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PRESS "C" TO RETURN TO MENU PAGE

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P 1

Ramdisk: Use To Create Up To 8 Ramdisk Ram1\_ To Ram8\_. These Are

Static Type So Each Ramdrive Needs Formatting Prior To

Use. Now Includes Text File.

Mem: Multi Tasking Utility To Show Memory In Use.

Kill: Stops Jobs Running.

Res: Allows QL To Be Set To A Specific Memory.

\*\* May Cause Problems With Trump/Disc Card \*\*

Wipe: Clears Screen.

Loader: Converts Machine Code Files Into SuperBASIC Loading

Programs.

Vardump: Prints Out Variables Used In SuperBASIC Programs.

Protect: Protect/Unprotect Archive \_DBF Files.

Fkeys: Program The Function Keys I.E. F1 = Load Flp1\_boot.

Fastbasic: Save/Load SuperBASIC Programs Fast.

Convert: Use To Swap Strings.

SVCheck: Finds Direct References To System Variables.

Alchp: Adds Alchp/Rechp Commands.

Clock: On Screen Clock with Caps lock indicator.

QDOS Listthing: List Things Currently In Use.

Proced: Program To Edit Procedures.

F\_Tool: A Toolkit For Files.

J\_Tool: A Toolkit For Jobs.

Weiss Utility: Another Toolkit.

Tiny Tool Yet More Toolkit Commands.

v1.05:

Diskcopy: Disk Copy Utility.

Diskheader: Reads Disk Headers.

Fastdisk: Another Disk Copier.

Track84: Formats Disk To 1550 Sectors.

Cpt/Uncpt: File Un/Compression Utility.

Hardback: A Utility To Back-Up A Hard Disk.

Fileheader: Reports Info On File Headers.

Menageuk: Translation Of A French Disk Management Utility.

Shell: A Shell To Protect You From QDOS.

QDrive: Device Manager & Shell.

DeviceMan: Another Device Manager.

Look & Show: A Slide Show From Spem Of Italy.

Cad: An Electronics Design Package.

MD: A Simple Graphics Package.

Windowsum: This Package Allows Control Of Windows From SuperBASIC.

TableUK: Translation Of A French Graphics Package.

Sprite: Design Sprites.

Design: Enables Graphics To Be Designed On-Screen Then Saved As

SuperBASIC Programs.

Scott-Labeler: Both These Programs Design And Print Labels.

Labels: ---------- "" ------------

Fonts: Create Italics, Bold & Underline On The QL

Advprint: Allows True Descenders, Bold Etc. On Seikosha GP-100A

Printers.

ALSO FOUND ON THIS DISK.

Flusher: Automatic file flusher

Beulle Toolkit: Another toolkit.

Hardcopy Mann printer files.

Converter:

VDParams: QBBS viewdata parameters.

Create loader: Creates an exec loader file.

Newcrunch: Message file cruncher QBOX.

Qdos hdr: Add/remove QDOS file header to EXECable files after file

transfer.

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P 2.

Rescue: Utility To Un-Delete Files.

Tcopy: A Very Fast Disk Copier.

Arce: Archive (Compress) Files.

Def: Displays Default Directories Used By TK11.

Date: Program To Set The Clock.

Try: A Program That Enables Sections Of SuperBASIC To Be Tested.

Job Display: Shows Jobs In Use.

Learn: Utility To Program Alt Keys.

Palette: Shows All 256 Colours In Mode 4 & Mode 8.

Windows: Program For Designing Windows.

Frequencies: Utility For Calculating The Frequency Of A Given Note.

Coinage: Coin & Note Calculator.

Pythagoras: A Demo Of The Theorem.

Gates: Learn About Logic Gates.

NE555: I.C.S Component Selector Program.

Pads1: Impedance Matching Program.

Meters: Volt/Ammeter Conversion Program.

T & PI Pads: Resistive Attenuators Calculator.

Lpads: L\_pad Minimum Loss Matcher.

Sound: A Program To Demo. QL's Sound Parameters.

Loans: Loan Repayment Calculator.

Metric: Metric Converter.

Aries: A Lander Type Game.

Invaders: Shoot Invading Greek Letters.

Breakout: Bats & Balls.

Fruit: Fruit Machine Simulator.

Chess: You Have To Keep Score.

Ship: A Battleship Type Of Game.

Cyborg: Dominate The Continent. Up to 5 Players.

Shire: Manage The Estates Finances.

Worm: A Centipede Clone.

\*\*\* SHAREWARE \*\*\*

Snake: Eat Monsters But Watch Your Tail.

Gunner: Invader Type Arcade Game.

Surround: An Old Arcade Favourite.

ALSO FOUND ON THIS DISK.

sbedford\_boot: System disk boot file as used S. Bedford.

twoloc\_bas: Text game by Marie Phillips age 12.

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P 3.

Supremacy: A "Risk" Type Of Game.

Starburst: Arcade Game 256 Screens.

Starcruiser: Another Arcade Game.

Cavern Frenzy: 15 Levels Of Rocks And Jewels. Needs 256 K.

Tertis: A French Version Of This Russian Game.

Life: Some German Prompts.

Demon: Cellular Automation System ?

QL War: The Best Public Domain War Game On The QL.

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P 4.

Q Snail: A Slow Assembler Program. Written In SuperBASIC.

F Keys: Program Your Function Keys.

Scr Compress: A Screen Compression Program.

File Manager: Organise Your Disks.

Key Sounder: Adds A Sound On Every Key Press As On Spectrum Computer.

BBS: A Bulletin Board Database To Load Into Archive.

Mandlebrot 1: A Slow Standard Mandelbrot Set.

Gossamer: Shows The Graphic Capabilities Of The QL

Character Design Your Own Characters.

Designer:

FlpClone A Very Fast Disk-Copier

v1.05: \*\*\* SHAREWARE \*\*\*.

Mandelbrot 3: Both Standard And Julia Sets In This Package.

Help: Adds Help Screens To Your Own Programs.

Pattern More Showing Off With The Graphic Capabilities Of The QL?

Generator:

Gates: Learn About I.Cs With This Tutorial Program.

Vardump: Shows All Your Variables Used In Your Basic Programs.

Treck: Theres Klingons On The Starboard Now.....And The QL

Cyclops: Find The Cyclops Eye.

Treasure: Find The Treasure In This Platform Game.

Calender Save Money And Make Your Own Calendars.

Maker:

Breakout: Bat And Ball Game.

Mandelbrot 2: Yet More Mandelbrots.

Qcad: Design Your Own Printed Circuit Boards.

Fastcopy: Fast Disk Copier.

Enlarger: Enlarges Characters.

MDV Labels: Print Microdrive Labels On Epson Printers.

Sorter: A Simple Database.

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P 5.

Emmanuel Verbeecks Disk

Imagix v4.30: A Configurable Screen Dump. Very Fast.

Cataloguer Catalogues Disks To File, Screen & Printer.

v1.20:

Touch-It v2.30: Program Your Function Keys.

Mandelbrot Standard Mandelbrot Set.

Machine v2.00:

Tools v1.10: Displays Caps Lock, Ram, Time, Date & Save Screen Shots.

Memory Shrink Set Up Your QL To Any Memory Size.

v2.60:

Soft Eprom Backs-Up EPROM's Plugged Into Rom Port.

v1.10:

Super Kit Merges All Your Favourite Toolkit Extensions Into One

Merger v1.60: Toolkit.

Qpuzzle v1.00: A Very Difficult Squares Game.

Cout/Km M.P.G. For Your ( French ) Car,

Et Amort v1.00: \*\* Needs Translating To English \*\*

Simplexe v2.00: \*\* Needs Translating To English \*\*

Loader Create Your Own Binary Loaders

Generator Automatically.

v1.60:

Super Booter Configures Your QL To Boot Various Programs.

v1.10:

AnaQLock v1.30: Analogue Clock Display On Your QL

Converter Converts Programs From MDV To Flp.

v2.60:

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P 6.

Q.A.T.S: QL Application Traffic Supervisor.

A Front End For The QL

Some Features Have Been Disabled By Author.

\*\*\* SHAREWARE \*\*\*

Light Cycle: Tron Type Game.

Othello: In French But Instructions In Boot Program.

Breaker v3: 2/3 Screen Version Of " Breakout ".

Runway: A Version Of " Bomber "

Domino: Another French Game With English Instructions. You Will

Have To Keep Score Your Self.

Things: Guess The Object With 3 Data Files.

Alphamet: Solve Maths. Problems Involves Substituting Numbers

With Letters.

Numbermind: "MasterMind" Type Game.

Cyclops Maze: A Neat Maze Game.

Tetris: French Version Of This Russian Game.

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P 7.

Quest: A Graphic Adventure. Can You Solve It.

Reaction Test: Test Reactions.

Enigma v1.5: Carl L Cronins File Encryption Program.

QList: A List Of QL Software And Books (Some P.C. Also).

\*\* Loads Into "Text 87" Which Is Not Included . \*\*

Qcad: Computer Aided Design.

Word Count Dilwyn Jones Word Count Program For Use With Quill.

v1.4:

Netman: A Good Network Manager By Sanjay Marwah.

Help: This Utility Is Used To Document SuperBASIC Extensions.

Spectrum/QL: Helps To Transfer Spectrum Screens Across To The QL

LC 10 Demo: A Demo Program To Show Off The Capabilities Of The

"STAR LC 10" Printer.

Fastback v1.0: A Back-Up Utility By Robin Blair.

Proc & FN v1.0: List Procedures & Functions In Your SuperBASIC Progs.

Psion Config: "Rich Mellors" Psion Config Prog.

Atari ST / QL: A Utility To Transfer Atari Files To QL & Vice Versa.

\*\* Untested No Atari \*\*

SuperBASIC Indents Your SuperBASIC Progs.

Reform:

Calendar Maker Create Your Own Calendar For Any Year.

v0.1a:

Multi Dos v1.9: Transfer "TRS 80" File Over To The To QL.

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P 8.

Translator: Allows Text Files To Be Printed Out With Accented

Characters.

Sort & Column This Allows Text Files To Be Sorted & Printed Out In

Printer: Columns.

Quill Patch: Allows You To Use Other Fonts In Quill Instead Of

Sub/Super Script.

Wizzard: A Multi Screen Game From Australia.

Address Label A Small Database To Store And Print Address Labels.

Database:

3 Text Files: Cows\_txt:- A Comical Look At Cows, Worth A Read.

Quotes\_txt:- Famous And Not So Famous

Quotes.

Modem\_txt:- Some Information On Modems.

Archiver v5.12: A File Archiver Ported Over From The P.C. With

Documentation.

Present: A Program To Check If An Extension Is Present I.e. Can

Test If TK2\_ Is Installed.

Turbo: Extensions For 24mHz Gold Card. Adds Turbo Command

(Switches On 24mhz Mode) Not Compatible With All

Gold Cards.

In/Out Kit Direct Input/Output Toolkit For Floppies And MDV.

v1.05: (Reads Both QL & OPD Media)

Sector Editor. A Sector Editor For Floppies Gold Card Compatible.

v3.1

Sandy SuperQ- Text Files On Mouse I/F, Pals Rom Upgrade And Piggy

board Mods: Back Memory For The Superqboard.

Qz v1.00: A Processor For Files Ziped On A PC. To Add The QL

Under\_score.

ALSO FOUND ON THIS DISK.

RAMT: Ramtester By L. K. Wareham.

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P 9.

Iterator: Design Fractals Or View Others.

Crazy Cards: A Difficult But Ingenious Card Game.

Winback: A Demo Of This Hard-Disk Backup Program.

Cart Copier: A Very Fast Back-Up Program For You Dinosaurs With MDV\_'s.

Tree Fract: See How Tree Branches Are Formed.

Heartbeat Look At The Working Heart From The Comfort Of Your

v2.5: Armchair.

Haunted House: A Text Adventure.

Disk Direct: Show The Directory To Either Screen Or Printer.

Treasure Hunt: Another Text Adventure.

Cartridge Another Front End.

Manager v3.0:

Text Conv: This Is A Transliterator. (Exchanges Strings In A File)

Shape Demo: Graphics Demo.

Dominoes: Classic Game.

Address Label: Make Your Own Address Labels.

Search And Find A Given String In Memory.

Locate:

Plot: Add "Plot" To SuperBASIC.

Multiplication: Times Tables For Your Offspring ( Or You...)

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P 10.

Adventure Games

Super Booter Boot program to load the games.

v1.05:

Adventure By Alan Pemberton. Text Only.

Playtime:

Aftermath Of Michael L. Jacksons Implementation.

The Asimovian

Disaster v1.01:

Ye Classical By Alan Pemberton. Text Only.

Type Adventure:

Fantasia By Stephen Besley, Alan Pemberton Re-wrote and

Adventure: QLiberated It.

Haunted Castle: J-Y Rouffiacs Translation.

Haunted House: Usbournes Adventure By Agnes Waitt.

Werewolves And PD Version Of A PC Adventure.

Wanderers:

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P 11.

Communications

Notes On Janet: Who Is Janet?. Find Out With These ASCII Files.

QLink v1.556: A Comms. Package By Harvey Taylor Of Canada.

Qterm v1.18: Another Terminal Program.

Dial: Telephone directory with its own editor.

VT100 v2.2: Terminal Emulator.

Qbox v1.14: The Best In QL Bulletin Board Software.

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P 12.

Qarc v1.00: Archives QL Files.

Unzip v0.96: Unzips Files Found On Some B.Boards.

Arc v5.12: Another Archiving Program.

128k Cut: Resets QL To 128k.

Morse Code: A Morse Code Tutor.

Disk Inspector: Inspects Disk Tracks.

Help: Create Help Files For SuperBASIC Extensions.

Easter: Calculates Dates Of Easter.

Battery Backed Some Notes And Diagram Of A Battery Backed Clock,

Clock:

Disk Copier: Uses Nibble Mode.

QL World Index: As The Title Says.

Budget 90:

Accounts: An Accounts Package To Load Into Abacus.

Midi Source: A Source Code For Midi.

Re-Assembler: Helps To Reassemble Assembler Codes.

Eprom An Eprom Programmer Suite For The A.R.T. EPP\_1

Programmer: Programmer As Sold By "Maplins".

Test Card 2: Creates Test Card Screens For Tuning Monitors.

ALSO FOUND ON THIS DISK.

Newcrunch: Message file cruncher QBOX.

Qdos header: Add/remove QDOS file header to EXECable files after file

transfer.

Svcheck: Finds Direct References To System Variables.

Directory Prints disk directory to printer.

labeler:

Attentr: Attenuator network design program.

Cubiquad: Two element cubical quad antenna design.

Emelink2: Overall performance of an eme station.

Intermod: Intermod frequency calculation.

Lpad: L-pad minimum loss coupler.

Traps: Troposcattter path loss.

Vhfprop: Calculates expected range for VHF (100-175 MHz) and UHF

(225-500 MHz) frequencies.

Rename Disk: Disk renamer.

Boot maker: Boot maker.

Menu Maker: Menu maker.

Compare: A program to compare two areas of memory.

File Header: File header.

Misery Guts: As the name says.

Biorythm: A program to check your biorythm.

Net Time: Program to synchronise clocks over network.

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P 13.

Minerva This File Reduces The Keybounce Found With Schlon

Debounce: Keyboards & Minerva.

SuperBASIC Helps Convert SuperBASIC Programs To Pascal.

To Pascal:

CST "C" Shell: A Shell Program For Use With CST "C" Compiler.

St 2 QL: Converts Atari St Gem Files To The QL.

UK Postcodes: A ASCII File Of UK Postcodes.

Maths Basic: A Maths Package.

Quill To Converts Gilsoft'S Quill (Adventure Writing System )

SuperBASIC: To SuperBASIC Programs.

Errors Numbers: Shows What The Error Numbers Mean.

QL Shell v1.0: A Front-End Manager.

Proc / Fn List Procedures And Functions In Your SuperBASIC

Lister v1.0: Programs.

Memory Shrink Reduce The Memory Of Your QL.

v2.60:

Skat: A Very Good Card Game From Germany.

Type Direct: Allows You To Type Direct To A Printer, Makes QL And

Printer Like Typewriter.

2 High Resolution Founts For Professional Publisher.

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P 14.

QL Forth: A Version Of Forth.

Hardbak v1.00: Back-Up Your Hard Drive With This Program.

Looker: Inspects Disk Tracks.

Screensaver: Turns Off Display If No Keys Are Pressed.

Galaxia: An Australian Game.

Multibasic +: Extends QL Worlds DIY Toolkit Multibasic.

ASCII Lister: Lists Files In ASCII.

Pd Founts See SJS 23 For A Full Disk Of Founts.

For Text 87:

Caxton v3.1: Jimmie Robbs Prog To Print Address Labels.

Gt v2.1: Jimmie Robbs Epson Printer Gra[hics Tutorial.

Letterbox v1.5: Jimmie Robbs Prog To Print Boxed Letter Heads.

Cassette For Use In D.T.P.

Overlays:

Kob v3.0: Prints Out 2/3/4/5 Col Sorted Directories.

Cricket: Play Cricket On The QL.

QED v1.01: Jan Bredenbeeks QL Editor

Speed Control: Slows Down Memory Expansions For Games Playing.

Corkscrew: A Graphics Demo.

Chaos: Another Demo.

Planets: Creates A Chart Of Planet Positions On A Given Day.

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P 15.

Non QL Disk Reads Disks From Other Formats.

Reader:

Procedure Links Together Extension Files Into One File.

Linker:

Text Formater: A Simple Text To Printer Filter.

Hot Date: Adds Hot\_date To Programs That Run Under The Pointer

Environment( To Add Date Into Files).

Dcopy v1.2: A Disk (Sector) Copier.

IBM Disk v1.5: Read IBM Disks On The QL.

Xmodem Doc: Notes On Using Xmodem File Transfer.

Morse Trainer: Practice Morse Code.

Squaddies: A Text Adventure.

\*\*\*\*\*\* Please Note. Contains Some Strong Language. \*\*\*\*\*\*

Glazier: Utility To Set Up Windows In Your SuperBASIC Programs.

QL World Index Archove Database of 3,400 records covering QL World from

v2: 08/85 until 04/92 and QL user from 03/84 until 03/86.

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P 16.

Datadesign This Is A Demo Of The New Database Published By Jochen

Demo v1.0: Merz. There Are Two Database Files To View.

^^^ You Need The Pointer Environment To Run This Demo ^^^

QLview: A Graphics Demo.

Eprom Copier: Make Back-Ups Of Plug In Roms.

Cluedo: A SuperBASIC Version Of This Board Game.

Monopoly: A SuperBASIC Version Of This Board Game.

Disk Recover: Helps To Recovers Deleted Files.

Bugs & Bombs: A Game By Simon Goodwin.

ResQL v0.00: Another Program To Recover Deleted Files.

Guitar Tutor: Learn Chords Without A Fender Stratocaster.

Library List To Screen Or Printer Procs & Fns From Your

Manager v1.0: SuperBASIC Programs.

Set Date And Hot-Keyable Pop-Up Date Setter And Kalender.

Kalender:

Aliens: Another Game.

Tiny-Toolkit An Updated Version Of The Same Found On PD 1.

v1.06:

Threes: A Match The Pairs Type Of Game.

Sierpinsky This Generates "Sierpinsky Triangles"

v2.00: By Per-Erik Forssen.

3 Demo Screens For Use In Imagix (PD 5) And Look & Show (PD 1).

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P 17.

Spy Demo v2.6: A Demo Of "Ark Software" Text Editor.

Diskrenamer Rename Your Disks Without Re-Formatted Them.

v1.2:

Turbo Horoscopes Worked Out From Numbers In Your Name

Numerology ^^^^^^ Not Minerva Compatible ^^^^^^

v2.3:

Snake 2: Another Snake Game.

