

# QDT Quick Start Guide

## Version History:

|          |           |  |
|----------|-----------|--|
| 01-18-05 | Vers 0.90 | Original   |
| 01-22-05 | Vers 1.00 | Added Mode 33 to backgrounds, QMenu to license<br>Released                 |
| 01-04-19 | Vers 1.1  | Freeware version.<br>Removed Q-Menu from the package.<br>Minor adjustments |

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## Website:

<http://www.jdh-stech.com>

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## Introduction

Welcome to QDT, the QL DeskTop. With QDT, you now have at your mouse and finger tips a fully modern computer desktop where you can setup your workplace to improve your efficiency and to be a much more pleasant and easy to use place.

At the minimum please read this short startup guide before you get too far into your QDT adventures. For further information, a full set of manuals is supplied.

**IMPORTANT:** QDT can only be installed and run on a system that is working in 256 or more colors, has a hard drive, and enough memory (IE: a super gold card with Aurora and hard drive, a Q40, QPC II, etc). Any other configuration is not supported and will produce unpredictable, if any, results.

## Installation

QDT installation is split into three parts. The first one installs all the required files to run the QDT system and is automated. The second and third parts involve simple manual copying of selected optional files as the user desires.

1. automated installation – required
2. manual copy of manuals - optional
3. manual copy of backgrounds - optional

### ***Automated Installation***

There are three files supplied for this part.

1. QDTINST\_zip – contains all the files used by QDT itself
2. qdtinst\_bas – the basic program that unzips the files and starts the automated install
3. unzip – the infozip version of unzip used by qdtinst\_bas to unzip the files (freeware)

These files should all be located in the root directory of whatever device you want them in. For example, most users will have the files supplied on a CD so the files will be located in winx\_ (substitute the number that is mapped into the CD for the x). If copied to a different location, the files should reside in the root location of the device such as in 'ram1\_' or 'win2\_'. Do not put them into a deeper directory.

To start the install, simply do a:

```
lrun device_qdtinst_bas          [ substitute device_ as needed, such as win8_ ]
```

When prompted for the "location of the QDT Install files:", enter the directory location such as "win8\_" or "ram1\_" (notice the underscore). Once the files are unzipped, there will be a prompt to press any key to start the installer program.

The install program has install progress sections listed on the left side. The green button indicates where the installer is in the process.

There are four press buttons along the bottom of the window that are used to navigate or respond as is appropriate. The buttons will change their names and state depending on what is happening at the time. If a button has an underlined letter, then the letter can be used as a short cut key for the button. Some buttons will not have shortcuts to avoid accidental selection.

Early in the install, you will be presented both readme files and license agreements. Please take the time to review these. You can scroll them either with the scroll bar or with the keys presented on the first page of the readme file.

The license page will need your electronic agreement. Agreeing to the licensing terms in the installer is an agreement legally to the terms of use of QDT as presented. QDT is fully copyrighted and use of QDT is an implicit agreement to these terms.

There are a few choices that must be made before the automatic part of the installation starts.

It is recommended that you go with the recommended default locations of the Main QDT Directory and boot location unless you have a very specific reason not to. If you wish to change either of these, you should be aware of a few important points. The main QDT directory should not be much longer than the default values due to file structure limits. The location of the system boot file is the root device that your boot file is located in. The program will not let you proceed until it finds a file named boot in the location you specify. The installer uses the boot file to determine many important things about your system.

On the 'Installation Type' screen, you have a choice of 'Easy' or 'Advanced'. Read the notes carefully at the bottom of the screen before proceeding. If you have any doubt you might want to use Advanced and not Easy. For most users however, the 'Easy' choice will work perfectly.

As this is a 'Quick Guide', if you believe that you need the 'Advanced' option, please refer to the separate "QDT Installer User's Manual" included in the DOCS\_ directory of this installation package. It details all the options that are presented in the Advanced install path.

For everyone else, select 'Easy' and press the 'Start' button. And then take a break.

