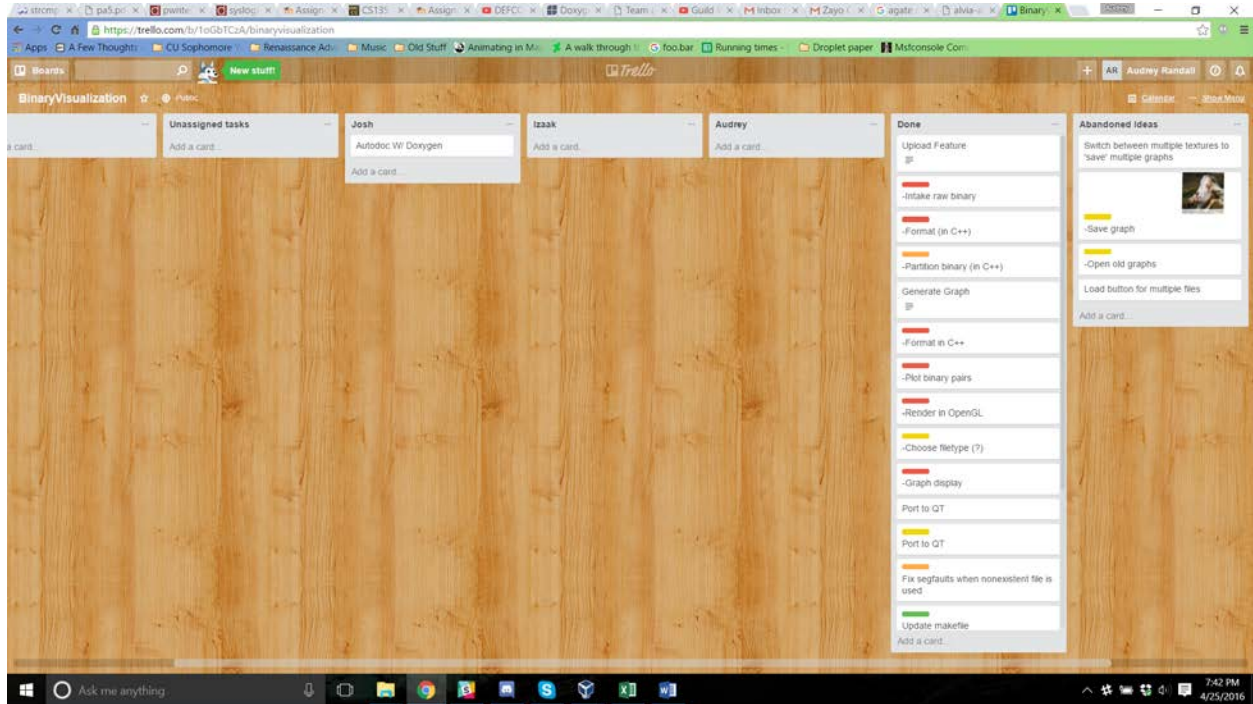


# He1mdall: Binary File Visualization Software

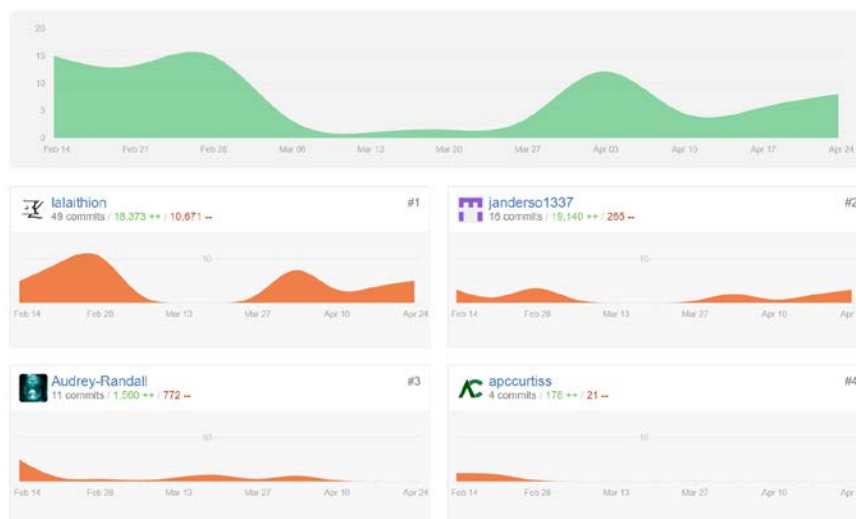
Alex Curtiss, Audrey Randall, Izaak Weiss, Josh Anderson