^^^^^^ Not Minerva Compatible ^^^^^^

Wordsquare: Works Out Word-Squares As Found In Newspapers.

Solitaire: The Old Board & Peg Game.

Quiz: A Demo Quiz.

Maze: Creates Small Mazes For You To Solve.

Address Book: A Small Database. Keep All Your Addresses On File.

Speedscreen A Demo Of This Text/Graphic Display Enhancer.

Demo:

Pi Calculator: Calculates Pi To Upto 1900 Numbers.

Big Fonts: Ralf Biedermans Vector Fonts Package.

Reverse Polish An English Translation Of Ralf Biedermans Package.

Calculator: ^^^^ Needs Pointer Interface ^^^^

Address Book: An English Translation Of Ralf Biedermans Package.

^^^^ Needs Pointer Interface ^^^^

Sub Another Translation Of Ralfs Work.

Directories: ^^^^ Needs Pointer Interface ^^^^

Q Design Seven \_CUT files.

Clip-art:

Eye Q Clip-art: Five \_clip files.

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P 18.

Supertrace A SuperBASIC Debug Utility.

VS.1:

Bull Shot: A Very Good Darts Game.

Farce: A Humorous Text Adventure.

QL Mandelbrot A Menu Driven Mandelbrot Generator, With Help Files.

v2:

Artip: A T%yping Tu@tor.

Towers Of A Demo Of This Popular Mind Bender.

Hanoi Demo:

Screen Windows Design Screen Windows And Save Them In SuperBASIC.

Designer:

Caps Lock Produces On Screen Caps Lock Indicator In Quill Or

Indicator: SuperBASIC Programs.

Laidback v1.3: Used To Back-Up Disks, Hard-Drives And Microdrives.

Tunnelpanic: A Pacman Style Game. By Per-Erik Forssen.

Word Test: A Utility To Help Language Learning.

By Per-Erik Forssen.

The Gopher A Demo Of This File Searching Program.

Demo:

3D Maze: Create A Small 3D Maze.

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P 19.

QL Demo: A Very Good Demo Showing The Psion 4, SuperBASIC And

Other QL Programs.

Screen Dump: A Set Of Programs To Create Screen Dump Facilities

From The Keyboard.

Finance: A Simple Spreadsheet Program.

Quanta Index: Need I Say More.

Tetris: A Popular Block Game, Very Well Done.

Mountaineer: A Strategy Game. By Mr. Alan Pywell

3D: A Simple Wire-Frame Manipulation Package.

Abacus A Set Of 3 Programs To Load Into Abacus,

Programs: 1. To Create Useful Grids.

2. Printouts For Car Radios.

3. Printouts For Petrol.

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P 20.

Q Design Demo: A Demo Of This Powerful Graphics Program.

Mortgage Helps To Work Out The Total & Monthly Cost Of A

Repayment Mortgage.

Calculator:

Ambition Demo: A Demo Of This Strategy Game As Sold By

Care Electronics.

Conversions: Converts Metric To Imperial And Visa Versa Also Converts

Two Imperial Sizes I.e. Feet & Inches To Inches

^^^^ Needs Pointer Interface ^^^^

Autocalc: Another Conversion Program.

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P 21.

Zoo: This Is A File Archiving Program For The QL.

Ndate: A Utility To Set The Clock.

Crib: Lawrence Reeves Version Of This Popular Card Game.

Pipe Driver: A New Pipe Driver By Phil Borman.

ZX81 Emulator: Emulate One Of Sir Clives First Attempts At Getting It

An Updated Version Is Available On SP 22.

Reverse Polish Lawrence Reeves Version.

Notation:

UNV Turing m/c Allan Turing's (of station X fam) Universal Turing Machine

simulator: to answer weather a machine could discover all theorems

of mathematics.

Qv Toolkit: Another Toolkit.

Path Driver: A Path Driver. (Don't They Kill Pedestrians)

J\_toolkit: Joe Haftke'S Toolkit.

Whatsname?:

TRACE: TO trace the path of a superbasic program while running.

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P 22.

Pie: P)ointer (I)nterface (E)xtensions.

^^^^ Requires Pointer Environment. ^^^^

Psion Mod: This Allows You To Modify Copies Of Psion Programs To:-

1. Multitask Correctly.

2. Use Minervas Second Screen.

3. Pass Parameters Via TK2's Ex Command.

Maths Package: A Powerful Maths Package By Lawrence Reeves,

No Documentation.

Sonnets Text William Shakespeare's Sonnets In ASCII Format.

Files:

Term: A Packet Radio Suite Of Programs.

Wintools: A Suite Of Winchester Accessories.

Wordtest: A Suite Of Programs To Help You Learn A New Language.

By Per-Erik Forssen.

Pix Viewer: A Slide-Show And Viewer For Screens In Pix Format.

ALSO FOUND ON THIS DISK.

PrintJob: Printjob will enable you to use all the typefaces that your

printer can support.

GlosPrint: GlosPrint is an interface between WORDTEST and PRINTJOB.

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P 23.

QLingo: A Word Game By Carlo Delhez, A Cross Between Bingo And

Wordsolve. Sounds Strange But it's A Very Good Game.

Ascd: A Colour Screen Dump Specifically For The Apple Scribe

Printer.

Masterbasic: A Public Domain Version Of Masterbasic Toolkit

From "Ergon" Of Italy.

ZX81 The File Server For The Xtricator Package. Contains

Fileserver: Qzdriver Which Gives Sub-Directories On Flp And Ram.

ASCII Basically A Word List Of 11789 Words, Needs A Front-End

Dictionary Program Writing.

File:

Zip & Unzip: A Brand New File Archiving Utility

By Erik Slagter.

Tas <> Qed: This Will Transfer Spectrum Tasword Files To QED Files

(ASCII).

Spectrum To QL: Another Suite Of Programs To Aid Transfer Of Files

Between These Two Sinclair Computers.

Quill Mod: Alters Quill Version 2.35. So It Will Multi-Task.

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P 24.

Dictionary: A 11000 Word Dictionary In ASCII Format Along With A

Qtyp\_words File For Use With Qtyp Spelling Checker.

Tips: A Collection Of SuperBASIC Procedures And Functions.

Life3: Life Program. By Ralf Biedermann.

QDOSh: A Shell Front End.

Minerva Runtime Clock Configure Program By Jerremy Davis

Hanoi 3: Sit Back And Watch The Computer Work Out

This Popular Puzzle.

Sortback: A Program To Copy Files In Alphabetical Order

By Dilwyn Jones.

Kasparov V This Loads Into Psion Chess. And Shows The Moves Used

Karpov: In The 1990 World Championship.

Minerva Cursor: A Small SuperBASIC Program To Alter Minerva

(1.90 And Above) Cursor.

Bidirectional By P. J. Taylor.

Pipe:

Flp Renamer: This Is Used To Rename Disks Without Re-Formating Them.

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P 25.

Dir Edit: An Editor For Editing Disk Directories.

Anagrams: A Very Well Written Word Game.

Q Desk: An "Ice" Look-A-Like Front End For The QL.

Sokoban v0.9: Block Moving Game. By Per-Erik Forssen.

International One Of The Best PD Games For The QL.

Cricket:

Disassembler: Powerful Disassembler.

Tombolagraph: Graphics Program.

Ftidy v1.51: A File Management System.

Multimon: A Very Good Monitor.

Doctor Editor: Editor. Load And View SuperBASIC, ASCII & M/Code.

Towers Of One Of The Best Versions Of This Popular Mind Bender

Hanoi: Puzzles.

Cad QL: Design Diagrams On Screen.

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P 26.

Printer This Allows You To Use The Different Type Faces Of your

Spooler v4.3: Printer. By Per-Erik Forssen.

World Golf: One Of The Best Golf Games On The QL.

Flp Renamer: You Can Re-Name Your Disks Without Having To Re-Format

Them.

FlpClone v1.12: A Fast Disk (Sector) Copier. By Dave Walker.

\*\*\* SHAREWARE \*\*\*

Diet Text: A Text File Showing The Calories, Fat, Etc.

Of Normal Foods.

Screen Compress A Demo Version Of This Compression Utility

Demo: \*\*\* SHAREWARE \*\*\*

68000 Machine These ASCII Files Are Intended To Help Experienced

Code Tutor: M/Coders From Other Processors Come Across To 68000.

Zip Utilities: A Collection Of Utilities For Zipped Files.

Ported By Erik Slagter.

Conqueror Will Allow The Drive Assignment Of Conqueror To Be

Drive Assign: Altered To Read HD/DD Disks.

────────────────────────────────────────────────────────────────────────────

P 27.

Lock: Allows Multi-Basic & Compiled Basic To Share Files

Without Clashing.

Fsii v2.04: Searches All File For A Specific String.

Fgrep2: Another String Searching Utility.

Qem Updates: Updates Version 2.20. To 2.30. Of This Terminal /

Communications Package. By Jonathan Hudson

Explorer v1.55: A File Management Utility For Miracles Hard-disk.

Strip Cr: Strips Carriage Returns & Expands Tab Markers In ASCII

Files, Ported Over From The PC.

Cluster: This Simulates The Behaviour Of Stellar Or Planetary

Systems Under The Influence Of Gravity.?

Circuits: These Are Text Files Showing Most Of The Pin Out

Connection Of The QL & Superqboard.

Frekker v1.80: This Utility Enables You To Manage File Requests Under

Qbox 119j.

History v1.10: This Utility Adds A "User Defined" Last Line Recall.

Docs In German But A Small English Text File Is Included.

^^^^ Needs Pointer Interface). ^^^^

Qcon Driver This Is A Device Driver To Run A Modem From Q-Connects

v0.99: RS232 Port.

ALSO FOUND ON THIS DISK.

LaidBack v1.3: Laidback is a QL Archive Program, with Optional only backup

when source file is newer than destination file.

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P 28.

Banter Demo: A Demo Version Of This Utility.

C Tutorial: A ASCII Text File.

Hot Ctrl v1.0: With This Utility You Can, List And Edit Hot-Keys As

Used Within The Pointer Environment.

^^^^ Needs Pointer Interface). ^^^^

Proff: A Text Formatter. Used To Print Out ASCII Files Using

Imbedded Control Codes.

ZX81 Utilities: A Collection Of Utilities For Use With Xtricator ZX81

Emulator.

Zipren: Re-Names Filenames Prior To Using A Zip Archiver.

Zip Release The Updated Version Of This File Archiver.

v2.00:

Unzip Release The Un-Zipping Program For The Above Program.

v2.00:

Bugs Shell A Front-End Shell.

v1.01:

Scan Tree Eases Making Backups Of Disks With Sub-Directories.

v1.01:

Surge A ASCII Text File On Building Surge Protection For Any

Protection: Computer. ( A USA File)

Werewolves And Text Adventure.

Wanderers:

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P 29.

Open World A Demo Of This Screen Format Conversion Program. Used To

Demo: Convert Screens From Other Computers To The QL.

Har: Another File Compression Utility.

Ansi Editor: A ANSI Text Editor ( No Documentation.)

Win Def: A Windows Designing Utility.

Scr Off: Screen Blanker Utility.

Npara: Text Formatter. From Richard Kettlewell.

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P 30.

Seektest: This Utility Is For Checking Disk Drives.

Othello v1.01: A Classic Board Game. Complete With C Source Code.

Explorer An Updated File Management Utility For Miracles

v1.91d: Hard-Disk.

Minicron v1.03: A Mini Job Scheduler [ Requires Env\_bin From C68 ]

PCX Converter A Demo Of This New Graphics Conversion Program With

Demo: This Demo Version You Can View PC. .PCX Format Screens

[ You First Have To Port The .PCX File Over To The QL,

I.E. Use IBM Disk On PD 15. ]

Some Extra .PCX Files Are Provided On This Disk.

Pack/Unpack: A File Compression Suite Of Programs.

Hard Disk Info: A Collection Of ASCII Files Giving Details Of 37

Hard Disks. Gives Details Of Heads, Cylinders,

Tracks Etc.

ALSO FOUND ON THIS DISK.

WD150XT text: Information and diagram for use with Western Digital XT

Intelligent Storage Peripherals. For IBM XT or compatibles

computers.

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PRESS "C" TO RETURN TO MENU PAGE

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P 31.

Copy 2 Mac: Converts Quill \_doc Or \_txt File To Rtf Files

For Use On PC. Mac Or Psion 3. By Chris Fowler.

Env v1.05: The Updated Env Package For C68 C Compiler.

Winny Editor: A Disk Editor For The Rebel Hard Drive.

Boot & Menu Two Utilities For Creating Menus & Boot Programs

Makers: For Your Disks.

Filter 24 Pin: A Filter Program For 24 Epson Printers.

Basic Design: This Package Is Intended To Set Up Graphics With

Joysticks And Store These As A Basic Program.

Sprite System: This Suite Of Programs Is For Working With Sprites

(Games Figures).

String Box: This Is A Universal Filing Program (Database)

With All Its Files In Held Memory.

Bastle Box: A Suite Of Programs To Give, Formatter,

Picsave, Renamer & Replace.

The Stripper: This Program Removes All Control Codes From

Text Files.

N.L.Q: Shoail Bhatti's Program For Downloading Fonts

To A Suitable Printer With A Download Buffer.

MS Dos Reader: This On Time Commercial Program From "Utility

Room Software" Is Now Released As SHAREWARE.

It Is A Menu Driven Utility To Copy MS-Dos

Files To The QL.

\*\*\* SHAREWARE \*\*\*

Disktidy: This Utility From SQLUG. It Is A Disk Catalogue

And Disk Database Program.

\*\*\* SQLUGWare \*\*\*

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P 32.

Foto Dbase This Is A Database Were You Can Use Digitised

v1.1: Pictures In The Database.

\*\*\* SHAREWARE \*\*\*

eForth v1.03: A Small Compact eForth For The QL. With A

32 Bits Absolute Address And 32 Bits Stack.

Wipeout: A Space Invaders Type Of Game With C Source Code.

Norback v2.27: A Hard Disk Backup Suite Of Programs.

QLabel: A Label Database To Store And Edit Labels.

\*\*\* SQLUGWare \*\*\*

FLPClone Updated Version Of Dave Walkers Disk Copier.

v1.17: \*\*\* SHAREWARE \*\*\*

Columns Master: A Utility For Printing Text File In Columns.

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P 33.

Sideway This Utility Prints Easel Spreadsheets Sideways.

Printer:

Minnie Caps: A Caps Lock Indicator For Minerva.

St Graphics: This Is A Text File Describing The Different Graphic

Formats On The Atari ST.

Murphys Law: Another Text File, This Time A Collection Of Murphy's

Laws As Told By Dilwyn Jones.

IBM Disk An Updated MS-Dos Disk Reader And Transfer Utility.

v2.00:

Tetris: Tetris Spanish Style. Plays A Very Good Game.

Gomuku: Another Game From The Spanish (QLiper) Club.

Vdat v0.01: With This Utility You Can List Your Psion

Printer\_dat To A File Or Another Program.

Handy Menu: A Pop-Up Utility For Use With Qpac2. It Adds Some

Facilities That Are Missing In Qpac2.

Qsi v1.00: This Is A Speed Test For The QL. (Benchmark)

Set Date: A Utility To Set The Date Of The QL Clock.

Magna Carta: This Is An English Translation Of King John's

Best Known Works.

Diskinfo: With This Utility You Can Examine Disk Tracks &

File Headers.

ALSO FOUND ON THIS DISK.

CRC: Cyclic redundancy check, as its known is used to

calculate the CRC-32 value of data integrity of

compressed data.

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P 34.

9600 Modem: A Text File Describing 9600 Baud Modems.

Hack: An Graphical Adventure Game.

Basic Config: A Utility To Add Config Blocks To QLiberated Programs.

Env v1.06: This Version Of "Env" Is QXL Compatible.

Romeo & Juliet: This Is The Work Of A William Shakespeare.

In ASCII Text Format.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* \*

\* The Above Is A Sample Of The "Classic Books On \*

\* Disk Series" That Have Been Converted To The QL. \*

\* \*

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Zipper: A Utility From Richard Kettlewell For Unzipping

And Viewing \_zip Files.

Football A Strategy Game. Manage A Football Team From

Manager: Division 4 To Division 1

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P 35.

Fifi v1.4: This Is A Very Powerful File Finding Utility.

Spacer: With This Little Utility You Can Add Markers Between

Files On Your Disks To Separate Programs.

Extract: This Will List All Procedures And Functions Of A

SuperBASIC Program.

Scr Job: With This Utility You Can Save Screen Sections

To Memory, And Retrieve Them.

Z88 <-> QL: This Is A SHAREWARE Transfer Utility Between Cambridge

Computer's Z88 And The QL. The Disk

Also Contains 5 Z88 Public Domain/Shareware Programs.

Qimi Patch: This Is The Patch To Correct Some Problems Between

v2.02 QIMI And Gold Card/Minerva set-ups.

Screen Saver: Another Utility To Reduce Screen Burns.

3D Pie: With This You Can Design Pie Charts On Screen And

Print Them.

Plant Life: A Demo Of The QL Graphics.

Chaotic I Sys: A Fractals Program, You Will Need Some Spare

Time To Run This Very Good Fractals Generator.

Worm Germ: Another Snake Type Game. Watch Out For Your Tail.

Tiff -> QL: A Small Utility To View Tif File As Found On IBM/PC.

Mortgage: A Mortgage Re-Payment Calculator.

Graph Plotter: This Plots Graphs.

Election 92: A Program To Analyse The 1992 General Election.

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P 36.

Archive < > A Utility To Convert Between Cambridge

Pipedream: Computer's Z88 Pipedream To Psions Archive.

By Dilwyn Jones.

Zip Release Another Update Of This File Compressor.

v3.00:

3D Noughts & A Very Good 3D Noughts And Crosses Game.

Crosses:

No Esc Codes: A Small Utility To Remove Escape Codes From Text Files.

MT 91: A Text File. Shows The Dip Switch Settings Of

The Mt91 Printer.

Cfg: An Example Of How To Program Config Blocks In Qjump's

Pointer.

Deskjet This Is A Small Utility For Addressing Envelopes On The

Envelope Deskjet Inkjet Printer.

Printer:

\*\* Requires Qmenu\_ext & Outln\_ext From Qmenu Package \*\*\*

Gif Viewer A Utility To Show G.I.F. Screen On The QL.

v0.27:

Gif files: Some gif screens for above program.

Vers: This Is A Utility To Examine Files For Version

Information Prefixed By Qjump Config Header.

ALSO FOUND ON THIS DISK.

DDext v0.06: Device Driver EXTender.

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P 37.

Qspread Demo: This Is The Demo Version Of The Latest Spreadsheet On

The QL.

\*\*\* Requires Pointer Environment \*\*\*

Indexer Demo Another Demo. This One Is For Indexing Your Disk

v1.15: Collection.

\*\*\* Requires Pointer Environment \*\*\*

Fax Classes: These Are 2 Text Files Describing Fax Class 1 & 2.

Ansi Strip: A Small Utility To Remove ANSI Codes From Text Files.

Pipe v1.01: A BI Directional Pipe Driver And A Set Of SuperBASIC

Extensions To Use It. By P J Taylor.

Pipe 2 v1.00: Named pipes driver and nul device. By Hans Lub.

ST/QL Emulator This Is To Replace The Normal Load Programs Supplied

Load: With Atari ST QL Emulators

Calandar: A "Pywellised" Version Of A French Calendar Printer

Program.

Fives: A "Pywellised" Version Of A French Five In A Row Game.

Converted And Tweeked.

By Alan Pywell.

Almost History: A Comical Text File Containing Children's Version Of

How History Got It Wrong.

LibVT: A "C68" VT100, VT2 & ANSI Library.

By Jonathan R Hudson.

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P 38.

DBF Recover: A Utility To Recover Archive Database Files.

QL World Index: The Latest Version.