Progress will be indicated by the section updates on the left, progress bars along the top of the main window, spinners within the text area of the main window for longer install pieces, and text updates.

Depending on the size of the drive you are installing, some of the activities can take quite a while. Please be patient and give the program time.

When the installer is done, it will present a summary screen showing what the it has done, the short cut key chosen for QDT dropdown menus, where log files and your backed up boot file are, other useful information and present you with an Exit button.

If further action is needed or things aren't 'perfect' the top line on the exit window will say so.

Before starting QDT, please take a quick look at the QDTinstall\_log, especially if there is any reference on the final screen for further action or cautions.

And then restart your system. QDT should start up automatically at the end of your boot file and be ready for your tuning to your own preferences.

### ***Copying – Manuals***

There are several manuals that come with QDT. Manuals are supplied both as PDFs (viewable on Windows, OS X, Unix, and other systems) and plain text files for QL viewing.

Since it doesn't make sense to copy all these over to the QL, the manuals are located in a separate DOCS\_ directory in the same location as your QDT install files. They can also be found on the QDT website in the Docs section (please refer to the website for the latest updates).

At the time of printing, the following are supplied:

|                           |              |
|---------------------------|--------------|
| QDT Quick Start Guide     | PDF and text |
| QDT Installer User Manual | PDF and text |
| QDT User Manual           | PDF and text |
| QDT Notebook User Manual  | PDF and text |
| QDT IconDraw User Manual  | PDF and text |

It is recommended that any manuals copied over are done so after the main QDT installation and place into the QDT\_DOCS\_ directory.

### ***Copying – Backgrounds***

QDT allows easy ways to use different backgrounds (wallpaper). Two basic designs are supplied with the current release of QDT. These backgrounds are supplied in two formats and several screen resolutions.

#### **Formats**

Using backgrounds in modes other than what they are designed for will cause unknown results and potentially crashes.

BACKGNDS\_MODE33 directory : support 16 bit color – Q40/Q60  
BACKGNDS\_MODE32 directory : support 16 bit color – QCP  
BACKGNDS\_MODE16 directory : support the 8 bit color of the Aurora cards

#### **Resolutions**

Each supplied background has embedded in its name the resolution that it is designed to fit. For example, qdtb1024x768 supports a 1024x768 pixel screen.

A blue and green version of each supplied resolution is included. The letter after 'qdt' indicates the color style. For example, 'qdtg800x600' is a green background while 'qdtb800x600' is a blue background (in this case supporting 800x600 pixel screens).

#### **Copying**

To use any appropriate backgrounds, they need to be placed in a directory called BACKGNDS\_ in your primary QDT\_ directory **AFTER** you have installed QDT. If this directory does not yet exist, then type (assuming that you are using 'win1\_QDT\_' as your primary QDT directory):

```
MAKE_DIR WIN1_QDT_BACKGNDS_
```

Then copy any backgrounds that you wish to use to this location.

See qdtNotebookUserMan for directions in creating new backgrounds.

# Using QDT

## **Starting, Quitting, and Saving**

Assuming that you followed the installation procedure, use of QDT should be very simple. The easy install sets up the boot file to start QDT. If you wish to start it manually, assuming that 'WIN1\_QDT\_' is your primary QDT directory, simply type:

```
EX WIN1_QDT_BIN_QDT_EXE
```

Manual starting assumes that all your environment variables are setup before starting and that you are in 256 color mode or higher (either exception will keep QDT from starting or cause other unexpected behaviors). If for some reason QDT does not start, check the 'qdt.log' file in the QDT directory for error messages.

To quit QDT, simply call up the Menu from the QDT icon or QDT shortcut key and choose 'Q' or pick 'Quit' from the menu.

