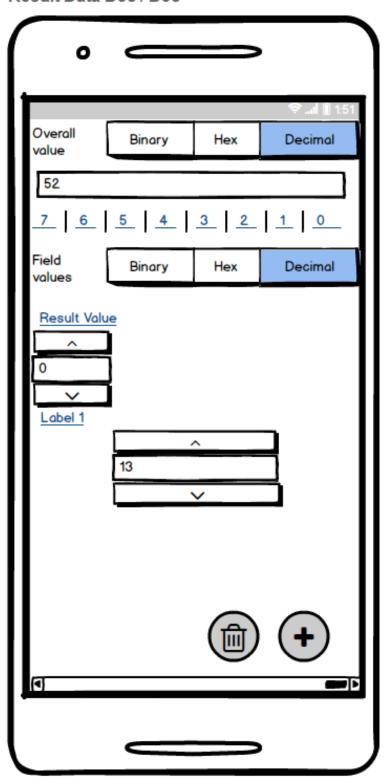
The field names - these are always on the left - the arrows and values these scroll

The scroll bar allows us to scroll large numbers - 64 bit numbers will be fairly wide



We want to be able to type in numbers like 0XF4 - so there is only one text field... a line is drawn between nibbles and the text is spread out but you can still type a hex value across the entire overall value, not sure what happens when the view needs to scroll - want to see the whole value... maybe have a readonly hex always visible?

Arrows above and below hex value... but easier to use keboard to edit.. the hex view split into nibbles (oxF)



Cannot think of a way of splitting up a decimal number... so its always just one field, edit using keyboard, but the arrow keys scroll through the available range, the result value starts at 0 ends at 3, the overall starts at 0 ends at 255? or unbounded?

The hex/bin fields are coloured to match the fields.. the decimal overall is not. -