T.I. Calculator: This Utility Emulates A Texas Instruments Calculator.

Literature Store Literature References In Archive.

Store:

Pirate Island: Get To The Island Before The Sharks Get You.

Quits: A Utility To Provide A "Warm" Reset On Trump Card.

Source Included.

3D Mandelbrot: A mandelbrot Generator.

Santa Game: Christmas Fun. Help Santa Catch The Reindeers.

QXLFormat: A Utility By Dave Walker For QXL.

Converts MS-Dos Formatted Disk To QL Format.

Works OK On A "Real" QL.

QLterm: v2.32: This Is An Updated Version Of This Popular QL Comms

Program By Jan Bredenbeek. Now Supports 19200

& 1200/75 Baud & Hermes. Now With New Manual.

Thing Info A Small Utility To Show The "Things" Installed,

v1.1: \*\*\* Requires Pointer Environment \*\*\*

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P 39.

Games

QL War v2.01: An Update To The Best Public Domain War Game For The QL.

Advent: An English Translation Of A French Adventure Game.

Done By Mike Edwards For S.J.P.D. Software.

Ultimate An Alan Pywell Snake Game. Watch Your Tail.

Snake:

Quzzel: A Very Well Written Block Slider Type Game.

\*\*\* Requires Pointer Environment \*\*\*

Dreamlands: A One Time Commercial Adventure Game Now

Released Into The Public Domain.

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P 40.

Core Wars: A Very Large & Complex Game.

Diary: Prints Diary Pages To An Epson Printer.

Qball: A Game Of Skill Using The Cursor Keys.

Exists: A Utility To Detect If An Extension Has Been Loaded.

i.e. May Be Programmed To Detect TK2.

File Info: For Use With The Pointer Environment

Qlabel v1.10: An Easy To Use Label Program For Use With Epson Printers

ALSO FOUND ON THIS DISK.

C68 patch: This program patches the startup code for programs compiled

with early versions of C68 3.01 to 3.05. Versions greater

than 4.12 do not have this problem.

PI: Calculates PI to a geven number of places.

LZHUF: A file encoder / decoder.

Fonted v1.00: Font editor.

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P 41.

Printer A Small Utility To Redirect File From Printer To A File.

To File:

1992 Election The 1992 Election Results To Load Into Archive.

Results:

Off Line A Comms Utility For Reading .QWK Files On The QL.

Reader:

Toolkit v0.04: A Small Yet Powerful Toolkit By Carlo Delhez.

What CPU: With This Small Utility You Can Work Out What C.P.U.

Your Machine Has.

Hard Drive 2 Utilities to Find Faults On Hard Drive That Use

Check: Tony Tebbys Drivers i.e. Miracles Hard Drive.

Explorer The Updated Version Of This Hard Drive Utility Program.

v1.91:

Speedscreen The Latest Demo Of This Screen Accelerator From

Demo: Simon N Goodwin.

Cview v2.2: A Pointer Driven Program To View stdout.

Qfront v1.0 A Front-End For Q/LFax ( SP 74 )

Filemap v1.02: A Utility To Estimate The Amount Of Disks Required

To Back-Up A Hard Drive.

HB Utils v1.00: A set of utility extensions for use with QPac2, including

HOT\_DATE, capslock, Clock, Free and MemView.

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P 42.

QL Brouhabouha This Is The Latest Implementation Of This New Forth

Forth: For The QL.

REQUIRES SOME MORE FINE TUNING. THANKS D.G.

Asm 20: An Assembler For The 68000 Series Processor

Classic TV A Collection Of ASCII Text Files Detailing Classic

Text: Science Fiction TV.

Inkjet Refill A Small Text File On Refilling HP DeskJet500 Inkjet

Text: Cartridges.

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P 43.

Norback v3.20: An Updated Version Of This Hard-Disk Backup Program Suite.

REQUIRES THE POINTER ENVIRONMENT AND QMENU EXTENSIONS.

Prolog v1.00: The Latest Version Of This Popular Language For The QL.

Doctor Editor A Updated Version Of This Powerful Disk Editor.

v30.01.94:

QLib RUNMod A Modified Version Of QLIB RUNTIMES, ALL THE

v3.35: PROGRAMS BELOW REQUIRE THIS VERSION TO RUN.

THEY ALSO NEED QPAC2 AND QMENU\_REXT.

Superformat With This Utility You Can Soft Format QL Disk,

v1.5: Format Disk That Will Double The Data Transfer

Rate And Format 84 Sectors On Double Density Disks.

FRENCH PROGRAM in English.

Screensaver A Screen Saver/Blanker. FRENCH PROGRAM in English.

v1.3: French help file.

ACP v2.3: ARCHIVERS CONTROL PANEL. This Is A Pointer Driven

Front-End For Most Achiving Programs.

I.e. ZIP, ARC, ZOO ETC. FRENCH PROGRAM in English.

Calculator A Pointer Driven Calculator. FRENCH PROGRAM in English.

v1.4: French help file.

Printer A Pointer Driven Front-End To Control Your Printer.

Manager v2.3: FRENCH PROGRAM.

ALSO FOUND ON THIS DISK.

QL Hackers Issue 17.

Journal 17:

Turbo Start: Patches new startup code onto Turbo Tasks so they work with

system variables at any address.

Turbo Fix: Allows TURBO v3.22 to work with Minerva's additional

features i.e. MULTIBASIC etc.

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P 44.

XChange: This Is The Latest Update To Psions XCHANGE 3.90

v3.90D This Is The Work Of Erling Jacobsen.

These Files the bare minimum to run XCHANGE

They Are Intended To Update The XCHANGE Disk

[ SP 53 ]

Multi Dos v0.5: A Utility To Aid Transferring Files To And From MS-Dos.

A FRENCH PROGRAM BUT EASY TO UNDERSTAND.

LFax v0.42b: The Class 1 Fax Program. REQUIRES QFAX [ SP 74 ]

WP Data: A Printer Driver For Perfection To Enable Conversion Of

Files To Word Perfect Format.

Address Book & This Is The Latest Demo Version Of John Ree's Program.

Label Printer:

Demo

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P 45.

QXL KEYS: This Utility Re Maps The Keyboard Of Your PC

FOR QXL USERS ONLY.

SEARCH v2.10: A Hard Drive Search Utility. REQUIRES POINTER

ENVIRONMENT AND RAM7\_ BIG ENOUGH TO HOLD A LIST

OF ALL FILES ON YOUR HARD DRIVE

C68 v4.5b and Updates To C68 v4.5 Beta And AS68 Utility.

AS68 UPDATE:

COMWORDS: A Text File Of Common Used Terms In

Communications.

SCR 2 PCX This Is A Small Utility To Convert QL Screens To

v1.01: PCX Format For Use On A PC.

SCR 2 BMP As Above But This Time To BMP Format.

v1.04:

FILE INFO 2 This Pointer Utility Is To Assign Data Types

v2.4: To Programs. Enable You To Launch A Program

By The Data File i.e. Click On A Doc File And

This Will Launch Quill And Load In The Doc File.

REQUIRES POINTER ENVIRONMENT.

CON READ: The C Source Code For An Extended CONREAD

MINEFIELD The Latest PD Game For The Pointer Environment.

v1.55: Based On MINE SWEEPER Found On PC Windows 3.1.

A VERY ADDICTIVE GAME.

QL HACKER The August 1994 Issue Of This QL Disk Based

JOURNAL 18: Magazine.

CPU TOOLKIT A Small Utility To Tell You 1.) The Type Of CPU

v0.11: Your Machine Has. 2.) The CPU Speed. Can Tell If In

24MHz Mode For Gold Card.

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P 46.

BLACKHOLE A Small Nul Driver.

(NUL):

DATA SPACE You Can Alter The Data Space Of Executable Programs

v1.00: With This Utility.

EXPORT v1.11: This Allows You To Convert PERFECTION Files To

ASCII And Still Keep The Tab Positions

SETDATE: You Can Now Alter The QL Clock Painlessly.

QLerk DEMO This Is A Demo Of A Powerful Financial Package That

v1.0: Runs Under ARCHIVE. Full Documentation Is Provided.

The Full Version Is Available From WOOD & WIND. USA.

DISK A Disk Management Program That Give You,

UTILITIES Defragmentation, Clone, Check Disk & Disk Map On

v2.00: Floppy Disks Works With D/D H/D & E/D.

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P 47.

DISK MATE 4 Demo Version Of DISK MATE 4

DEMO:

WATCH MEM: A Utility To Monitor Memory And Inform Of Memory

Corruption. REQUIRES MINERVA

CUESHELL Demo Version Of CUESHELL.

DEMO v1.11: \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

DISA DEMO Demo Version Of DISA The DisAssembler.

v2.03: \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

PCL: A Utility To Convert LineDesign HP Output Files To

Fax Format For Pretty Faxes.

PNICE v1.2: Pointer Environment Background Window Redrawing Utility.

HOB UTILS: 5 \_hob Files For Xchange 3.90I Plus Utilities To

Edit The \_Hob Files.

GET STUFFED: A Basic Function To Get The Contents Of The Stuffer

Buffer.

SET HEAD: A Program To Set The Executable Flag And data Space

Of A File.

QL FAQ Part 1: Frequently Asked Questions About The QL Part 1.

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P 48.

WALL PAPER A Utility To Create A Nice 'Wallpaper' Background On Your

v0.02: QL. Particularly Useful On The QXL In Higher Resolutions.

XCHANGE 3.90J: Another Update To Psion's XCHANGE Package.

This Time Gives 50 Translates.

TIMECAL v1.1: This Is A Qlib Compiled Pointer Driven

Calendar/Clock/Calculator For The QL And Compatibles.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

PEX 12: The Main Function Of This Extension Is Hidden I/O Action On

Buried Windows, Which Would Work With MINERVA And The

Atari-QL-Emulator.

REQUIRES POINTER ENVIRONMENT.

QL FAQs: Part 2 Of These Frequent Asked Questions.

────────────────────────────────────────────────────────────────────────────

P 49.

QPOINT DEMO: A Demo Version Of QPOINT. A BBS Utility.

DOC VIEW v1.00: A Small Pointer Driven Quill Document Viewer.

LFAX v0.50: Latest Version Of This Popular Fax Software.

ENGIF v0.16: A Utility To Convert QL Screens Into GIF Format For Use On

An IBM Compatable PC.

ROGUE: An ASCII Adventure Game. Downloaded From Internet.

────────────────────────────────────────────────────────────────────────────

P 50.

NORBACK 4.04: The Latest Version Of This Hard Disk Back-Up Program.

UPDATED VERSION This Version Requires The Pointer Environment & Menu\_rext.

24/7/95.

SOLVIT PLUS This Is The Demo Version Of A New Electronic

DEMO v2.01: Dictionary, Word Game And Anagram Solver.

THE FIRST VERSION OF THIS PROGRAM WAS SUBMITTED TO

S.J.P.D. AS A PD PROGRAM.

I WAS VERY IMPRESSED WITH THE QUALITY OF THE PROGRAM

& I SENT A COPY TO DILWYN JONES TO SEE IF HE WOULD

BE INTERESTED IN MARKETING THE PROGRAM.

THE AUTHOR IS NOW EARNING MONEY!!!

SIGNAL: This Is The First Port Over Of The Signal Extensions

For The QL. DOWNLOAD FROM INTERNET.

QUILL READER The C Source Code For A Quill Document Reader, Hence

C SOURCE: The Name!

LINE DESIGN A Small Collection Of 14 AI Clip-Art Files For

CLIP ART: LineDesign.

QL FAQ'S: The Full Set Of (F)requent (A)sked (Q)uestions About

The QL. DOWNLOADED FROM INTERNET.

ALSO FOUND ON THIS DISK.

QLogger: QLogger is aprogram for handling session log files from

Tony Firshman's QBBS Bulletin Board.

────────────────────────────────────────────────────────────────────────────

P 51.

UNARJ v2.41: The Executable And Source For UNARJ. A Popular File

Compression Utility Found On Other Computer Platforms.

ENV v1.07: The Latest Version Of This Environment Utility Now SMS

Compatible.

NORBACK v3.23: The Updated Version Of This Hard Disk Back-Up Utility.

C68 BUG FIXES: A Collection Of Updates For C68 By Erling Jacobsen.

SMASH v0.10: This Utility Is A "Self Extracting Job Compressor

For QDos Compatible Systems"

ATARI KEYBOARD This Is A Utility To Edit The keyboard Layout Of ATARI

EDITOR v1.00: Computers Fitted With The QL Emulator.

JPEG <-> GIF: A Set Of Utilities To Convert JPEG Pics As Found In The

PC World To GIF Format.

Client Server This Utility Is A "Thing" That Implements Easy And Robust

Manager v1.0a: Messaging Between Jobs. It Allows One Or Many Links.

REQUIRES THE POINTER ENVIRONMENT.

────────────────────────────────────────────────────────────────────────────

P 52.

PERFECTION SE This Is A Fully Working Version Of DP's Perfection With

DEMO: The Exception That The Save, SpellCheck & Print Functions

Are Disabled.

MIRACLES HARD An Update To The Driver To MIRACLES Hard Disk.

DRIVE UPDATE

v2.07s:

CLIENT SERVER This Is An Updated Version To The Version On PD 51. This Is

MANAGER v1.17: A Thing That Implements Easy And Robust Messaging Between

Jobs. It Allows One To Many Links.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

QL HACKERS Issue 20 Of This QL Disk Based Magazine.

JOURNAL 20:

CONFIG: An Updated Version Of The Config Program For XChange

3.90x

LFAX V0.60b: This Is An Interim Release Of This Popular Fax Utility.

QL EMAIL The eMail Addresses Of QL Users.

ADDRESSES:

enGIF v0.20: The Latest Version Of this Utility To Convert QL

Screens To GIF Format. By Dr. Carlo Delhez.

phONEday: This Is A Program For Psion's Archive. It Will

Convert Phone Numbers Into The New 01xx Numbers.

T HARMAN SERIAL Yet Another Upgraded Driver, This Time For Terry

BOARD UG v0.05: Harman's Serial Board.

'X FILES' An ASCII Listing Of The Episodes Of the Popular TV

EPISODE GUIDE: Show "X-Files"

────────────────────────────────────────────────────────────────────────────

P 53.

LOOK & SHOW An Updated Version Of SPEMS DIGITISER Software Now Works

Release 2.13: With Gold/SG Card.

SIMPLE MAIL SMBX Provides QDos With Simple Messaging And File-Transfer

BOX: Capabilities For Incoming Data Calls.

QMOSAIC v0.67: A Version Of QL MOSAIC READER For Use By INTERNET Users.

No Documentation Yet, Italian Program.

RES DEV v0.99: RESdev - The Device For Resident Programs. A New Device

From Octagon (Boris Jakubith)

OLR READER "The Reader" Is A New Useful \_QWK Off Line Reader Running

v0.12: Under Pointer Environment, Introducing New Features For An

Easy Work For The User.

────────────────────────────────────────────────────────────────────────────

P 54.

NORBACK v4.04: This Is An Updated Version To The Hard Disk Backup Suite Of

Programs As Used With QUBIDE.

IBM DISK v1.5: With This Utility You Can Read PC Disks.

HISTORY v1.23: Adds Programmable Last Line Recall To The QL. Doc File In

German.

BOOT: Automatically Reconises Hardware And Operating Systems;

It Resolution To Be Set From 512x256 To 1024x512.

PICE v2.10: Smooth Multitasking On SMS/QDOS And Partially Buried

Windows Redraw.

QMOSAIC Upgrades The QMOSAIC Package To Version 0.76

UPGRADE v0.76:

D2MAC: A Circuit Diagram And Text File On Ferguson BSB/D2MAC

Baseband Decoder Modification.

NOSTRADAMUS: Text File Of The Predictions Of Nostradamus

LZW SOURCE: The Source In C For LZW Compression.

QTPROBE: A Utility To Check The Integrity Of QTPI Phone Books.

VIEWER v1.00: A Text Viewer By Dilwyn Jones. NOW USED FOR THE FRONT-END

TO THE LIBRARY SOFTWARE CATALOGUE DISK. By Dilwyn Jones.

PICer v1.01: A Picture Viewer For '\_PIC' Format Files.

────────────────────────────────────────────────────────────────────────────

P 55

GRABiT v3.00: GraBIT4 enables one to cut out or grab portions of the

screen display and save them in QPTR's \_pic format,

suitable for importation into LINEdesign.

\*\*\* NEEDS MENU-REXT & POINTER ENVIRONMENT \*\*\*

VIEWer v1.03 The latest version of this text viewer and screen utility.

& PICer v1.01:

MAZE GAME: A small maze type game.

QLIB PATCH A patch program for QLIBERATOR. With this patch you can set

v1.00: the HEAP to exceed 512K

C68 DESK: A pointer driven front end for C68. From GERMANY, text

files in German, but English version of program.

PEX v1.8: The Updated version of this windows utility.

GERMAN PROGRAM with German and English Doc file.

SEND FAX v1.01: A simple front end for Qfax. By PA Borman.

SEALINK v3.47: Fixes send file name bug in SeaLink Library as used in

QTPI.

FILTER v1.0: A small utility to filter out VT100 codes (ANSI) codes in

BBS log files.

ALSO FOUND ON THIS DISK.

C68 HOTKEY/ Fixed C68 HOTKEY/THINGS LIBRARY. By Jonathan Hudson.

THING LIB.:

────────────────────────────────────────────────────────────────────────────

P 56.

QLWORLD INDEX: Updated September 1995.

QMOSAIC v0.77: A Text only HTML Viewer for SMSQ & SMSQ/E

READER v0.40: Off Line Reader for the QL.

\*\*\* REQUIRES THE POINTER ENVIRONMENT \*\*\*

SYSTEM KIT: MARK KNIGHTS toolkit of the QL.

────────────────────────────────────────────────────────────────────────────

P 57.

DISKMATE v5.07: A demo version of this pointer driven DISK UTILITY.

VIEW v2.00: A screen viewer from QITALY BEGINNERS CLUB.

TGBack v1.00: A Hard disk back up program from shell or unattended

operation.

RUBIK AREA Ribik Cube game for the pointer environment.

v1.02: Text file IN GERMAN.

RecoverQ v1.01: 100% Disk copier. IN GERMAN.

SPV v0.04: A Simple Pic Viewer.

Needs Menu\_rext & Pointer Environment

RELEASED: A Heart Released: The Teachings of Phra Ajaan

Mun Bhuridatta Thera. Ajahn Mun (1870-1949),

one of the forefathers of the Thai forest

tradition of Buddhism.

HISTORY v1.23: Adds Programmable Last Line Recall To The QL. Further Doc

Files. Doc Files In German.

────────────────────────────────────────────────────────────────────────────

P 58.

P-E-F A collection of useful utilities by Per-Erik Forssân.

UTILITES:

FRACTALS: A small Fractals demo, once again by Per-Erik Forssân.

QHJ 22: QL Hackers Journal, The electronic QL magazine.

DRIVERS: Updated versions of Phil Borman's Sub, Path, Open,

& Redir drivers.

BOGOMIPS v1.4: "Bogomips" is a standalone program that displays your

system performance, comes with source code.

MD5SUM: A small utility for checksum of files. Comes with full

source and documentation.

SPV v0.05: Simple Pic Viewer Version 005. By Jonathan Hudson.

CONNOR HARD The latest version of this text file detailing the

DRIVE SPECS: specifications of over 35 Connors IDE hard disks.

Direct from Connors BBS

QMOSAIC v0.80: A text only HTML reader for the QL. SMSQ & SMSQ/E

Compatible.

SUGGEST v1.00: Suggest is an addition to the QJUMP SPELL device to

provide intelligent guesses to incorrectly spelt words,

rather than forcing the user to search through the

dictionary.