To save a desktop, you must specifically save it either from the QDT menu or when quitting QDT. QDT will notice if any changes are made to the desktop and prompt you for a save when you quit QDT (assuming you have not disabled this function). *Note: changes to the desktop will be lost upon closure of QDT if not specifically saved.*

## **Controls**

Controlling QDT is designed to be consistent and easy. But to start, some nomenclature is appropriate. Since QDT is a mouse driven environment, the terms LMB (Left Mouse Button) and RMB (Right Mouse Button) are commonly used. QL users may be more used to the terms Hit and Enter for these terms. In fact, these are the same thing. Pressing the 'Space' key is the same thing as pressing the LMB. Pressing the 'Enter' key is the same thing as pressing the RMB.

Further control information can be found in specific QDT sections later in this document.

## **QDT HotKey Usage**

Depending on the installation and hotkeys already assigned, the installer will have attempted to set a hotkey to call up the QDT Dropdown menu. This is the same menu as is gotten from the QDT object on the desktop. Check your install log or QDT notebook to see which key was setup.

## **Objects**

QDT keeps everything as objects. Each object is represented by an icon, either on the desktop or within a folder window. Most objects represent QDT itself, folders with other objects, files, or executable programs.

File objects can be viewed and executable program objects can be run.

A folder object can be opened and a corresponding folder window will be displayed, possibly having objects within itself. You can place other folder objects within folder.

To add an object, use the add folder or add object commands from any drop down menu. For adding to the desktop, use the QDT dropdown menu. Use the menus from a folder or a folder object to add to that folder.

To add an executable folder (like a normal folder but can, in addition to being opened, execute a program), add a normal folder first and then from the folder's notebook select 'Change' from the Object page. The object will switch to an Executable folder.

Deletion, moving and other object manipulation is done through dropdown menu commands.

### **Object Controls**

LMB or RMB pressing gives different responses, depending on where the cursor is positioned. The following table gives the corresponding actions:

**Table 1 : LMB/RMB Actions**

|                   | <b>LMB</b>       | <b>RMB</b>    | <b>Notes</b>  |
|-------------------|------------------|---------------|---|
| Icon - QDT        | No action        | Dropdown menu |   |
| Icon – Exec Prog  | Executes program | Dropdown menu |   |
| Icon – File       | Opens file       | Dropdown menu | If a default viewer is available or a program is associated to it |
| Icon – Folder     | Opens folder     | Dropdown menu |   |
| Text Under Icon   | Same as for Icon | Edit text     |   |
| Open Folder Space | No action        | Dropdown menu |   |

The move shortcut key (CNTL F4) is available to move an object located on the desktop. It does not function on individual objects within a folder.

### **Open Folder Controls**

As with other objects, the LMB and RMB options are available in open folders. If a cursor is not directly over an object's icon or text, then it is treated as Open Folder Space, as given in Table 1 above.

Several loose items are also available, each with its own short cut key. Table 2 gives the items from left to right.

**Table 2 : Folder Loose Items/Short Cut Keys**

|         | <b>ShortCut Key</b> | <b>Function</b>            | <b>Icon Description</b>     |
|---------|---------------------|----------------------------|-----------------------------|
| Menu    | F3                  | Folders dropdown menu      | Left blue arrow             |
| Move    | CTRL F4             | Moves folder               | Standard QL move boxes      |
| Resize  | CTRL F3             | Resize folder              | Standard QL resize boxes    |
| Title   | F2                  | Edit title                 | Text window                 |
| Refresh | CTRL F2             | Refresh folder             | Curved green downward arrow |
| Close   | None                | Close folder               | Downward blue arrow         |
| Help    | F1                  | Help (not yet implemented) | Question mark               |

If a folder is too small to show all its objects, then horizontal and/or vertical scroll bars will become visible. Clicking on an area outside the darkened bar within a scroll bar section will scroll the window in that direction. If the cursor is within the window with the objects, then the arrow keys will also scroll the window instead of moving the cursor.

Scrolling is done in discrete increments using an icon grid spacing, the same of which is used in placing new icons.

## ***Dropdown Menus***

Dropdown menus are used throughout QDT to supply the primary commands. Depending on where the dropdown menu is called from, the available functions/commands in the menu will change as is appropriate.