Project Tracker: <https://trello.com/b/1oGbTCzA/binaryvisualization>

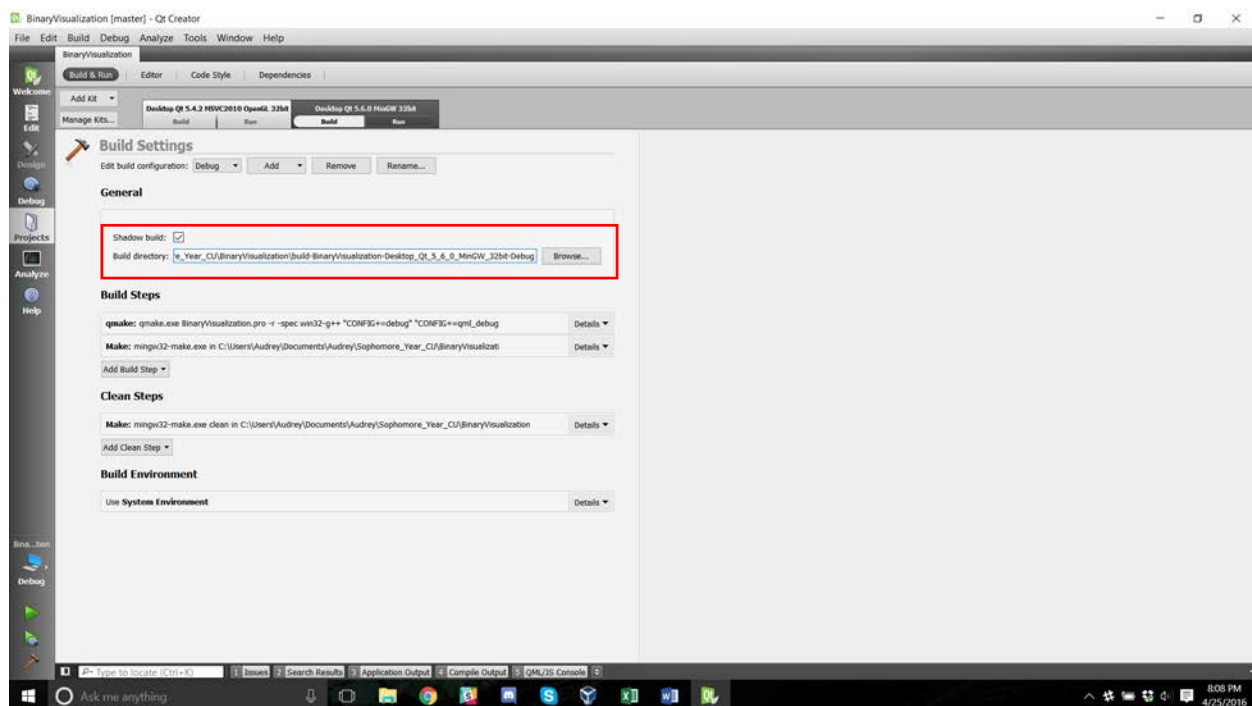


VCS: <https://github.com/lalaithion/BinaryVisualization> This is a public repo, no authentication required.

Member commits: **\*\*\*IMPORTANT NOTE\*\*\*** Alex Curtiss was accidentally committing anonymously for most of the semester: he did a LOT more work than appears here.



Deployment: In order to run this code, you will need Qt Creator 5.4. The latest release (5.6) does not appear to compile our project correctly: you will need to check the options during installation to install all of Qt 5.4's functionality so that you can use the 5.4 compiler. Qt can be found here: <http://www.qt.io/download/> Once it's been downloaded, double-clicking the file src/BinaryVisualization.pro will open the project in Qt. You must configure the build and the compiler before the project will run. To choose the build, go to the Project tab along the left side and click it. There will be a field to enter the build directory (circled in red): enter the full file path of BinaryVisualization\build-BinaryVisualization-Desktop\_Qt\_5\_6\_0\_MinGW\_32bit-Debug.



Qt should also give you several different compiler options when you first run the project. You want Desktop Qt 5.4.2 MSVC2010 OpenGL 32 bit (it will probably be the first option, but not necessarily). If this compiler is not installed, you will need to install it by running the Qt installer again, selecting "Update components," and installing everything under the Qt 5.4 directory.

Documentation: Run BinaryVisualization/src/html/index.html on your localhost. We used Doxygen to generate HTML documentation.

<https://github.com/lalaithion/BinaryVisualization/tree/master/src/html>