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P 59

C68 Version SIGNAL EXT Version 0.26

4.20a UPDATES: C68 Version 4.20B

C68 LIBC\_A Version 4.20B

VIEWER v1.10: An updated version of Dilwyn Jones's Text Viewer

PICer v1.01: An updated version of Dilwyn Jones's Pic Utility

UK POSTCODES: A Text file listing UK Post codes.

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P 60

VIEW v2.13: An update to the screen viewer from

QITALY BEGINNERS CLUB.

READER v1.02: Updates the HTML viewer to version 1.02.

UPGRADE

FLPClone v1.19: Update to this fast disk copy utility.

EXPLODING A NEW pointer game from Germany, English prompts

ATOMS v1.04: but German Text file. Contains a Demo mode.

TRAPPER: A simple trap handler for the QL.

CLIENT SERVER This Is Another Updated Version. This Is A Thing That

MANAGER Implements Easy And Robust Messaging Between Jobs. It

Release v1.18: Allows One To Many Links.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

QXLFormat: The latest version of this Quick disk formatting

v1.4 utility from Dave Walker.

POPES XMAS An ASCII text file of the Pope's Christmas speech.

95 SPEECH:

FINANCIAL A stock market management game by Bryan Mewes &

CLIMES: Mark Knight.

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PRESS "C" TO RETURN TO MENU PAGE

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P 61.

RZ SZ SOURCE: This contains the source codes in C for a ZMODEM

v3.40 protocol faster and more reliable than XPR.

Direct from ZCOMM FTP Site.

Z88 SOURCE This ASCII text file is a source of information

BOOK: for Z88 users.

DIR FIX: Fixed readdir() and opendir() for C68 V4.20a.

PEX v1.9: Updates to this Pointer utility.

LOCK v0.03: Semaphores for C68.

XPR ZMODEM: Improved ZModem Library for Q.T.P.I.

v3.50

QFAX v2.71 Bug fix for QFV for QFAX.

UPDATE:

WS LISP v1.80: A LISP Interpreter ws-lisp. With A Brief Document.

CULINARY HERBS A Frequently Asked Questions on Culinary Herbs.

FAQ v1.05: Full of Recipes and Growing Hints.

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P 62.

XPR Libraries The latest XPR Drivers for use with QTPI.

v3.51:

DR BOB 502: Doctor Bob's Guide to Offline Internet Access.

5th Edition - January 1996.

CLIENT SERVER This Is Another Updated Version.

MANAGER This Is A Thing That Implements Easy And

Release 1.20: Robust Messaging Between Jobs. It Allows One

To Many Links. REQUIRES POINTER ENVIRONMENT.

UTIME fix UTIME updates for C68 Release 4.20a.

for C68:

SUGGEST Suggest is an addition to the QJUMP SPELL device to provide

v2.03: intelligent guesses to incorrectly spelt words, rather

than forcing the user to search through the dictionary.

PARTITION An updated PARTITION\_EXE for QUBIDE Interface users.

v1.04:

KEYBOARD The programme is designed to translate keycodes

TRANSLATE delivered by QDOS to the keyboard input queues

v1.00: before being output to the display drivers etc.

STYLE CHECKER Welcome to the demo version of STYLE-CHECK, the only

DEMO v2.01: style checker for the QL and QDOS compatible computers.

ALSO FOUND ON THIS DISK.

PERFECTION Alternative Help File For Perfection. By Geoff Wicks.

HELP:

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P 63.

DECIPHER v1.00: A pointer driven game. (German Prompts).

By Frank-Guido Dibowski.

ZX81 The ZX81 EMag in ASCII format.

INTERNATIONAL

MAGAZINE:

PENTE: The game mentioned in QL Hackers Journal Issue 23.

KEYBOARD An updated version of this keyboard translate

TRANSLATE program from DI-REN.

v1.02:

PARTITION A update to Phil Bormans Partition utility for

(QUBIDE) v1.05: QUBIDE users.

INTERNET SITES: This ASCII text file details some of the better

( None QL ) Internet sites.

BAUDRATE v1.00: With this German utility you can alter the baud rate of

the QL's serial ports.

QXL MODE: This small SUPERBasic program returns the SCREEN MODE

in which you QL is set.

QUBIDE ROM An updated rom image for QUBIDE Hard disk interface.

IMAGE v1.39: YOU NEED A EPROM BLOWER FOR THIS.

PUZZEL v1.01: Another QL Pointer driven game. (Once again

German prompts! ) by Frank-Guido Dibowski.

GAMES A Collection of games from Germany.

ASSORTMENT: K&Q, Einstein, Crazy, 4x4 and Zauber.

ALSO FOUND ON THIS DISK.

TANNISHO: Revised Translation Of Tannisho: Lamenting The Deviations.

Original Version Was Meant For Study Classes. Contains The

Sayings Of Shinan.

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P 64.

MAIL & ADDRESS: A Mail Merge and address book for use with ARCHIVE.

NEAR NASA NASA presskit for the 'Near Earth Asteroid

PRESS KIT: Rendezvous' Mission.

WINEDITOR: An update to the Hard Disk editor for QUBIDE/REBEL.

v1.40

DATAPRINTER: Dataprinter prints envolopes from a address book database.

UTILITIES Utilities is used to start your favourite p.d. programs and

v1.10: save you having to remember the various keypress sequences.

DBAS v2.12 An updates to DBAS.

UPDATE:

SUGGEST v2.03: These files update SUGGEST (The QSpell Utility)

UPDATE to version 2.03.

C68 v4.21 These files update C68 Version 4.21a to 4.21b..

UPDATE:

TGBAK v1.06: This is an updated version of the hard-disk

back-up utility.

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P 65.

TexTIDY v2.10: The latest version of this text conversion utility with

basic HTML conversion. Can be upgraded to full version by

buying KEY file from Dave Walker.

LFAX v0.61A: This updates LFAX Version 0.6 to 0.61a.

QL HACKER The latest version of this QL eMag.

JOURNAL:

Issue 24

QDOS TAR v0.01: This is a tar for SMS/QDOS. This program, and The Files it

produces are allegedly fully compatible with UNIX tar.

PRINT SPOOLER: This program will act as a filter allowing you to set

v1.08 character attributes when printing text using any text

editor.

ACP v2.4: Archivers Control Panel for Arc, lha, lhq, zip/unzip

and zoo. Now INFO-ZIP compatible.

ZIPBACK v1.07: A backup utility for owners of more than one hard drive,

or a hard drive and SyQuest drive. Can be used over the

network.

STORE: The 'store' utility allows you to use superHermes to

bypass the start-up delay on Qubide systems.

( Requires QUBIDE ROM v1.41 or above.)

QUBIDE v1.41: Rom Image. A EPROM BLOWER IS REQUIRED FOR THIS.

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P 66.

QL Hackers Issue 25 of this popular QL EMag.

Journal:

Issue 25

ZCRYPT v2.6: The files contain the encryption code for Zip 2.1

and UnZip 5.2 (and later). They constitute only

an add-on to the exportable versions (generally

named zip21.zip and unzip52.tar.Z) and cannot be

used without the complete Zip or UnZip packages.

LOTTERY The following program is designed to check multiple

SYNDICATE lines of lottery numbers, such as in a syndicate.

CHECKER:

BJC DUMP: This is a screen dump program for the BJC Range

of Inkjet printers. UNTESTED, NO BJC PRINTER.

PEX v1.93: The main function of this extension is hidden i/o

action on buried windows, which would work

with MINERVA, SMSQ and the Atari-QL-emulator.

LINEDESIGN A collection of 12 Zodiac Signs in \_ldp format.

CLIP-ART:

HTML MACHINE: A quick way to put html tags into a plain text file.

v1.02 ^^^^REQUIRES THE POINTER ENVIRONMENT.^^^^

PHONE LOG: PhoneLog is intended to help telephone users to keep track

v1.33 of the cost of the calls that they make. By Mark Knight.

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P 67.

REVERSI: A pointer driver REVERSI game from Germany.

German prompts and documentation.

BULLETS: Another Game from Germany.

TGBAK v1.07: Updated version of this remote Back-up program.

QUBIDE v1.50: The latest software and rom image for QUBIDE

hard-disk interface.

XBIN QDos: This is a 'quick and dirty' port of a UNIX program

which decodes an Apple Macintosh BinHex file into

its components, so you can use the contents on a QL.

EXORCIST v1.01: A front-end for the Postscript Emulator, Ghostscript.

WIN LINK: A utility for hard drive owners, designed to allow the

quick linking and unlinking of drive partitions. For

single or master/slave systems. Also permits loading of

a default set of partitions and the unlinking of all

partitions on a Syquest drive.

MEMV: A small utility to display a Memory Usage bar on

the left-hand side of the QL screen.

QFORMAT: This program will allow you to (very) quickly

re-format (note RE) a number of floppy discs.

The discs can be DS/DD (1440 sectors 720 Kb),

DS/HD (2880 sectors 1.4 Mb) or DS/ED

(6400 sectors 3.2 Mb ).

HISTORY v1.27: The latest version of this "last line" recaller

program. Direct from Germany.

ALSO FOUND ON THIS DISK.

UK QL SERIAL: Information On The QL Serial Ports.

By H.-Peter Recktenwald.

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P 68.

BIRTHDAY: A freeware utility for storing birthdays.

QPC THING: This QPC extensions thing contains three

v1.00 extensions that entitle you to set/read/reset

the colour palette on a per job basis. FOR USE

WITH "QPC" THE SOFTWARE QL EMULATOR TO RUN IN A PC.

ACP zits A suite of QLiberated SuperBASIC programmes

(ACPzitQS) enabling pointer driven selection of

files to be unzipped from an archive. Requires

ACP, INFOzip's unzip, menu\_rext.

QPROF: QL profiler for the C68 compiler v1.0. March 1995.

THIS PROGRAM IS STILL IN IT'S INFANCY. BUGS MAY BE

PRESENT.

MASTERBASIC: The latest demo version of this programming utility

DEMO v1.46 from ERGON.

SIGNAL The version 3 implementation of the SIGNAL device

HANDLING v3: driver for QDOS and SMS. Initially C68 compiled

programs have been seen as the main users of

this facility, but the implementation is actually

language independent so that it can be used from

any language [although processing signals by good

old SB interpreter could pose a problem].

By Richard Zidlicky.

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P 69

QL EMAIL A List of QL users email addresses

ADDRESSES:

FLOPPY DISK The demo version of ERGON'S Floppy Disk Utility.

UTILITY DEMO

v1.21 UPDATED:

INDEX DEMO: A pointer driven disk cataloguing utility from

NASA COMPUTING.

ZX81 MAG #2: ZX81 International Magazine issue 2.

SPOOLER v1.08: A pointer driven printer spooler.

DATADesign A collection of files for use with HYPERHELP

Engine ( J. MERZ ) that give all the superbasic commands

SuperBasic used with DataDesign SuperBasic Interface.

Interface:

ALSO FOUND ON THIS DISK.

RSHELL v1.03: Shell Program As Used By It's The Author To Operate QLCF

BBS(And Thus Recover From any Failure That May Prevent

It's Operation. By Thierry Godefroy.

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P 70.

QSPREAD DEMO The latest DEMO version of this Pointer driven

v1.33: spreadsheet as marketed by Jochen Mertz.

ACP v3.2: A complete re-write of the popular & powerful

UPDATED Archivers Control Panel. WINZIP for the QL!

LOTTERY The following program is designed to check multiple

SYNDICATE lines of lottery numbers, such as in a syndicate.

CHECKER v1.04:

EXORCIST Exorcist has been written to facilitate the easy use of

v1.12: the Ghostscript interpreter recently ported to QDOS and

freely available in the Public Domain.

NET PEEK v3.8: A program to display RAM by George Gwilt

DISP 2.5: A program to display directories by George Gwilt

AREF 2: Cross reference generator for GST-assembler text sources.

NOKIA FAQ: This FAQ addresses issues surrounding the Nokia 2110

Family of Digital Mobile Phones. This currently includes

the 2110, 2110i and 2110e.

It includes practical questions, background information

and lists of net resources.

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P 71.

Z88 TO PC A ZIPed program for transferring software to and from

TRANSFER: PC to Z88. This program NEEDS transferring

to a PC to be run.

THIS IS NOT A QL PROGRAM. UN-TESTED I DON'T HAVE A Z88.

LOTTERY NUMBERS A program to aid the selection of numbers for the

SELECTOR: UK NATIONAL LOTTERY.

DR BOB r6.2: A text guide the internet.

BABEL: A glossary of computer oriented abbreviations and

acronyms.

23BULLETS A GERMAN pointer game, all docs and prompts are

v1.01: in GERMAN.

WIN LINK v1.03: A utility for hard drive owners, designed to allow the

quick linking and unlinking of drive partitions.

FILE FINDER: This program searches through the files on a disk and

v2.00: lists the names of files which contain a given text

string.

COPIER: This is a simple copier program, capable of copying

the entire contents of a floppy or hard disk, including

the contents of sub-directories.

TRANSLATE: This is a simple program for converting the characters

used in DOS (PC) text files into equivalent characters

in the QDOS (QL) character set.

RShell v1.04: A remote shell program for the QL.

QXLFormat: This is the latest version of this quick re-formatting

v1.5 program for QXL and real:-) QL.

TGBak v1.08: A remote back-up program for the QL.

ALSO FOUND ON THIS DISK.

DEATHBED Text File Of The Final Words Of The famous .

SAYINGS:

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P 72.

QEYES v1 & v2 Three versions of a pair of eyes that faithfully follow the

+ Original: mouse pointer around the screen. FREEWARE!

SNAPSHOT This is a QDOS port of Spconv : the Spectrum emulator

CONVERT v1.10: snapshot file converter.

PFData: Datadesign database printer driver.

UNPIC v002: Converts PIC format graphics (modes 2, 4 and 8) to BMP

(Windows bitmap [uncompressed]),GIF, TIFF(LZW, packbits,

uncompressed) PCX (rle compression)

ER Do you watch the TV program ER? Have you ever wondered

DICTIONARY: about the medical jargon? WELL FIND OUT WHAT IT ALL

MEANS WITH THIS TEXT FILE.

SCRATCH A "Drag and Drop" Active Scrap Icon for the Button

v1.00£: Frame. (REQUIRES SMSQ/E V2.80, QPTR extensions v0.13;

QLiberator runtimes. BTFRAME\_rext (Jochen Merz - QL

Today vol.1, issue 1) PEX v20 (by H-P Recktenwald)

Menu\_rext (included with most Pointer Driven programmes

by Jochen Merz)

ALSO FOUND ON THIS DISK.

LINEDESIGN v3 Linedesign 2 File Format.

FORMAT:

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P 73.

QSPREAD This is the QSPREAD Demo. It will do anything the full

DEMO v1.41: version does except for saving files and printing, so

you can do a lot of testing if you want to.

REQUIRES FULL POINTER ENVIRONMENT.

INFO-ZIP An updated version of INFO-Zip groups UNZIP. Ported by

UNZIP v5.3: Jonathan R Hudson. THIS VERSION WAS DOWNLOADED DIRECT

FROM JONATHAN R HUDSON'S WWW PAGE.

XPR v3.56 Updated libraries used by QTPI & QeM.

LIBRARIES:

────────────────────────────────────────────────────────────────────────────

P 74.

WINDS OF Windraw & Edwin. Windraw is a basic program that permits

CHANGE: easy repositioning and resizing of basic's channels 0,1 and

2 windows. The other proglette (Edwin) is an attempt to get

Digital Precision's Editor to benefit from Aurora's

extended screen. Both programs are intended for use with

Aurora and SMSQ/E, but should work with QPC(tried) and

QXL(untried).

PEX32: The main function of this extension is hidden i/o action on

buried windows, which would work with MINERVA, SMSQ and

the Atari-QL-emulator.

FILE SELECTOR This program came about because a bug in the latest version

v1.05: of LINEdesign stopped it from printing when the QPAC 2

button frame was being used.

VAT CALCULATOR: A powerful and configurable VAT calculator.

v1.03

FILE INFO2 This Pointer Utility Is To Assign Data Types To Programs.

v3.02: Enable You To Launch A Program By The Data File i.e.

Click On A Doc File And This Will Launch Quill And Load

In The Doc File into Quill.

REQUIRES POINTER ENVIRONMENT.

MINES v4.03c: A QL interpretation ( in German) of the popular Windows

MineSweeper program. Downloaded from a German BBS.

EDITOR v1.82: A small but powerful text editor (in German )

MEMV: A small utility to display a Memory Usage bar on the

left-hand side of the QL screen. NOT AURORA COMPATABLE.

ACP v3.4: ARCHIVERS CONTROL PANEL. This Is A Pointer Driven

Front-End For Most QL Achiving Programs.

ALSO FOUND ON THIS DISK.

GIF TO PS: Export GIF Image To A Encapsulated Postscript Format.

QPAC2 PATCH: Patch for older versions of QPAC2 upto v1.38 that do not

enable the multiple action menu feature of FileInfo II

v3.0 and above.

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P 75.

VIEWER v1.15 Latest Version 1.15 of this file & version 1.01 of the Pic

& PICE v1.01: viewer by Dilwyn Jones.

DISPLAY v1.00: This is a small suite of 9 basic extensions written in

assembler designed to help SuperBASIC or SBASIC

programmers cope with extended display modes on more

recent hardware and emulators such as Aurora, QPC and QXL.

QLOT v5.00: National Lottery Master.

CODE-BREAKER: The program illustrates a variety of methods of encoding

messages, shown in the first three items on the menu.

You have to select one type of code, and either "ENCODE"

or "DECODE" to get past the menu. Your selections turn

green, and can be deselected by pressing ENTER again.

QL EMAIL The latest list of QL Users email addresses.

ADDRESSES:

PROCMAN\_PTR This program allows you to extract selected procedures

v1.00: or functions from basic programs. It is pointer driven,

requiring the MenuExtension from Jochen Merz Software

to work.

SCRATCH A "Drag & Drop" Active Scrap Icon for the Button Frame

v3.2beta: incorporating GraBit (a screen grabber).

By Phil Jones - 8.11.97

C68 TOOLS The latest version of this German C68 program.

v2.40.1:

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P 76

FILEINFO II: This Pointer Utility Is To Assign Data Types To Program.

v3.10 Enable You To Launch A Program By The Data File i.e.

Click On A Doc File And This Will Launch Quill And Load

In The Doc File into Quill.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

C1Mon v2.00: Computer 1 Monitor.

BUTTOCKS: Buttons to provide novelscreen Pointers i.e. Dagger,

Windmill to KILL; PEX enable/disable or Buttonise

(partially) visible jobs. Requires SMSQ/E. By Phil Jones.

SMS RESET: This is an SMSQ/E module which can be linked into the main

SMSQ/E program to give a soft reset.

DRIVE v1.00: A Command Line Hard Drive Partition Linking Utility

BASCONFIG SuperBASIC configuration extensions. This Public Domain

v1.12: program allows you to create Basic programs (compiled

with Qliberator) which allows you to use the Qjump CONFIG

(or MenuConfig from Jochen Merz) to configure various

defaults used by the compiled program.

IO2 & SBASIC IO2 is a collection of some 350+ SBasic extensions, two

DEMO-PROGRAMS: devices (MEM & STAK) and some character founts

(Minerva style, Big Blue, High/Super Script, Latin-1).

ALSO FOUND ON THIS DISK.

MINES v4.10c: Minesweeper game.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\*

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01:05:99 P 77

FILEINFO II This Pointer Utility Is To Assign Data Types To Program.

v3.30: Enable You To Launch A Program By The Data File i.e.

Click On A Doc File And This Will Launch Quill And Load

In The Doc File into Quill.

All associated files both asm and rel supplied in full

Package available on Disk SP 196.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* T. Godefroy

InfoUnZip The latest release of UnZip extraction utility for archives

v5.32: compressed in the zip format J. Hudson

CharSel v1.00: Character Select pull down menu. Beginners club

QL Hackers Issue 26 of this popular QL EMag.