The menu will display in its upper left hand corner what type of menu it is (QDT, Folder, etc). This allows the user to verify that they have the correct menu. This is useful when calling a menu within a folder where it might be possible to click on an object instead of the folder background by mistake (depending on pointer position when clicking).

## **Controls**

A choice that is not dimmed out can be directly clicked on or the shortcut key (underlined letter in each entry) can be used to make the selection.

To cancel the menu without choosing anything, simply click on the ESC icon or hit the ESC key.

## ***Notebooks***

Every object has its own notebook, including one for QDT itself. A notebook holds configuration and/or system level information for the object. This is where you can change the object's icon, the program it calls, the text on a folder, etc.

The QDT notebook is even more powerful as it allows you to change much of the QDT functionality along with many system attributes such as the desktop color or background, how QDT archives its desktops, screen saver controls, and even system information.

The only way to really appreciate what is available in a notebook is to open it up and look around.

It should also be noted that, as QDT is on ongoing development, more and more functionality will be added, primarily through the notebooks. So be sure to read the release notes on future updates so as to not miss out on anything.

A notebook contains different pages accessed by tabs along the top of the notebook. Each page offers different controls and functionality.

Since QDT is in continuing development, many notebook functions may not yet be enabled even though they are displayed in a notebook page. See the included release notes for the current state of functionality.

## **Controls**

Each notebook has standard loose items shown at the bottom of the notebook window.

To get to different pages, click on any of the tabs along the top of the window. If there is an arrow on either left or right side of the tabs, this indicates that there are more tabs than can be displayed. Clicking on an arrow will scroll the tabs along the top to display non-visible ones.

Pages themselves have several control devices. All control hotkeys are available only if the cursor is within the main window area and not in the tab or bottom window sections.

- |                   |  |
|-------------------|--|
| Buttons           | - underlined keys are shortcuts, read text near button for details   |
| Text Entry        | - type in entries if black (grey text indicates not changeable)  |
|                   | - overwrite mode   |
|                   | - uses most standard QL edit key strokes   |
|                   | - typing directly without moving the cursor erases the orig entry  |
| Check Boxes       | - square boxes, an X in them indicates selected  |
| Exclusive Buttons | - round buttons in groups, only one can be selected at a time  |
| Scroll Windows    | - up and down arrows are clickable to move through a group of possible selections. Clicking within the window also allows the use of cursor keys to move through the selection lists |

For text entry items that require a directory or file, a LMB will allow direct text entry. For the user's convenience, a RMB will bring up a Directory or File Menu window to choose from instead.

In addition, some entries are designed to select from specific items, such as Icons or Backgrounds. These text entry windows will respond to a RMB with a list of possible entries.

In some cases a small, cursive and underlined 'sd' can be seen to the left of an entry. This indicates that the entry is a system default and has not been changed by the user. If the entry is changed, this 'sd' will disappear.

### ***Other***

There are a few other windows that will occasionally appear.

- |               |   |
|---------------|---|
| Text Edit     | - use normal QL text editing keys for these. Pressing ESC closes the window and does not change the original entry that was being edited. |
| About         | - this gives the current QDT and object version numbers plus a bit more information.  |
| Warning/Error | - this gives a short help/error message.  |

## **Other Programs**

### ***IconDraw***

IconDraw allows you to import (not yet implemented), modify, and design from scratch, icons for your QDT objects.

IconDraw can be started directly from most QDT notebooks in the Iconxxxx tabs. The Edit option opens IconDraw with the currently displayed icon while the IconDraw button opens up a copy of IconDraw with no icon preloaded. You can also load IconDraw directly from the object in the Graphics folder with its name on it.

The large window in the middle is where you draw an icon. Using the LMB [Space] or RMB [Enter] will set any pixel (a square in the window) to the color associated with that button. And the updated icon is displayed actual size in the upper right hand smaller window.

To set a color for either mouse button, use the window in the lower right hand corner. The current color for each button is shown just above this window. Simply click on the color you want with the correct button will update the attached color.

For additional colors, click on the arrow rectangle in the color window to get a second window of new colors. To pick transparent for a color (represented by a white square with black interior in the draw window and color select window), click on the rectangle with the letters 'Tra'.