Journal no. 26: T. Swenson

────────────────────────────────────────────────────────────────────────────

01:06:99 P 78

ACP English: Latest version of the Archivers Control Panel.

v3.5 T. Godefrey

Euro Converter Currency converter for the euro/European.

v1.10: \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* Beginners club

Graphic Viewer Graphics Viewer to allow simple viewing and printing of a

v1.14: wide range of graphic file types on the QL. D. Jones

QL Hackers Issue 27 of this popular QL EMag.

Journal no. 27: T. Swenson

Qascade v1.13: Qascade is a pop-up menu program, offering similar

facilities to those customarily available on Unix/X Window

(RMB popups) and, more recently, from the 'Start

button/menu in Windows 95/98 and NT. Qascade allows the

user to define cascaded menus to any depth, limited only by

memory.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* J. Hudson

ATdisk v1.00: A program to copy files to and from a DOS disk to and from

any QL device, only supports 720 kb disks and does not

handle sub-directories. Updated version of IBMdisk.

J. Hudson

────────────────────────────────────────────────────────────────────────────

10:06:99 P 79

TexTIDY v2.12: Latest version of this package.

SHAREWARE D. Walker

DiscOVER v4.17: Latest version of this transfer package.

SHAREWARE D. Walker

QL Hackers Issue 28 of this popular QL EMag.

Journal no. 28: T. Swenson

Battle: This is a version of the battleships game that makes use of

the curses library, it needs the terminfo (terminal

information) file for QDOS to be installed on your system.

In case you don't have the curses environment installed,

the QDOS terminal information is provided in the file

'qdos'. Unknown

TurboFix2 This is a new version of TURBOFIX that allows the use of

v2.00: the following Turbo Toolkit keywords on both Minerva

Multibasic or SMSQ S-BASIC: BASIC\_POINTER / BASIC\_B% /

BASIC\_W% / BASIC\_F / BASIC\_L / BASIC\_NAME$. The previous

version did not work on SMSQ. The modifications mean these

keywords work from interpreted SBASIC, and not only Turbo/

QLiberated compiled programs. ERGON DEVELOPMENT

Turbopatch2 This patch allows Turbo programs to run with SV.BASE in any

v0.02: place. Should be used with the TURBO patch linker (\_BAS.)

D. Santachiara

CPUTK v0.11: This small toolkit consists of two keywords. CPUTYPE, tells

you the CPU in your system. GCSPEED, tells you the actual

speed of your (super) Gold Card and whether it is possible

to use your QL at 24MHz with a Gold Card hardware

Issue 1/2. ERGON DEVELOPMENT

XCHPATCH\_bas: This BASIC program patches PD XCHANGE to work with 68040

and 68060 processors with COPYBACK enabled. M. Swift

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15:06:99 P 80

ZexCel v0.31: This is the full commercial version of the program which is

now Freeware.

Games available for this growing in number.

FREEWARE \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* ERGON DEVELOPMENT

Spectrum Games: Games For ZexCel - cflag, jetpac, psst, aticatac, Cookie,

Head and Highway

QL Hackers Issue 29 of this popular QL EMag.

Journal no. 29: T. Swenson

Pex v22 & v33: Updates to this Pointer utility. ? Dated 03/04/97 for

PX22 and 14/06/97 for PX31?. H. P. Recktenwald

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26:06:99 P 81

Gif 2 RGB: This is a port of a program called git2rgb with an aurora

mode added. to allow you to view gif files to screen, and

save them as scr files. P. Borman

Turbo Toolkit The current version will work with both Minerva and SMSQ/E.

v3c27: The upgrading is being done by David Gilham and Mark Knight

Crib: Game of Cribbage Unknown

Doctor Editor Editor. Load And View SuperBASIC, ASCII & M/Code. An

Date 30.03.94: Updated Version Of This Powerful Disk Editor. Now

Qliberated. A. Borretzen

Z88 Source Reference book for the Z88, how to interface it with the

book: world, products available for it and traders who supplied

them. A good supplement to the user guide. T. Swenson

Structured Structured SuperBasic (SSB) is another way of writing

SuperBasic SuperBasic programs. SSB converts programs written in the

2.6.1: SSB style into SuperBasic programs that will LOAD and RUN.

T. Swenson

Pack/Unpack: PACK and UNPACK are easy to use. If you want to pack files,

copy all of them into RAM8\_ and execute PACK with a

parameter string, giving the filename of the packed file:

EX PACK\_sav;"ram1\_test\_zip" uses ZIP

EX PACK\_sav;"ram1\_test\_arc" uses ARC

EX PACK\_sav;"ram1\_test\_lzh" uses LHQ

Unpacking goes the reverse way, just execute UNPACK instead

and all the files goto RAM8\_. J. Merz

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01:07:99 P 82

Euro Converter Currency converter for the euro/European.

v1.20: UPDATE \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* Beginners club

EasyBase v0.62 A simple and convenient to use non pointer driven database

Demo: program for the QL. No bells and whistles, you can learn to

use it quickly, you don't have to be able to program, just

to type in information. It can handle 100 lines ("fields")

in every database entry ("records") which are held in

memory.

Available from QCELT. D. Jones

QL Hackers Issue 30 of this popular QL EMag.

Journal no. 30: T. Swenson

QDOS HDR BAS: Basic program used to restore the executable file header

( first 15 bytes before the ` sign ) to a file. You can use

this program on the next two to restore their file headers.

Unknown

UNARC: Used to restore executable file header in ARC compressed

files. Unknown

UNCPT: Used to restore executable file header in CPT compressed

files. Unknown

QSPILFX v1.00: This program is an additional package to LFAX to support

the inter working of LFAX with the QBOX BBS software by

Jan Bredenbeel. L.K.Wareham

QFM v0.06: QFM (Qfax Menu) is a menu driven front end for qfax, and

most likely lfax. Qfm provides a configurable menu driven

interface to QDOS fax software. J. Hudson

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P 83

Paragraph This is the DEMO version of the word processor that runs

v1.02: under PROWess system.

You can now Register with QBranch for the full version at

`18.00. F. Lanciault

NET\_PEEK v3.22: Latest version of this program which displays memory usage

on your computer or any networked to your computer.

Requires FSERVE and the MEM device to be installed.

Now includes asm source file. G. Gwilt

Nroff: Ported by J. Hudson

Dhrystone v1.2: Benchmark Program R. Weicker

Pegged: Solitaire type game

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* F. Dibowski

QPCthing v1.00: QPC extension thing that allows you to set/read/reset the

colour palette on a per job basis T. Godefroy

Merge: Program to merge two sets of superbasic extensions

together. P. Borman

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P 84

Graphic Viewer Graphics Viewer to allow simple viewing and printing of a

v1.15: UPDATE wide range of graphic file types on the QL.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* D. Jones

Monop: Monop is reminiscent of the Parker Brother's game Monopoly,

for 1 to 9 players. It is assumed that the rules of

Monopoly are known as the games follows most of the

standard rules. K. Arnold

GWass v4.6: Assembler for all 68000 to 68060 instructions including

UPDATE floating point and those for the CPU32. G. Gwilt

SETDATE v1.02: Program thats displays the date and time and allows you to

change it with the cursor keys. M. Swift

Icons: The assembly files of the icons used within some the

updated pointer programs available now. J. Merz

────────────────────────────────────────────────────────────────────────────

P 85

Trek v5.7: New version of STARTREK with many options source included.

C. Olson

FileConfig: Fileconfig is a tool for creating Level 1 Config Blocks

using a definition file.

T. Swenson

C68 v4.5: Latest version 20th March 1999

UPDATE

DBAS v2.13: Update to the DBAS suite.

UPDATE D. Buder

HD: The Hexadecimal Dump program produces a hex dump of the

specified file or the data that is piped into it from the

standard input. P. Ruczynski

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P 86

Qroute v105: QL route finder R. Mellor

DEMO

Paragraph This is the DEMO version of the word processor that runs

v1.03: under PROWess system.

You can now Register with QBranch for the full version at

`18.00. F. Lanciault

DDQL & HDQL: Two programs that quickly convert blank DOS formated DD and

HD disks to QDOS formatted disks. TMB

Read Only: A program from Germany with English and German text file to

change protection of files for QDOS and related systems.

F. Krojer

────────────────────────────────────────────────────────────────────────────

P 87

DEAssembler HIPOWER "intelligent disassembler" for both developers and

v5 +3 release: and anyone who wants to learn and understand machine code

DEMO (assembly language) programming. ERGON DEVELOPMENT

GWdiss v2.21: Disassembler program

UPDATE G. Gwilt

ButtonFrame: Use and free a button in QPAC 2's Button Frame J. Merz

SoundDemo Simple demo to play a sound on the Q40

v1.00: M. Swift

To HTML v1.00: Convert the plain text stream on stdin to an HTML stream on

stdout. A. Ives

Un HTML v1.00: Extremely simple filter program to process the text stream

on stdin and convert any HTML directives into plain text

sent to stdout. A. Ives

SoftRom v1.56: Toolkit to load ROM images onto Q40 computer, where burning

a new EPROM is inconvenient - or for loading alternative

operation systems. M. Swift

Compare Dirs This is a copanion utility to QL Toolbox '98 DirList and

v0.40: MakeDir utilities. Available on SP 194 A. Ives

QPAC 2 boot Example boot file for QPAC 2 on QDOS classic

v1.00: M. Swift

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P 88

DiskUtil v1.21: This version of Floppy Disk utilities has limited features

DEMO and will only work with Double Density 80 track standard QL

disks, some options have benn disabled. ERGON DEVELOPMENT

Tar v0.04: Latest version of tar for QDOS, it has full support for

UPDATE QDOS file attributes (data type, data lenght for

executables. Modifications by T. Godefroy see readme\_sms.

J. Hudson

PlayScale Demonstrates the musical capabilities of the BEEP command.

v1.01: M. Swift

Dhrystone v1.1: Benchmark Program with German doc file F. Krojer

SYSREF v1.10: Patch your programs to run when the sys vars are relocated.

M. Swift

Assembler Patches to make Assembler workbench 1.3 or 1.4 compatible

WorkBench with QPTR

patch: B. Coativy

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P 89

Hotkey Control Is a standard extension to the QL's operating system and

v1.0: allows to connect a variety of actions to (ALT) key

combinations, that can be manipulated

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* F. Herrmann

Prt Manager Printer Manager program in french.

v2.3: \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* T. Godefroy

P-E-F A suite of programs including CLock, ESCstrip, Label,

Utilities: OpenFile and Snapshot. All above files have text files.

UPDATE (Clock and ESCstrip upated)

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* P. Forssân

Search v2.21: File finder utility requires a ramdisk (ram7\_)big enough to

UPDATE hold the names of all the files on your device.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* A. Borretzen

SPACE: Standard Pointer Application Creation Extensions O. Fink

SCRVIEW V2.18: FURTHER UPDATE to this program. Beginners club

UPDATE

CSM v1.22: CLIENT SERVER MANAGER is a thing that implements easy and

UPDATE Robust Messaging Between Jobs. It Allows One to many links.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* J. Hudson

Cview v2.4: A Pointer Driven Program To View stdout. J. Hudson

UPDATE

Doctor Editor Editor. Load And View SuperBASIC, ASCII & M/Code. An

Date 01.09.95: Updated Version Of This Powerful Disk Editor. Now

UPDATE Qliberated and uses PE menu extensions. A. Borretzen

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P 90

Paragraph This is the DEMO version of the word processor that runs

v1.04: under PROWess system.

UPDATE You can now Register with QBranch for the full version at

`18.00. F. Lanciault

APL\11 Interpreter program that can use the signal extension to

QDOS. Source is available from THE LIBRARY on request.

R. Zidlicky

Prolog v1.00: The Latest Version Of This Popular Language For The QL. Now

UPDATE with 128k version etc (128k version not qram/qpac2

compatible. H. Lub

Aurtech: Hardware details of the Aurora board.

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PRESS "C" TO RETURN TO MENU PAGE

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P 91.

OLR v1.41: Some bug fixes for The ( Off Line ) reader running under

UPDATE The Pointer Environment. Beginners Club

Qspread v1.25: Later version of this spreadsheet program.

DEMO \*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* O. Fink

Election 1997: General Election Program for analysing the 1997 results.

G. Wicks

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P 92.

JUST WORDS DEMO'S and a QTYP dictionary Expander. By G. Wicks

QL Thesaurus An Electronic Thesaurus for the QL and Compatibles.

Demo V4.00

Solvit Plus An Electronic Dictionary For The QL and Compatibles.

Demo V3.01

QL Style A Style Checker For The QL and Compatibles.

Checker Demo

V3.00

QL-2-PC A program to transfer Word processing files between QL and

Transfer V3.00 PC and back. QL files can be in Quill, Perfection, Text87

Demo or ASCII format. The Pc files can be in ASCII only.

QTYP Expand A short program to expand QTYP dictionaries into plain text

files.

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P 93.

FILEINFO II This Pointer Utility Is To Assign Data Types To Program.

v3.40: Enable You To Launch A Program By The Data File i.e.

Click On A Doc File And This Will Launch Quill And Load

In The Doc File into Quill.

All associated files both asm and rel supplied in full

Package available on Disk SP 210.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* T. Godefroy

Turbo Toolkit Now with two versions, one for SMSQ/E systems only and one

v3h27: that should work on any Q-DOS, SMS or SMSQ/E system.

M. Knight

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P 94.

Doc2HTML Takes a Quill \_DOC file and converts it to an HTML file.

V0.50: Dilwyn Jones

Doc 2RTF Converts a Quill \_DOC file into a Rich Text Format file.

V1.00: Mark J Swift

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P 95.

Debug A small pointer driven csm server to display some debugging

V1.00: information.

\*\*\* REQUIRES POINTER ENVIRONMENT \*\*\* Thomas Roesner

AddCR & RemCR Two very simple inline filter programs

V0.10: AddCR replaces every Line Feed with a Carriage Return/Line

Feed.

RemCR removes all Carriage Returns

Adrian D Ives

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P 96.

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P 97.

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P 98.

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P 99.

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P 100.

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PRESS "C" TO RETURN TO MENU PAGE

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SP 1: THE BIBLE OLD AND NEW TESTAMENTS 7 and 2 D/D DISK PACKAGE

The Bible This Comes On 9 Disks. It Includes Both The Old And New

Testaments. They Are ASCII Files But May Be Imported Into A Word

Processor i.e. Quill. QED Text Editor Is Supplied With This Package.

REQUIRES 512K To Run From Boot Program.

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SP 2: Australian PD Software. 2 D/D DISK PACKAGE

These 2 Disks Contain A Mixture Of Utilities And Games Including

A Very Good Multi Screen Wizard Type Game.

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SP 3: A Disk Of Spectrum Screens By Andy Dean. Over 20 Screens Ported

Over From The Spectrum.

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SP 4: Ralf Biedermanns Software. 2 D/D DISK PACKAGE

The Second Disk Contains Mainly Updates From The First Disk Some Of

The Programs Are In German. I Am In The Process Of Having Them

Converted Into English. However This Package Contains Some Excellent

Utilities ( Some Require QJump's Pointer Environment) Like BGI

Package Which Uses Vector Graphic Fonts, Address Package, This Is A

Address Database For Use With QJump's Pointer Interface.

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SP 5: GIF SCREENS 5 D/D DISK PACKAGE

Gif Screens Ported Over From The P.C. World They Are Yet

In Gif Format But A Screen Viewer Is Included Which Gives The

Option To Save The Screens In QL Format.

I Have Added A New Disk, It Contains Some Very Good Disney This Is

Very Highly Recommended. S.J.

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SP 6: INTERNET/MODEM TEXT FILES 2 D/D DISK PACKAGE

Disk 1. Contains The following Text Files Of Use To Modem/Internet

Users.

"ZEN AND THE ART OF THE INTERNET."

"INTERNET MAIL GUIDE."

"BIG GUIDE TO THE INTERNET."

Additional files now added to disk 1.

"COMMUNICATIONS BUZZ WORDS."

"FREQUENTLY ASKED QUESTION'S ON DELPHI'S SIG."

Disk 2.

"INFO GUIDE TO THE INTERNET."

"INTERNET TEXT."

"INITIALISATION STRINGS."

"QL EMAILING LIST AS OF 02Mar95"

The Boot Program Loads Each File Into DILWYN'S VIEWER. [ Supplied ]

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SP 7: ADVENTURE GAME SOLUTIONS 2 D/D DISK PACKAGE

Adventure Games Solutions They Are All In ASCII Format For Importing

Into A Word Processor. These Have Been Ported Over From The Atari ST.

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SP 8: 417 BUSINESS LETTERS.

1 Disk Containing 417 Business Letters Ported Over From The PC.

World By The Sea Coast Group USA These Are In ASCII Format For

Importing Into A Word Processor.

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SP 9: Molecular Graphics Version 5.13

This Program Was Written By Mark Knight With Acknowledgements To

Dr. A. Mynett Of Brighton College Of Technology.

With This Program You Can Display, Animate And Rotate Molecules You

Can Design Your Own Molecules Or Display One Of Many Molecules That

Are Included Within The Package. An Extensive Manual Is Included.

A Minimum Of 640k Memory Is Required. Now Gold Card Compatible.

1/ Differences Summary for Upgrade Customers;

The Molecular Graphics Suite has been updated recently, probably for

the last time, on the QL at any rate. Bugs have been crushed, new

features added, and, unfortunately, the memory requirement has gone

up. If you have the Molecule Editor, this too, has been improved,

and the Super Batchfile program has been altered to match.

2/ Molecular Graphics Version 5.13 and Previous Versions;

The new drawing mode added is the "rigorous spacefill" mode, which

can draw fully intersecting spheres instead of treating atoms as

discs. The new drawing mode is available with all files containing

60 or fewer atoms or residues; as most "\_MOL" files contain fewer

than 60 atoms, this mode can be used on most of the supplied

files.

In addition to the above, the directory routine has been rewritten

from scratch, and now presents the highlighted file in the middle

of the available WINDOW, rather than at the bottom, and other

small differences will no doubt be obvious. The program can now

allow filenames up to the QDOS limit of 36 characters in length, and

this leaves 31 characters for the chemical name, with the necessary

space left for the "\_ANIM" suffix.

There is a slight difference to the way in which the "Stik" drawing

mode works with "\_MOL" files in this version, in that when the

"Coding" option is on, they will be drawn using a four pass, four

colour process, rather than the previous two pass, two colour

process; there is only a very slight speed penalty for this.

The display is slightly larger, as the name WINDOW at the top of the

screen must allow the 31 character limit on chemical names to be

displayed. There is a "Save file" option too, replacing the

redundant "Make file" option, as the Super Batchfile program now

takes care of making up co-ordinate "\_DAT" files into finished files.

The program now runs with all features in machines with 640k or more,

as opposed to the old limit of 512k. Owners of 512k machines will

only lose the screen refresh upon file selection, not any of the

really useful features like animation's. The program will, like

version 4.05 and 4.14, run in a 384k QL or compatible, but will not

create or run animation's in such a system.

UPGRADED

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SP 10: Kermit. 3 D/D DISK PACKAGE

Disk 1=Contain The General Kermit Manual

Disk 2=Contain Various Versions Of Kermit

Disk 3=Contain QL Specific Manuals

This Is A System Of Communicating With Other Computers. Kermit Is

Available For Most Home, Business & Main Frame Computers

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SP 11: Look & Show.

This Is The Full Version Of The Program On PD 1. This Version Comes

With Hardcopy Files And Some Screens To View.

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SP 12: QPacer.

This Utility Is Used To Create Boot Programs For QPac 2

\*\*\* Shareware \*\*\*

Due To All The Difficulties With QPac2, Jeremy Wrote QPacer. QPacer

Asks You Plain And Simple Questions, And Once You Have Answered Them,

It Will Write A Boot Programme To Set Up QPac2 Just How You Specified

It. QPacer Is Very User Friendly, And Half Of The QPacer Display Is

Devoted As A Help Window, Where Simple Explanations Of The Questions

That QPacer Asks Are Given.

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SP 13: Removed From Library. See SP 72 & SP 73

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SP 14: Star Trek Reference. 2 D/D DISK PACKAGE

This Package Covers The Original Star Trek, Next Generation And OS9.

These Disks Contain A Collection Of Text Files With A Front-End Of

B0-PEEP By Ian Bruntlett. B0-PEEP Allows You To Wander Around The

Text Files.

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SP 15: XLisp. Version 1.7.

This QL Version Of An IBM Port Over By D. Betz & Ralf Biedermann

Comes With Executable Code, The Source Code Written In "C" And

Documentation.

XLisp Is An Experimental Programming Language Combining Some Of The

Features Of Lisp With An Object-Oriented Extension Capability. It Was

Implemented To Allow Experimentation With Object-Oriented Programming

On Small Computers. There Are Currently Implementations Running On

The Vax Under Vax/VMS, On The 8088/8086 Under MS-DOS, On The 68000

Under CP/M-68K, On The Macintosh, On The Atari 520ST And On The

Amiga. It Is Completely Written In The Programming Language 'C' And

Is Easily Extended With User Written built-in Functions And Classes.

It Is Available In Source Form Free Of Charge To non-commercial

Users.

Many Traditional Lisp Functions Are Built Into XLisp. In Addition,

XLisp Defines The Objects 'Object' And 'Class' As Primitives.

'Object' Is The Only Class That Has No Superclass And Hence Is The

Root Of The Class Hierarchy Tree. 'Class' Is The Class Of Which All

Classes Are Instances (It Is The Only Object That Is An Instance Of

Itself).

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SP 16: "C" Tutorial.

This Disk Has Been Ported Over From The PD. PC World. There Are

Comments Within The ASCII/Doc Files For Differences Between The PC.

Version Of "C" And The QL. Version.

Each tutorial chapter loads into "Viewer" (By Dilwyn Jones) where the

C examples can be loaded into "Viewer" as required.

20/11/95 Updated Version. Updated by S. JOHNSON for S.J.P.D. SOFTWare.

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SP 17: Languages Disk. 1 HD DISK & 1 DD ZIPPED DISK

This Disk Contains The Following :-

ToSforQL. This Is The Basis For Running Atari Lattice "C" Ver 3.04

Programs On The QL. By Dave Walker. The Source Codes

Only Are Provided.

XLisp Version 1.04a By D. Betz. This Is A Full Package Complete

With Source Codes And Documentation.

\*\*\* Not For Commercial Use \*\*\*

Prolog By Hans Lub. Version 0.00 for 128k machines with out Qram.

Version 1.00 for Expanded machines. Complete With Source

Codes & Documentation.

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SP 18: German To English Wordlist.

A Multi-Tasking Word List That Will Give The English Meaning Of

Over 18000 German Words.

On Pressing <Enter>, The Wordlist Will Be Searched For Your Word. If

A Match Is Found, It Will Be Displayed At The Top Of The Central

Window, With The English Translation To The Right, And The Next Seven

Entries In The Wordlist Below. If A Match Is Not Found, The Central

Window Will Display The List Starting From The Initial Letter Of Your

Target Word.

Once Words Are Displayed, It Is Possible To Scroll Up And Down The

Wordlist Using The Cursor Keys. Combining Them With <SHIFT> Causes

Jumps In Bigger Steps. The Left And Right Arrows Move Down And Up The

Alphabet Respectively. (Note: To Move Down From "Z", You Must Scroll

The Display Down To "X" And Press The Left Arrow From There.)

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SP 19: C68 / QPTR Companion Disk V3.05

INTRODUCTION

This is the "QPTR Companions Disk for C68" Release 3.

It replaces what was previously known as the "QPTR Library

Disk for C68". It has been renamed as the main QPTR library

is now part of the standard C68 distribution and this disk

contains additional material plus Tony Tebby's tutorial on how

to use the QPTR library.

The C68 "QPTR Companions Disk" is intended to help those who

wish to write programs in C that will use the QJUMP Pointer

Environment.

In particular, this disk contains a tutorial written by Tony

Tebby which provides a very good introduction for those who

are just starting with using the Pointer Environment.

It also contains a number of other useful examples and

utilities contributed by a variety of source.

N.B. Any additional material for inclusion on this disk will

be warmly welcomed. There is widespread demand for

example code and programming tools for the Pointer

Environment.

DEPENDENCIES

This version of the QPTR library requires the use of C68

Release 4.10 or later. The header file (QPTR\_H\_, library

(LIBQPTR\_A) and library documentation (LIBQPTR\_DOC) are all

provided on the C68 RUNTIME 2 disk. It will not work with

earlier releases of C68. Also, unlike earlier releases this

version of the QPTR library is no longer compatible with the

QL Lattice C compiler.

It also assumes that you have documentation on the Pointer

Environment. If you do not have it, then it is available

from Jochen Merz of Germany as the "QPTR documentation". You

will not find it very practical to try and do without that

documentation - it is bad enough with it!

DISCLAIMER

Please note that this disk is NOT part of the software issued

by Jochen Merz as part of the QPTR software and documentation

packages. Therefore any problems with the main QPTR software

or documentation should be reported to Jochen Merz, and not to

the authors of this library.

CONTENTS OF ISSUE DISK

The QPTR Comapnions Disk is issued as a single 720Kb disk. If

you directory the disk, the directory listing will include

comments that indicate what the various files relate to. You

should find the following files on the disk:

Documentation Files

README\_doc The issue notes for this release of

the QPTR Companions disk. You should

always read this file first.

CHANGES\_doc A list of the changes that have

occurred between the various issues

of the LIBQPTR library and associated

utilities. Note that there may be a

later version of this file in the

LIBQPTR\_src\_zip on the C68 SOURCES 2

disk.

System Files

EasyC A program for use by those who have

the EASYPTR package.

Tutorial Files

EG\_WMANtut\_doc This is the text of the tutorial on

how to use the Pointer Environment

form C.

EG\_xxxx This is a set of files making up a

short tutorial in how to use the

LIBQPTR\_A library.

ISSUE CHANNELS

The QPTR Companions disk will be obtainable through the same

channels as C68. Please refer to the README\_DOC file that

came on the C68 disks for the current list of distribution

agents.

FURTHER DISTRIBUTION OF THE QPTR COMPANIONS DISK

There is no restriction on making further copies of the C68 QPTR

Comapnions Disk. Please feel free to distribute it to any friends

or acquaintances. Note, however, that although they can be freely

distributed, many of the items are still copyrighted by their

original authors.

ISSUE CO-ORDINATION

The issue of the C68 QPTR Companions Disk is (currently) being

co-ordinated by:

Dave Walker

22 Kimptons Mead,

Potters Bar,

Herts,

EN6 3HZ

U.K.

Tel: 0707 652791 (answering machine during working hours)

Fax: 0707 660170 (mainly during day)

Compuserve ID: 100141,2626

Email address: d.j.walker@slh0101.wins.icl.co.uk

or d.j.walker.slh0101@oasis.icl.co.uk

X400 address: d.j.walker

Org Unit: slh0101 Org Name: icl

PRMD Name: iclexpo ADMD Name: gold 400

Country: gb

Please report any problems encountered in using the library to

the above contact point by letter or phone. If the problem is

merely a "how to use/do" type question then it can probably be

answered immediately. If it is a genuine fault in the

software, then it will be added to the list of "Known Problems",

and hopefully it will be cleared in the next C68 release.

ACKNOWLEDGEMENTS

The following have (so far) been the main contributors towards

the production of the C68 LIBQPTR library:

Jeremy Alison Pointer Interface library routines

Tony Tebby Library routines, Tutorial

David J. Walker Bug Fixes, co-ordination

Bob Weeks The EasyC Utility

Phil Borman Bug Fixes

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SP 20: TV Movie Demos. 2 D/D DISK PACKAGE

Demos Of Work Done With A Digitiser, Best Seen In Monochrome. Comes

From Italy, Along With A Dancing Girl!

Now Updated To 2 Disks

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SP 21: Computer Library.

A Slide Show Of Over 40 Computer Related Screens.

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SP 22: Spectator. 128k Spectrum Emulator. Release 1.85

MAIN FEATURES

Spectator is a no-nonsense ZX Spectrum emulator for Qdos-based

systems.

Here's an overview of its main features:

+ 48k or 128k ZX Spectrum emulation, either with or without a ZX

Interface 1; the hardware mode can be changed at any time while

running Spectator: you'll need just one executable file!

+ runs on the Super Gold Card and on the QXL, in both cases with the

cache on; runs in any resolution of the QXL;

+ highly compatible emulation of the Z80 microprocessor, including

all the non-official instructions; over 99% of existing Spectrum

software will run on Spectator without any problems!

+ exact emulation of bank-switching in 128k hardware modes, including

mirror addressing of RAM pages and double-screen mode; thus, all 128k

programs will work!

+ written entirely in assembly language for compact, fast, reliable

and efficient code;

+ the only Spectrum emulator for Qdos that supports multitasking with

non-destructive windows (pointer interface needed); at ALL times,

Spectator will automatically suspend itself when put into the

background (by whatever method you prefer, e.g. by CTRL-C or by

buttoning the job); neither screen nor sound nor keyboard will

interfere with other jobs;

+ two keyboard modes: one for serious applications, one for games;

+ three sound modes: sound via IPC beeper, sound via net-port, or

sound off; sound via the IPC beeper will reproduce Spectrum

frequencies independently of the emulation speed!

+ extensive yet easy-to-understand menu system which you can use

either to taylor Spectator to suit your needs or for reaching the

many special features offered by Spectator;

+ simple keypresses available for Z80 reset, Spectrum SuperBreak,

screen colour inversion, graphical keyboard help screen, etc.; no

need to enter the menu system for that!

+ three different types of snapshots (Z80, SNP, MBF) can be loaded;

the widely available Z80-type snapshot files can be created; this

allows easy exchange of Spectrum programs with users of the 'Z80'

emulator for PC systems (and many other emulators as well);

+ Spectrum tape handling is possible in three different ways: SPT,

TAP and TAP

++; the latter copes with headerless files and allows direct exchange

of tape files with the 'Z80' emulator for PC systems;

+ virtual microdrive emulation; Spectator was the first Spectrum

emulator for any computer system world-wide with this feature; by

now, the microdrive file format of Spectator has been accepted as a

standard and is also supported by at least four (!) other emulators;

+ RS232 support, e.g. to let Spectator communicate with a real

Spectrum so as to send programs or data hence and forth;

+ four widely used types of Spectrum joysticks can be emulated via

the QL arrow keys, hence also via a QL joystick connected to CTL1;

+ screen output is exactly synchronised with Z80 interrupts;

this mimics the way the Spectrum takes care of its screen refreshes;

+ dynamic screen refresh- and interrupt rate, automatically adjusted

to the current emulation speed; this guarantees top-compatibility on

the fast Qdos systems of the future;

+ two screendump options let you save all those beautiful Spectrum

screens to disk for later use, e.g. in DTP software;

+ the main Spectator screen contains lots of useful

information items, including a reliable speedometer, telling you the

present emulation speed; but all this info can also be disabled,

showing just the main Spectrum screen and nothing else;

+ two help screens are available: one with the Spectrum keyboard

layout and one with a reminder of the various special keypresses

used by Spectator;

+ finally: Spectator is a shareware product, made available for free

to the whole Qdos community; registration is optional but highly

appreciated. Registered users will get a beautiful laserprinted

manual, a collection of disk conversion utilities (including

Disciple), a free update, and info about later releases.

REGISTRATION

Spectator is distributed on a shareware basis. You are allowed to

make copies for other Qdos users, provided you copy ALL the files and

do NOT make changes in any one of the files.

If you like to use Spectator, please express your appreciation and

support my efforts by becoming a REGISTERED user. You will then

receive a nicely printed copy of this manual, you will be informed

about new releases, and can update to a more recent version for a

small fee to cover my costs. Registration also includes free

technical support by the author and the possibility to obtain a

custom-made version of Spectator to suit your specific hardware

configuration.

To become a registered Spectator user, send a EuroCheque worth NLG 60

(Dutch Guilders) or NLG 60 in cash, plus a note stating your name and

address to me (my address can be found at the bottom of this

document). The most recent version of Spectator on a 3.5" 720k floppy

(3M-brand) and a laser-printed copy of the manual will be dispatched

to you.

IMPORTANT: For cheques other than EuroCheques, please add NLG 20 for

bank service costs. If you wish, you may also send cash (banknote

only!) in a currency other than Dutch Guilders, but please use an

acceptable rate of exchange and add the equivalent of NLG 10 for my

exchange costs. Thank you.

DUTCH USERS ONLY: Betaling van het registratie-bedrag vanuit

Nederland kan ook via een giro-overschrijving. Stort het bedrag (60

gulden) op rekening 2438038 t.n.v. C. Delhez, Steenbergen, onder

vermelding van 'Spectator registratie'. U krijgt het complete pakket

binnen twee weken na ontvangst thuisgestuurd. Om zeker te zijn

van een correcte (en vooral snellere) afhandeling, verdient het de

aanbeveling mij ook middels een briefkaart, met vermelding van Uw

naam en adres, over Uw bestelling te informeren.

1.85 - November 1994

. I've spent more than a year in search for the bug that made

Spectator crash on my QXL. A couple of days ago, I got a new

QXL-card from Miracle and Spectator turned out to work fine

on it! So, all this time it was just my QXL-card that was

faulty, and certainly not Spectator... (sigh!)

. PTR\_GEN is no longer optional: it's required to run Spectator

. in the higher resolutions of the QXL, the Spectator window is

automatically centred on the screen

. Spectator no longer beeps at you after F1, CTRL-F1 etc.

. using Shift-Enter for Extended mode has been disabled

. the speedometer now also has a '100%' marker

Also On The Disk Is:-

Xtricator. The ZX81 Emulator Version 1.24.

Xtricator Is - Stated Very Accurately - A Z80 Emulator In A Sinclair

ZX81 Environment, Written For The Sinclair QL And Its Clones. The Z80

Emulator Is Able To Execute Programs Written In The Z80 Machine Code

Language. The ZX81 Environment Includes The Original ZX81 Rom And

Additionally Caters For "Hardware Compatibility" (Such As Keyboard

Reading, Screen Output Control And Redirecting Of Signals Originally

Heading For Devices Such As Tape And Lineprinter). The Z80 Emulator

And The ZX81 Environment Are Joined In A Single Block Of MC68000

Machine Code, Which - As A Whole - Shall Be Referred To As ZX81

Emulator, And Is Named Xtricator. Xtricator Supports Multitasking And

Is Designed To Be Compatible With All Versions Of The QL Rom,

Including Minerva.

\*\*\* Shareware \*\*\*

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SP 23: A Disk Of P.D. Founts For Use With Text 87 Version 3 & 4.

A Disks Of Over 101 Different Founts And Typefaces Mostly The Work Of

Dr. Sohail Bhatti. They May Be Used With Either Version 3 Or Version

4 Of Text 87.

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SP 24: CP/M Programs 7 D/D DISK PACKAGE

To Run Under A CP/M Emulator Ie Success

Disk 1 A Small "C" Compiler Which Includes CC ( The

Compiler ), ZLINK ( Linker ) & ZMAC ( Assembler )

Disk 2 A Selection Of CP/M Utilities.

Disk 3 Micro Cobol Compiler & Cobol Compiler

Disk 4 BCPL Compiler, M80 Macro Assembler, L80 Linker,

DISZ80 Disassembler.

Disk 5 Lisp Interpreter, XLisp Interpreter (With Source Codes).

Disk 6 Another Selection Of CP/M Utilities.

Disk 7 Assembly Language Vol 1. A69k, DISZ80, MLOAD,

RESOURCE, ZDIS, ZASM, ZMAC, ZLINK.

These Disks Are The Work Of Mr. Michael L Jackson. Of Q.L.A.S.

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SP 25: This Contains A Collection Of Text Files Of Special Interest To

People New To Communications. The Collection Includes Files Dealing

With:- AT COMMAND SET, COMMUNICATIONS TUTORS, SUPRA FAXMODEM

COMMANDS, INFORMATION ON FIDONET & ECHO MAIL, DECEMBER 1994 BBS

NUMBERS ( NONE QL!) & QL USERS INTERNET ADDRESSES. QED Text Editor Is

Included Along With A Boot Program To Load Each File Into QED.

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SP 26: LibCport:- Release 1.37 SEPTEMBER 97.

INTRODUCTION

When the CPORT software converts programs from SuperBasic to C, it

converts many of the original SuperBasic keywords into calls to C

functions. These support routines are not (yet anyway) provided

with the standard CPORT software.

The LIBCPORT library is intended, therefore, to provide many of the

more common of these routines. It is specifically set up for use

with the C68 Public Domain Compiler Release 4.13 or later.

A major addition at this release is the CfiX utility which acts as a

pre/post processor to the CPORT program to automate aspects of the

conversion process that CPORT either did not or did incorrectly. The

CfiX utility in conjunction with CPORT and the C68 CPORT Support

Library means that programs really can be converted automatically

from SuperBasic to C with the minimum of manual intervention.

In addition, the library on this disk was developed purely to run in

conjunction with the C68 Public Domain compiler - there is no

guarantee that it will work with any of the other C compilers

available for use under QDOS.

CHANGES.

Release 1.36 (16th April, 1995)

Changes

1. Rebuilt with C68 v4.14e, so this is now the required

release of C68 for the CPORT library.

2. Added SB\_Sdate() routine to library.

Distribution Changes

1. The NEW\_Grammar file was corrupt in the last few

distributions - this is now corrected.

Bugs Fixed

None

Release 1.37 (30th September, 1997)

Changes

1. Rebuilt with C68 v4.22f, so this is now the minimuj

required release of C68 for the CPORT library.

Distribution Changes

None

Bugs Fixed

None

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SP 27: Clip Art. 3 D/D DISK COLLECTION

These Disk Have Been Ported Over From The P.C. PD. World. These Disks

Were Formally Available As A 9 Disks Package. But I Have Now

Compressed Them Using Dilwyn Jones's "Screen Compress Demo"

This Is Also Included On Each Disk.

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SP 28: ZM1 Plus. The Spectrum Emulator By Ergon Development Italy.

This Shareware Program Is A Full Implementation Of The ZX Spectrum

48k Minus The Sound. It Happily Multitasks, Is Minerva Compatible &

Is Also QPac2 Compatible.

The Emulator Has A Special Speed Optimised Monochrome Mode For Faster

Program Execution, Special Tape Handling Emulation [ VTh ] That

Re-Directs Spectrum Tape Access To QDos Devices.

The Supervisor Allows You To Use The Emulator Under A QPac2 Type Menu

System, Change Various Parameters, Define And Save "Game Mode Keys"

And Manage ZX-Tape Files.

### DISK MUST BE WRITE ENABLED ###

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SP 29: The Maastricht Treaty.

The Controversial Treaty In It's Entirety. In ASCII Format Complete

With Text Viewer. (QED) Ideal Bedtime Reading!! But You Must Provide

The Hot Chocolate!

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SP 30: Amateur Radio Disk. Contains PACKET TERMINAL.

This Packet Terminal Program For The QL, Was Written For Use With The

TNC 2 Type Terminal Node Controller, And Will Only Work Correctly

With A Tnc With The Rxblock Command!

To Use, The TNC Must Be Plugged Into The Ser2 Port On The QL, Prior

To Loading This Program And The Program Will Start Off At 1200 Baud.