Be sure to name your icon before saving it. This will be important later. The name does not necessarily need to be the same as it is saved under. It is recommended that you save the icon under a unique name so that it will not be overwritten by the supplied icons in future updates.

Icons do need to be stored in the QDT\_ICONS\_ directory to be seen by QDT. It is a good idea to have a backup copy separate from QDT just incase your QDT version gets overwritten by a future update or by you accidentally.

### ***In Development***

There are currently two utility programs in development for QDT. They are not included with the initial release.



FileManage - a full drag and drop file manager  
JobManager - will allow better QL job viewing and control

# Appendixes

## A: Software License and Warranty

The following is a direct copy of the license that is included with the QDT package. It can be read from within the QDT installer where the user agreement is required before the installation can be continued. The text can also be found in the QDT DOCS\_ directory as "license\_txt".

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End-User License Agreement for QDT (QL Desktop)  
All Official Full Release Versions

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---

Support and Additional Material Supplied By:

Graphics/Color Development Support:  
Thorsten Herbert, Italy

Additional Icons By:  
Roy Wood, England

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Included Non-licensed code : no charge distribution

FileInfo2

FI2config\_obj

FileInfo2\_bin

FileInfo2\_txt

FI2config\_help

Copyright © 1993-1999 Thierry Godefroy

MenuConfig 02

Copyright © 1992-2003 Jochen Merz Software

Recommended additional software (not included):

QMenu menu extensions

Copyright© 1989-97 Jochen Merz Software

## ***B: Command Index***

### **Dropdown Menu Commands**

|                |   |
|----------------|---|
| About          | Brings up the QDT About window                          |
| Add New Folder | Add new folder to desktop or folder                     |
|                | For executable folder, add a normal one and then change |
| Add New Object | Add new object; Program, Text, Graphic, or Other File   |
| Close          | Close folder  |
| Delete         | Delete object   |
| Execute        | Execute Program   |
| Help           | Calls up Help function, not yet implemented             |
| Move           | Move object or folder window                            |
| Open           | Open folder   |
| Properties     | Open Notebook Properties window                         |
| Quit           | Quit QDT  |
| Refresh        | Refresh desktop or folder window                        |
| Rename         | Rename object   |
| Resize         | Resize folder window                                    |
| Save Desktop   | Save all desktop changes to DESKTOP_QDT                 |
| View           | View a file; uses default viewers or associated program |

## **C: Environmental Variables, File Locations, Special Files, Suffixes**

Assuming that 'WIN1\_QDT\_' is the selected directory structure (substitute as needed):

|                |                    |       |
|----------------|--------------------|-------|
| QDT_LOC        | WIN1_QDT_          | _STUP |
| QDTICON_LOC    | WIN1_QDT_ICONS_    | _ICON |
| QDTTHEME_LOC   | WIN1_QDT_THEMES_   | _THM  |
| QDTBACKGND_LOC | WIN1_QDT_BACKGNDS_ | _SCR  |
| QDTICONLIB_LOC | WIN1_QDT_          |       |
| QDTBIN_LOC     | WIN1_QDT_BIN_      |       |
| QDTHelp_LOC    | WIN1_QDT_HELP_     | _QHLP |
| QDTDOC_LOC     | WIN1_QDT_DOCS_     |       |

The following files and file types are used by QDT:

|                 |                    |   |
|-----------------|--------------------|---|
| QDT.LOG         | WIN1_QDT_          | main log, restarted every run                                       |
| QDTinstall_log  | WIN1_QDT_          | QDT install log   |
| DESKTOP_QDT     | WIN1_QDT_          | main desktop database   |
| DESKTOP_xxx_QDT | WIN1_QDT_          | archive desktop databases<br>xxx is an 8 digit hex timestamp number |
| ICONLIB_QDT     | WIN1_QDT_          | binary currently active icon database                               |
| xxxxx_STUP      | WIN1_QDT_          | startup files (not implemented yet)                                 |
| xxxxx_ICON      | WIN1_QDT_ICONS_    | individual QDT Icon files   |
| xxxxx_THM       | WIN1_QDT_THEMES_   | QDT desktop theme files   |
| xxxxx_SCR       | WIN1_QDT_BACKGNDS_ | QDT background/wallpaper files                                      |
| xxxxx_QHLP      | WIN1_QDT_HELP_     | QDT specific help (not implemented yet)                             |