Also On The Disk Are The Following:-

Kermit Exe:- Inter-Computer Communications.

QL 52:- As Above.

Amateur Radio Log (Needs Psion's Archive).

Circuit 38:- A Circuit Design Program.

Contest Demo:- Simulates A Morse Contest.

Radio Calc:- A Utility Calculator Program.

Inter Mod:- Intermod Frequency Calculator.

Lpads:- L-PADS Minimum Loss Coupler

Emelink 2:- Performance Indicator Of An Eme Station.

Attentr:- ???

Trops:- Used To Ascertain Troposcatter Path Loss.

VHF Prop:- VHF/UHF Propogation.

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SP 31: A Demo of Alan Bridewell's-> Text 'N' Graphix Package.

This Program Allows Graphics To Be Printed In ASCII Text Files, Some

Facilities Have Been Disabled In This PD Version.

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SP 32: Lyapunov Space. Version 0.74

A Fractals Disk With Over 20 Screens And A Generator Program. By

Per-Erik Forssen.

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SP 33: Turning Head Demo.

This Disk Contains The Award Winning Graphics Demo Program By

Mr. M. J. Swift.

This Was The Winning Entry In A QL World Competition.

Needs Minerva, Toolkit 2 And An Expanded QL To Work.

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SP 34: As Above ( SP 33 ) But Is Not Minerva Compatible. Needs JS Rom,

Toolkit 2 And An Expanded QL To Work.

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SP 35: Education Disk.

Contains The Following Programs:-

Arithmetic :- A Program For 5 To 10 Year Olds

( USA Program )

Guitar Tutor :- Chord And Tuning Aid.

Heart Beat :- Find Out What Makes Us Tick!!

Morse Code Tutor :- ...---...

Revisor :- A Demo Of This Commercial Program.

Word Test :- Test Vocabulary Can Handle 10 Languages

Includes Glossprint & Printjob To Print

Out Word Lists.

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SP 36: Pic Show.

A Slide-Show Of Over 40 Screens In Pic Format From A Digitiser.

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SP 37: Assorted Text Files In ASCII Format.

Most Of Them Are Humorous Type. Some Are A Little Naughty!!!!

QED Text Viewer Included.

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SP 38: Libcurses "C68 Curses Library V2.00"

C68 Version 4.20a specific.

INTRODUCTION

Curses originates on Unix systems. It is intended to allow

programmers to write programs for character based screens without the

programmer having to be aware of the fine details of the control

sequences needed for each screen type. Many of the more

sophisticated programs originating on Unix systems will be

programmed using the Curses interfaces.

The basic idea is that the programmer asks the library routines to

achieve a certain affect. The library routines look up a "database"

which gives details of the behaviour of a specific terminal to work

out how to achieve that effect. This database of information is known

as the terminfo file.

The C68 Curses library is a Public Domain implementation of the

facilities defined for use with Unix SVR4. As far as we are aware it

is a complete implementation of all the facilities described in the

AT&T documentation. This includes the emulation of the older termcap

interfaces so that programs using these interfaces should also work.

The library was originally written to run on the MINIX operating

system, but it was deliberately written to be easily portable to

other operating systems. Ports have been done to the Archimedes

and (now) QDOS.

PRE-REQUISITES

The QDOS/SMS implementation of the Curses library runs in conjunction

with the C68 compiler for QDOS. The C68 Curses library uses some

internal "hooks" in the C68 Standard C library. The main curses

library and source are therefore shipped as part of the standard C68

release (from Release 4.20 onwards).

It should also be noted that detailed documentation on the

programming interfaces supplied by the Curses library is NOT

supplied. If you are merely porting programs that already use Curses

this will not matter.

However if you intend to write your own programs using Curses such

documentation will be essential. The base documentation used for

producing the Curses library was:

"Unix SVR4 Programmers Guide: Character User Interface"

This should be available from many technical bookshops that sell Unix

related books.

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SP 39: Micro Emacs Version 3.11.

This Is Now On One Disk And Contains The Source, Manuals, Utilities

& Program In Zip Format. The Boot Program Unzips Each File. Compiled

With C68.

The Improvements Include :-

More Speed.

(Latest Version Of C68 & All-New QL Specific Code.)

Pop-Up Buffers.

(E.G. For Buffer, Screen, And File Lists.)

Filename Completion.

(As For Entering Buffer Names.)

Improved Support For External Programs.

(Piping And Filtering.)

Multiple Marks.

(Currently 10.)

Active Support For C68 Environment Variables.

New "Hook" Variables:-

$cmdhook Execute A Macro After Every

Keyboard Command.

$bufhook Execute A Macro When Entering A

Buffer.

$exbhook Execute A Macro When Leaving A

Buffer.

Built In Indent & Undent Commands.

Impressive Help System.

This Is A Very Powerful Text Editor, It Is Fairly Easy To Get Into

But On The Higher Levels It Can Handle Very Complex Commands Several

File Can Be Edited At Once. Multi Windows Are Supported And Text Can

Be Moved From One Window To Another.

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SP 40: This Disk Contains Oliver Finks QPTR Utilities.

You Will Need :-

(1) TK2.

(2) QPac2 Or QRam.

(3) Memory Expansion.

(4) Pointer Environment.

Colours : Stipple Demonstrator (With Instructions)

Converter : Binary/Hex/Ascii/Decimal Converter

(With Instructions)

Picker : This Is Similar To The Pick Utility With QPac2

Allows Picking Of Current Jobs Rather Than Ctrl C.

Renamer : File Renaming Utility - Because It Is Not In QRam

This Provides Move To Another Device And Deletes

Original.

Free Memory : Shows Free Memory.

Font Editor : A Font Editor!

Blank : A Screen Blanking Utility.

QPTR Extras : Extra Commands For QPTR.

Config : Adds Configurable Block To QLiberated Programs,

Scantree : An Aid To Copying Disks That Contain

Sub-Directories.

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SP 41: A Disk Of Demo Programs Formally From Dilwyn Jones Computing.

This Contains:-

S\_edit Demo. A Text Editor.

Winback 2 Demo. A Hard/Ed Disk Back-Up Utility.

Address Book & Label Printer Demo.

Image Processor V2 Demo.

Please Note These Are All Demo Programs And Have Some Of The

Facilities Of The Commercial Programs Have Been Disabled.

DILWYN JONES COMPUTING NOW STOPPED TRADING.

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SP 42: A Disk Of Screens Created By "Qractal" By Progs Of Belgium

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SP 43: Archivers.

A Disk Full Of File Archiving Programs.

( Used To Back Up Files Into One Compact File.)

It Contains:-

Zoo, Zip & Unzip, Qarc, Lhx, Har, Arc, Compact & Uncompact.

Some Of These Are Not Gold Card Compatible

Documentation Is Supplied With Most Programs.

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SP 44: QeM. Version 4.25

What Is This QeM Thing Anyway ?

QeM Is A Multi-Tasking Terminal Emulator And Communications Program

For The Sinclair QL. It Enables You To Communicate With Other

Computer Systems, Using Either A Direct Connection Or, With A Modem,

Over Telephone Lines. QeM Allows You To Transfer Files To And From A

Remote Computer System Using A Number Of File Transfer Protocols.

This Facility Is Implemented Using A System Of External Protocol

(XPR) Libraries; This Means Additional Protocols May Be Added Without

A Change To The QeM Program.

QeM Runs On Sinclair QL Computers, And Most Clones And Emulators. If

You Intend To Run QeM Using A Real QL, Then You Should Particular

Attention To The Manual Section 10, 'Config'. This Describes A Patch

You Can Apply To The Program That May Enhance Performance. QeM Is

Shipped In A Mode That Will Run On The Atari St Emulator.

QeM May (Probably) Run On An Unexpanded Machine, But Needs Expanded

Memory And Disks For Optimum Performance. QeM Offers The Following

Features:-

O Ansi (PC) Colour Graphics Mode

O VT52 And VT100 Terminal Emulation

O Phone Directory And Auto-Dial

O Automatic Redial Feature

O Single Key Manual Re-Dial

O Many File Transfer Protocols

O Ascii File Capture / Send

O Hex Data Capture

O Support For Tandata Qconnect, Qcall, Qmod Modules

O Support For Hayes Compatible Modems (Plus Qconnect)

O Operation By Function Keys And Pull Down Menus.

O Supports Monitor & TV Modes.

O User Definable Buffer Sizes For Optimal Performance.

System Requirements

QeM Requires About 85 Kbytes Of Memory To Run. XPR Libraries Increase

This Requirement. The Approximate Memory Requirements To Run QeM And

An XPR Protocol Are:

QeM & ZModem 160 Kbytes

QeM & XModem 150 Kbytes

QeM & Sealink 145 Kbytes

QeM Is Written Using The C68 'C' Compiler. It Makes Use Of The C68

Environment Variable (Logical Name) Support To Give Flexibility In

Installing QeM. You Must Have Installed The C68 Env\_bin Extension To

Use Environment Variables.

This Disk Is Constantly Being Updated, I Will Send The Latest Copy

That I Have When You Place Your Order.

Version 4.25 of QEM was the last produced. A Pointer version

called QTPI is now available and currently being maintained by the

Arthur.

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SP 45: Home Finance.

This One Time Commercial Program By Buzz Software Has Now Been

Released Into The Public Domain. On This Disk There Are Two Versions

Of The Program, One For The Basic 128k QL And One For A Expanded

256k - 768k QL.

---===< Not Gold Card Compatible >===---

QL Home Finance Is A Very Powerful And Flexible Finance Program. It

Will Enable You To Keep A Close Check On Your Financial Position At

All Times - Not Just When Your Monthly Bank Statement Comes In.

QL Home Finance Will Give You A Lot More Information On Your Finances

Than You Ever Had Before, Too. you'll Have The Up-To-Date Balances Of

All Your Accounts In One Place, Whenever You Want To Check Them, And

You'll Be Able To Analyse Your Spending In As Much Detail As You

Want; To Find Out How Much You've Spent On Petrol This Year, Or How

Much On Heating Last Winter, For Example.

Having All This Accurate And Up-To-Date Information At Your

Fingertips Gives You The Ability To Control Your Own Finances

Effectively, To Get The Best Value From Your Resources. You Can See

Just Where Your Money Goes, And Where You Can Make Savings, And Tell

At A Glance If You Should Pay For Something Through Your Bank Current

Account, Or Using Your Credit Card.

QL Home Finance Is A Sophisticated Program, And It Will Take A Little

Learning And Practice Before You Can Master It Completely. You'll

Find The Effort Well Worthwhile!

The Manual Is In Both \_doc & \_txt Format.

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SP 46: Elvis Editor. Release 1.8c.

This Is The First Release Of Elvis For QDos. It Is A Port To QDos Of

The Elvis Release 1.6 That Was Recently Posted To Usenet.

At This Point, Only Limited Testing Has Been Done Of Any Of The

Programs. All The Programs Compile And Link Error-Free, And At First

Glance Appear To Work. The Only Program That I Have Personally Used

To Any Great Extent Is The Main Elvis Program Itself. If Any

Problems Are Encountered, Then Please Report Them So That They Can Be

Investigated Further.

Pre-Requisites And Dependencies.

There Are No Pre-Requisites If You Merely Wish To Run The Elvis

Programs (Except Sufficient Memory And Disk Space).

The Documentation And Source Files Are Provided In Arc Format (To

Make Them Fit On The Disk. If You Do Not Already Have A Copy Of The

Arc Program (It Is Provided As Standard On The C68 Runtime 2 Disk)

Then You Should Be Able To Obtain A Copy From The Same Source As You

Obtained This Elvis Disk.

To Compile This Port Of Elvis For QDos You Need The Recently Released

"Curses For QDos" Library Disk. It Also Requires The Use Of C68

Release 3.04 Or Later. This Is Because Earlier Releases Of C68 Did

Not Have The Required Links In The Libc\_a Library To Support The

Curses Library.

The Utilities For Manipulating The "Terminfo" Database Are Also

Provided On The "Curses For QDos" Disk.

Libcurses Is Available From S.J.P.D. See Disk SP 38.

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SP 47: QL Hackers Journal. 2 D/D DISK PACKAGE

This Is A Disk Based QL Magazine, Published By, Timothy Swenson

In The USA This Disk Now Contains All Issues From

Issue 1 To Issue 30. ( December 1998. ) I Will Add More Issues As

They Become Available To Me.

UPDATED

The new version now comes on 2 DISKS. Disk 1 contains issues 1 - 19

Disk 2 contains from Issue 20 to the current issue. Each disk now

contains a text viewer and a menu to load files into the viewer.

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SP 48: QL-HD.

This Disk Contains Circuit Diagrams, And Drivers For Building A

Hard-Disk Interface For The QL.

The Authors QL-HardDisk-System Consists Of 4 Components:

- A Harddisk Drive,

- An Omti-5520, A WD-1002A-WX1 (Or The RLL Types For RLL Drives)

Or An ST11R,

- A Little Circuit To Connect The Controllers To The QL Bus And

- The Driver Software Which Is The Interface To QDos.

As A Drive You Can Use Any Drive That Can Be Connected To Omti Or

Wd Controllers, I.E. Which Have An ST506 Interface. So You Can Use

Every ( MFM Or RLL) Drive.

The Circuit Plan Is Saved In The File Circuit\_pic As A Loadable

Screen. It Can Be Loaded With Lbytes Circuit\_pic,131072. A

Hardcopy Is Recommended.

Software Features:

-------------------

1. Drives Of Arbitrary Sizes May Be Used.

2. Programmes Working On Floppy Also Work On QL-HD

3. Real Subdirectories

4. Subdirectories Can Be Read, Written And Created From Any Program

5. Filesystem-2 Compatibility

6. Two Drives Can Be Accessed

7. The Driver Software Can Be Written On The First Track Of The

Drive From Where It Is Read When Booting

Revision history

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V2.50 (10 oct 1992)

eprom loader and storeqlhd

V2.51 (24 oct 1992)

better security checks before FAT is written

V2.52 (30 oct 1992)

controller address patch changed

V2.53 (23 nov 1992) (eprom loader V1.02, format V1.5)

-disc drives with more than 1024 cylinders can now be

driven (not tested)

-the time the driver waits for the drives to start

(at initialisation) may now be patched

V2.54 (13 jan 1993) (eprom loader V1.03, format V1.5a,

storeqlhd V1.02)

-qlhd,loader: bug in "initial wait" removed

standard config block added

-storeqlhd: bug removed (only occurred with sizes near 16K)

-qlhd: more than 1024 cylinders should now work (again not

tested)

V2.55 (3 mar 1993) (eprom loader V1.03, format V1.5a,

storeqlhd V1.03)

-storeqlhd: maximum write size now correctly depends on

number of heads

-qlhd: bug corrected: writing large amounts of data sometimes

corrupted the drive contents

-qlhd: bug corrected: clusters>16383 were tread wrong

-qlhd: improved write order of slave blocks

VERSION 2.55. Supplied. This is the last version that Dirk Steinkopf

will work on. Any offers to carry on the work?

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SP 49: ERGON DEMO DISK v5.4 Released May 1995

The Ergon Demo Disk contains demo versions of our programs which now

can run on QXL / QVME / Minerva 2nd screen. Any screen resolution is

now supported and the system variables can be at any position.

NOTES ABOUT THE PROGRAMS CONTAINED ON THIS DISK

OWRDEMO\_ZIP

Demonstration of the capabilities of Open World (GIF, IFF, TIF, CUT

conversion programs). Current Open World version and fully supports

any screen resolution. It runs happily on QXL or QVME. This demo

should work on any QDOS compatible computer with any screen

resolution.

MBS\_ZIP

Public domain version of MasterBasic. It is a cut-down version of the

commercial version.

DEA\_ZIP

PD/Demo version of DEA intelligent disassembler. It has full

functionality but can only disassemble file up to 800 bytes long.

Follow the tutorial.

FDU\_ZIP

PD Demo version of Floppy Disk Utilities. Some limitations in the

Disk Editor. It can only work on standard DD disks Follow the

tutorial.

QLM\_ZIP

PD Demo version of Q-Library Manager - Full working but it can only

load files up to 7000 bytes long. Read QLMtutor\_DOC

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SP 50: Some C Programs From Richard Kettlewell.

Y.A.C.C.

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YACC Was Written By \*\*Stephen Johnson\*\* At Bell Labs. The Name Means

ƒYet Another Compiler Compiler' And What It Does Is Create Parsers In

C. Wolfgang Holzinger Ported It To The QL And Richard Kettlewell

Tidied It Up (Mostly Due To Developments In C68; However, The Code

Was Originally Written In The 1970's)

The Stephen Johnson Is Not Me!!!! I'M Stephen Johnson. Of S.J.P.D.!

New Make.

---------

A Make Program That Dave Wrote, Because He Didn't Like The One That

Came With C68 (Though Everyone Else Seems To Get On With It Fine.)

Include Source, Documentation And An Executable (Sounds Familiar...)

Uses C Toolkit, Of Course, And The Makefile Supplied For It Is

Probably Incompatible With Most Other Makes. Good Thing There's An

Executable, Then, Isn't It?.

C Toolkit.

----------

The Utility Code In Libtools\_a Are A Number Of C Functions Which Tend

To Crop In A Lot Of The Stuff That I Write; To Avoid Re-Inventing The

Wheel I Stuck The Whole Lot In A Library With Some Set Handling

Functions That I Wrote But Never Used.

Utilities.

-----------

Utility Programs (All Executables Written In Machine Code.) Cat Is

Like The Unix Program Of The Same Name But With Less Options, Copy

Copies Files, Dir Is A Directory Program With A Few Options To Make

Life More Interesting, Del Deletes Files And Ren Renames Them (Its

Source Came From Copy In Fact.) No Surprises There Then.

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SP 51: More C Programms From Richard Kettlewell.

Flex. VERSION 2.3 PATCH 8.

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Flex Is A Tool For Generating Scanners:

Programs Which Recognised Lexical Patterns In Text.

Flex Reads The Given Input Files, Or Its Standard Input If No File

Names Are Given, For A Description Of A Scanner To Generate. The

Description Is In The Form Of Pairs Of Regular Expressions And C

Code, Called Rules. Flex Generates As Output A C Source File,

Lex\_yy\_c, Which Defines A Routine Yylex(). This File Is Compiled And

Linked With The -LFL Library To Produce An Executable. When The

Executable Is Run, It Analyzes Its Input For Occurrences Of The

Regular Expressions. Whenever It Finds One, It Executes The

Corresponding C Code.

Richard Tidied This Up And Removed A Couple Of \_major\_ Bugs -- The

Programs Own Input Scanner Wouldn't Recognise Lower Case Macro Or

Start Condition Names: Bad News! It's Now OK.

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SP 52: David J. Walker. Demo Disk. 4th December 1999

DJW SHAREWARE DISK

This disk contains shareware versions of the following programs:

DiscOVER v4.17 and a Beta copy of v420 with CDROM Support

TexTIDY v2.12

The versions supplied are fully functional except for the fact that

they are restricted in the size of the file they can handle as

follows:

DiscOVER Total file size of 2048 bytes

TexTIDY Total of 1024 bytes of text in file.

These programs can be converted to fully functional versions with

these restrictions removed by entering the appropriate registration

keys. Registration keys are obtained by sending the appropriate

payment to the author. Payment details are covered in more detail

in the documentation appropriate to these programs, but can be

summarised as:

DiscOVER £15 Standard version

£25 Multi-version

£10 Standard to Multi upgrade

TexTIDY £15

This disk also contains a copy of the shareware program

FLPClone v1.19

QXLFormat v1.5

Full documentation is provided for all the programs.

UPDATED VERSION

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SP 53: Psion Xchange Version 3.90L. 2 D/D DISK PACKAGE

UPDATED SEPT 1995.