The following files and locations are used by the QDT installer:

|               |               |                                  |
|---------------|---------------|----------------------------------|
| QDTexten_DB   | WIN1_QDTINST_ | holds extensions and system info |
| QDTinstall_DB | WIN1_QDTINST_ | list of all files installed      |
| QDTProg_DB    | WIN1_QDTINST_ | rule base for building desktops  |

## **D: System Requirements**

Hardware:

|             |   |
|-------------|---|
| Hard Drive  |   |
| Memory      | - recommended 4 M                           |
| Resolution  | - recommended 540x480+, can support 540x384 |
| Color Mode  | - 256 or more colors                        |
| Performance | - Super Gold Card or better                 |

Software:

|                    |                          |
|--------------------|--------------------------|
| Operating System   | - SMSQ/E v3.07 or higher |
| Windowing System   | - Pointer Environment    |
| Included Software  | - QMenu                  |
| Freeware/Shareware | - FileInfo2, Env_bin     |

## ***E: Help***

If you run into any issues and/or problems, the following are suggested methods to approaching the understanding and resolving them.

- double check the user manual to make sure that you understand how the feature that you are trying to use works.
- check the included readme files for known issues, work arounds, and unimplemented features
- check on the QDT website [ <http://www.jdh-stech.com> ] for:
  - updated lists of issues, etc.
  - trouble shooting assistance
  - software updates
- check the QL email users lists or your local user group for assistance
- check with your QDT distributor for software updates
- contact JDH Software Technologies by email for assistance at:  
[contact@jdh-stech.com](mailto:contact@jdh-stech.com)

NOTE: Please do not include this email address in any forum email or websites (an attempt to avoid turning it into a spam magnet). Always check the website for updated email addresses, etc.

### **Contacting JDH Software Technologies**

When contacting JDH Software Technologies for assistance, it is very important that you **ALWAYS** follow the following guidelines to avoid delays and to help us support you better

- 1) Include in the subject line 'QDT support'
- 2) Cut and paste the following form (or directly enter it) into the email body:

#### **QDT Info**

QDT Purchaser (your name) :  
QDT Serial Number :  
QDT Version Number :  
    { get this from the About selection in the Desktop drop down menu }  
Component Involved if known :  
    { open folder, icon on desktop, icon in folder, drop down menu, notebook, etc }  
Detailed description of problem :  
What steps did you go through to make it happen?  
Is it reproducible?  
What steps have you tried to work around it?

#### **System info**

System Type :  
    (QPC, Aurora, Q40, Q60, etc)  
QPC Version (if applicable) :  
SMSQ/E Version :  
Hard drive size :  
Memory size :

- 3) Include the following files:
  - if an install or update problem:
    - QDTinstall\_log
    - DESKTOP\_QDT (if it generated it)
  - if not an install problem
    - DESKTOP\_QDT
    - qdt.log

## ***F: Other Software***

### **Recommended**

QMenu            Copyright © 1992-2003            Jochen Merz Software  
- this is not included but is highly recommended

### **Included Share/Freeware**

|           |   |   |
|-----------|---|---|
| FileInfo2 | Copyright © 1993-1999                               | Thierry Godefroy<br>- documentation included in package   |
| Env_bin   | no copyright found<br>Part of QDOS C68 distribution | Original Version: Dave Nash<br>C Code Modification : Dave Walker<br>SuperBASIC Interface : Dave Woodman |
| unzip     | Copyright © 1990-1999<br>QL Version developed by    | Info-Zip<br>Jonathan R Hudson<br>- documentation included in package                                    |