In addition to removing the copy protection to be able to release

Xchange into the Public Domain, we have improved the XCHANGE program

in many other areas. Until now we've reached V3.90L. Except for the

first 2 releases, named V3.901 and V3.902, our releases have been

named V3.90, followed by an upper case letter. This will also be

the case in the future. Should the upper case letters be used up,

lower case letter will be used. This should help you distinguish our

releases from other releases of Xchange.

Here's the complete list of improvements:

1) XCHANGE used to call the MODE system call when redrawing its

windows. You already know the effect - all windows below XCHANGE

are displayed momentarily. If you have a look at the old PSION

boot-programs you will notice that they close SuperBASIC windows

#1 and #2 before executing the PSION program to prevent the

'window demonstration'. This has now been fixed, by only using

CLS, except when actually changing the display mode.

2) XCHANGE (and the previous PSION quartet) created a dummy job for

its workspace. The drawback of this is that if you accidentally

kill that job the mother job will crash (since its workspace has

been corrupted due to QDOS using the memory for its own purposes).

XCHANGE has now been modified to allocate its workspace in the

Common Heap Area (normally used for dynamic allocation/

deallocation) as any job usually does. This greatly reduces the

chance of accidentally removing the workspace, and it looks neater

on JOBS-type listings.

3) Different text-printer-drivers for different tasks. The default

printer driver is, as usual, held in a file called "xchange\_dat",

located on the "help-device" (typically PROG\_USE). However, by

replacing "xchange" with the specific name of the task which wants

to print, or the generic name ("quil", "archv" or "abba"), and by

searching on the default drive and the help-device, a total of 6

possible filenames for the printer driver exists.

4) Xchange searches for gprint\_prt on the help-device. Previous

versions required you to load gprint\_prt into Easel manually.

5) "dir" has been improved. It will now only display the part of the

filename that follows the sub-directory part, thus greatly

improving clarity, when using long sub-directory names. The number

of sectors are displayed correctly, even if greater than 32767.

The device-name is not displayed, only the media-name. This

brings "dir" more in line with SuperBASIC DIR.

6) Graphics (frames / EASEL) works on extended resolution, in MODE 4

and MODE 8. Sorry, monochrome not available yet.

7) EASEL screen dumps to a file improved:

7a. Use extensions "\_pic" or "\_scr" for a 32K file. On standard QL

hardware, this can be loaded with LBYTES filename\_pic, 131072.

This is NOT recommended on modern QDOS systems.

7b. Use "\_cut" for a file compatible with Qdesign. This prefixes the

32K by a standard 10 byte header.

7c. Use any other extension for a Qptr compatible file. As "-cut",

except that the 10 byte header is slightly modified.

8) gprint\_prt works with IBM & EPSON, both MODE 4 & MODE 8. The

source-code for gprint\_prt is supplied, so you can adapt it to

your needs.

9) When running under the Pointer Environment (PE) on extended

resolution machines, Xchange can be moved by pressing CTRL-F4.

10) Multitasking with CTRL-C works even without the PE.

11) Several copies of Xchange may run at the same time:

11a. File "ram1\_psion\_xch" replaced by "ram1\_Xnnnn\_XCH" where nnnn is

the jobnumber in hex.

11b. File "ram1\_taskname\_tmp", used by Quill, replaced by

"ram1\_taskname\_nnnn\_XCH". nnnn as above.

11c. Xchange is ROMable (perfect for the Hotkey system; no need for

the "I" option).

11d. SHARE bug fixed, so all files opened for reading use QDOS mode 1

(SHARE), including files opened using LOOK in Archive.

12) Uses standard Qjump configuration program:

12a. Configurable border / border colour. You can add a border around

the main Xchange window, in any colour. As this requires expanding

the main window to 512 X 257, this requires extended resolution.

12b. Configurable window origin. For users without the Pointer

Environment, who want to place Xchange somewhere on the screen, to

avoid the upper left corner of the screen becoming crowded.

12c. Configurable window origin, when using PE: Xchange can appear

where the pointer is. Requires ext. res. & PE. This option makes

Xchange behave like other QPac2 style programs, when put on a

hotkey.

12d. Configurable cursor: Can flash when Xchange is selected.

Especially for users without the Pointer Environment, this makes

it easier to spot the currently active program.

13) quill\_gls files always saved when quitting Quill.

14) Various minor bugfixes, incl. ABACUS AMEND. Thanks must go to the

contributors.

15) Filenames can include a network identifier, such as "n3\_". This

is recognised as part of a legal device name, so you don't need

the "\_" prefix.

16) A command-string can be passed to Xchange, to specify the size of

the workspace, and to specify either a series of keypresses or a

file to be loaded into Xchange:

16a. The size of the workspace can be specified, in kilobytes. If this

is not done, a configurable default will be used.

16b. A series of keypresses kan be specified, using special sequences

to specify function keys, etc:

Ân Function key n. Use Â3 for F3, Â9 for F9.

^c The corresponding control code. Use ^I for

TAB, ^J for ENTER.

#aa Any key, using hexadecimal notation. Use #0a for ENTER, #c2

for DELETE, etc. Always use two hexadecimal digits. Use #23 for #,

#5e for ^ and #b6 for Â.

As #aa can be used to enter any character, ^c and Ân are not

necessary, but they are easier to remember.

16c. A filename can be specified. If the extension matches one of 8

configurable extensions, the corresponding (configurable) series

of keypresses will be executed. One special character is used,

in addition to the characters described above:

À Will be replaced by the filename.

If the filename doesn't match any of the 8 predefined extensions,

a 9th (configurable) series of keypresses will be executed.

17) The sort-order used by Archive and Abacus can be configured, using

config\_bas (not to be confused with QJUMP config, which is used to

configure other aspects of Xchange).

18) The name of the job (as seen by the JOBS command in ToolKit and

the JOBS menu in QPac2) reflects the task currently active. This

makes it easier to locate the correct Xchange job using QPac2's

Pick menu. The name will be "Xchange", if the main menu of Xchange

is active, otherwise the name is "Xchange", followed by a space

and the taskname.

19) The printer driver editing program "PEdit" has been extended, to

allow up to 50 translation sequences with more than 10 characters

in each. The other control code strings can also be longer than

10 characters. The only upper limit is that the size of the

driver much not exceed 286 bytes.

20) Xchange and PEdit now supports printing alternate pages only, or

printing (say) pages with odd page numbers first, followed by

pages with even page numbers, for easy double sided printing.

Even when using fanfold paper, Xchange will prompt you when it is

time to insert the pages into the printer again, with front and

back reversed.

21) The help-files can be altered and expanded, using 2 SuperBASIC

programs, one to "disassemble" a help-file into it's individual

components (pages, and their links to other pages), and one to

re-assemble pages and links into a help-file.

SYSTEM REQUIREMENTS

Since XCHANGE was designed to run on a THOR, certain rules must

be obeyed to be able to execute it on a QL:

1. You must have at least 256K expanded RAM in your QL. XCHANGE is a

183K program which needs minimum 64K workspace.

2. XCHANGE creates a workfile in ram1\_ . It is therefore needed to have

a ramdisc driver installed. If you have a Gold Card, an ATARI QL

emulator, QXL or a QL with expanded RAM and QRAM/QPAC2, there is no

problem since they install a RAM disk on initialisation. If you do

not own a RAM disc, but have a disk drive, you can try the following:

FLP\_USE RAM <ENTER>

EXEC RAM1\_XCHANGE <ENTER>

DOCUMENTATION

Most QL users know their PSION programs well. However, new concepts

and commands exists in XCHANGE that are not available in the old

programs.

When we began the work on the original XCHANGE V3.90 in 1993, there

was no documentation available on a file basis. This could only be

found in the original THOR manual. However, much information in

the manual about XCHANGE commands and features is incorrect . This

was due to the fact that the THOR XCHANGE manual writers used the

IBM version as a template for the manual.

Just recently, we discovered the original XCHANGE manual files in a

large box containing the left-over disc backups from Dansoft. The

manual discs from 1986 were still readable! All documentation has

been intensively modified and improved to the present state of

XCHANGE version 3.90L. The following files are available in QUILL

format:

DISK 1 Xchange\_doc User & reference manual. Read this first.

DISK 2 Abacus1\_doc ABACUS User manual

DISK 2 Abacus2\_doc ABACUS Reference manual

DISK 2 Abacus3\_doc Transferable 7 bit file format documentation

DISK 2 Archive1\_doc ARCHIVE User manual

DISK 2 Archive2\_doc ARCHIVE Reference Manual

DISK 2 Easel\_doc User & reference manual

DISK 1 Quill1\_doc User & reference manual

DISK 1 Quill2\_doc Transferable 7 bit file format documentation

DISK 2 ImpExport\_doc How to exchange files between XCHANGE tasks

DISK 2 headlines\_exp All chapter & section headlines from manuals

NOW COMES ON 2 DISKS

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SP 54: Tactical Fleet Command II. Demo.

This Trial Version Of FTCII Is Fully Operational Except That The Save

Command Is Disabled And Running Time Is Limited To Around 90 Minutes.

Included On The Disk Is A File Called Operate\_txt. This Contains

Information On How To Operate The Programme. The File Is Of

Considerable Length. Unfortunately It Was Not Deemed Possible To

Reduce The Size Of The File Because Of The Complexity Of The

Programme.

The QL FTCII Package Comes Complete With Comprehensive Manuals,

Navigation Instruments, Charts, Logs And Other Useful Items.

A Full Area Chart Is Provided On The Disk In Print-Ready Format.

Epson9\_map, Epson24\_map And HP3\_map. Epson Files Should Be Copied To

Epson Compatible 9 Or 24 Pin Dot Matrix Printers. HP3\_map Is Suitable

For Hewlett Packard Lasers, Deskjets Or Compatibles.

PC Demo Version Also Available See PCPD 3. On "None QL PD List"

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SP 55: Speculator.

The Latest Spectrum Emulator For The QL. Written By William James.

With Help From Others.

Speculator Is Faster And Easier To Use Than Many Other ZX Emulators

Because The Key Routines In The Spectrum 16k. Rom Have Been

Re-Written To Run In The Native 68000 Code Rather Than

Interpretatively In The Original Z80 Code. This Speeds Up Program

Editing, Display, Output And Other Common Routines, While Also

Allowing Direct Access To QL Devices. On A Gold Card It Is Quite

Practical To Develop ZX Basic Programs As If You Were Using A

Spectrum, With Full QL Hardware At Your Disposal... Add-On KeyBoards,

Fast Drives, Floppies Of Up to 3.2mb, Ram And Hard Drives All Which

Are Unknown On A "Real" 48k Spectrum.

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SP 56: QL-REXX. A Rexx Interpreter For The QL.

QL-REXX Is A High-Level Language Useful For Prototyping, Software

Integration And General Programming Tasks. It Is An Implementation Of

The Rexx Language Described By M.F. Cowlishaw In:-

"The Rexx Language: A Practical Approach To Programming"

(Prentice-Hall,1985) And Follow The Language Definition Closely.

QL-REXX Is Particularly Well Suited As A Command Language. Command

Programs, Sometimes Called "Scripts" Or "Macros", Are Widely Used To

Extend The Predefined Commands Of An Operating System Or To Customise

An Applications Program.

As A Programming Language, QL-REXX Can Be Useful To A Wide Cross

Section Of Users. For The Novice Programmer, Rexx Is An Easy-To-Learn

Yet Powerful Language That Serves As A Good Introduction To

Programming Techniques. Its Source-Level Debugging Facilities Will

Help Take Some Of The Mystery Out Of How Programs Work(Or Don't Work,

As Is More Frequently The Case.)

For The More Sophisticated User, QL-REXX Provides The Means To Build

Fully Integrated Software Packages, Combining Different Applications

Programs Into An Environment Tailored To Their Needs. A Common

Command Language Among Applications That Support Rexx Will Bring

Uniformity To Procedural Interfaces.

Finally, For The Software Developer, Rexx Offers A Straightforward

Way To Build Fully Programmable Applications Programs. Developers Can

Concentrate Their Efforts On Making The Basic Operations Of Their

Programs Fast And Efficient And Let The End User Add The Frills And

Custom Features.

Updated. Now Includes Source Code.

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SP 57: DME. A Text Editor Requires Pointer Environment.

Release 1.43.3.

DME Is An Editor Designed Mainly For Programmers. Although It Is Not

A Word Processor, It Does Include Many Word Processing Features Such

As Word-Wrap And Automatic Paragraph Formatting. Here Is A Quick

'Features' List:

-CONTROL Language Based On A Rich Command Set Accessed Manually Or

Via Arbitrary Mapping Of Keys. (Every Key May Be Mapped

To Different Things Via Qualifier)

-GENERAL Variables, Reference Macros As Variables, Environment

Variables (1.30c And Beyond).

-FAST Visual Response (It Scrolls Quickly)... On Gc...

-TITLE-LINE Statistics Showing Your Current Position In The File

File Name, Whether The File Has Been Modified Or Not,

Etc...

-WORD Wrap And Automatic Paragraph Formatting.

DME Has Been Designed To Allow Easy Expansion. It Has Not Been

Designed For User Friendliness, But Is Straight Forward If You Read

This Document [CARE]FULLY.

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SP 58: Demo Versions Of Ergon Developments ZM/HT.

ZM/HT: ZX Emulator/HIGH Technolgy Compiler

Welcome To One Of The Most Complex Program Ever Done For The (Gold

Card) QL And Probably Any Micro.

It Is A New Kind Of Emulator In Absolute Terms: It Is A Program

Translator. It Takes Z80 Machine Code And Compiles It In True 68000

Code. It Is A Big Step Forward From ZM/3 Which Is A Pseudo-Code

Compiler ("Threaded Code" Compiler In Technical Terms). It Is In Some

Way Similar To The Difference Between Turbo Threaded Code Vs True 68k

Code (Brief Vs Fast Optimisation).

ZM/3 Was By Its Own A Big Step Forward From Standard Compilers,

Introducing The Idea Of "Dynamic" Compilation And Giving Bases For

Compilation Of Self-Modifying Code. What Made Life "Easy" There, Was

The Use Of Threaded Code And A Lot Of Very Clever Ideas.

All Becomes Considerably More Difficult When Stepping From Threaded

Code To True 68k Code.

Overcoming These Difficulties Has Made ZM/HT A Really Innovative

Product In Terms Of Compiler Technology.

The PD/demo version is a full working version but has some menus

inactive:

- Save Z80 Snapshot option has been disabled

- All Runtime options have been disabled

- Keyboard options disabled; no Multi-key mode, Game

mode, Joystick emulation (Kempston, Cursor, Sinclair 1 & 2)

- IF-1 Utilities options disabled (Interface 1 emulation

on ZM/128 not available)

- No sound and border emulation

- Compilation options disabled on ZM/hT

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SP 59: Quick Mandelbrot 3 Demo.

This Disk Contains A Number Of Example Screens Generated Using The

Fractal Graphics Program, Quick Mandelbrot Iii, Written By Kenneth

Murray And Rich Mellor. To View These Screens, Either Load Them To

The Screen Individually With The Lbytes Command (E.G. Lbytes

Flp1\_swirligig,131072) To The Current Screen, Or Lrun The Viewer\_bas

Program Which Shows Them On-Screen In A Slide-Show Manner One After

The Other.

The Program Requires A Ramdisk To Operate. Most Modern Expansion

Boards Have A Ramdisk Built In But In Case Yours Doesn't, Or You Are

Running An Unexpanded QL, You Can Easily Change This Viewer\_bas

Program To Run From A Floppy Disk Only

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SP 60: N.L.Q. 3.99.

This Is A Utility To Assist You In Designing And Downloading Fonts

[ Founts ] For The STAR LCxx 9 Pin Printers Series. It Could Also

Work With 24 Pin Printers.

( I Am Unable To Test As I No Longer Have A Star Printer.)

No Documentation Is Provided But Extensive On-Screen Help Is

Available. A Wide Collection Of Fonts Are Provided.

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SP 61: Xtricator Version 1.75. This Is The QL- ZX81 Emulator

From Carlo Delhez.

---===< NOW QXL COMPATIBLE >===---

Xtricator Is - Stated Very Accurately - A Z80 Emulator In A Sinclair

ZX81 Environment, Written For The Sinclair QL And Its Clones. The Z80

Emulator Is Able To Execute Programs Written In The Z80 Machine Code

Language. The ZX81 Environment Includes The Original ZX81 Rom And

Additionally Caters For "Hardware Compatibility" (Such As Keyboard

Reading, Screen Output Control And Redirecting Of Signals Originally

Heading For Devices Such As Tape And Lineprinter). The Z80 Emulator

And The ZX81 Environment Are Joined In A Single Block Of Mc68000

Machine Code, Which - As A Whole - Shall Be Referred To As ZX81

Emulator, And Is Named Xtricator. Xtricator Supports Multitasking And

Is Designed To Be Compatible With All Versions Of The QL Rom,

Including Minerva.

This Disk Also Contains Some ZX81 Public Domain Programs.

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SP 62: DBas. Release 2.11.

After Programming Extensively In Archive, I Decided To Write A

Database Package That Could Be Used Directly From SuperBASIC As I

Don't Particularly Like The Programming Language That Archive Uses.

After A Number Of False Starts, I Decided To Write The Package To Be

Used From Machine Code, With An Interface Program To Allow It To Be

Used From Basic As Well.

The Machine Code Part Was To Be Used Entirely Through The Trap #3

System Originally, And Not Through Vectors At All. Unfortunately,

This Caused Strange Events To Occur Within The Ram-Disk And

Floppy-Disk Drivers, Which Ended Up Crashing The Computer. So I

Decided To Only Have One Trap, Whose Function Was To Return The

Vector Base Address And Database Version Number. Fortunately, This

Arrangement Didn't Cause Any Bother With The Device Drivers. All

The Main Routines Are Now Accessed Relative To This Vector Base

Address.

WITH UPDATES 2.12 / 2.13

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SP 63: Graphiste.

Graphiste Has All Of The Functions Normally Found In Drawing

Packages:

- Line Drawing, Arc, Circle, Ellipse, Triangle, Rectangle, Fill,

Include Text, Spray Can, Magnifier, Eraser...

- File Operations Include ;Save (Normal Or Compressed Screen), Load

Or Save Blocks , Load Character Fonts, Print Screens... The Load And

Save Operations Work On Flp And Ram (Each Screen Requires 70 Sectors

On A Ram Disk)

- Scroll, Mirrors, Recolour, Duplication, Reduction...

- Many Special Effects Such As Ellipse Or Decor...

The Main Advantage Is That You Can Work With 2 Screens In Memory At

One Time. You Could, Perhaps, Use This Facility To Design A Large

Picture Over 2 Screens.

This Package Has Been Translated From French To English, By Tony

Burns For S.J.P.D. SOFTWare. Thanks Tony!!

UPDATED 12/94. Now works!!

Send old S.J.P.D. copies back for FREE update.

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SP 64: Adventure 93. \*\*\* This Is A 2 Disk Package \*\*\*

About The Games. \*\*\* SQLugware \*\*\*

This Collection Constitutes The Majority Of Authors QL Adventure

Programming Effort Between 1986 And 1990. The Five Games Were

Previously Available Under A Number Of Guises - Some PD, Some

Commercial. They Are Now All Reclassified As SQLugware.

The Adventures All Adhere To My Personal Preferences In Adventuring -

So They Are Moderate To Easy In Level Of Difficulty, As User-Friendly

As I Could Manage At The Time, And Not At All Serious.

Disk#1 Contains Adventure Playtime, From The Tower Of Valagon,

Starplod And Ye Classical-Type Adventure.

Disk#2 Contains Just The Voyage Of The Beano.

Adventure Playtime Was Originally (1987) Made Available Through

Sinclair QL World's Microdrive Exchange. At That Time It Was A

SuperBASIC Listing That Took Ages To Load, Just Fitting Into An

Unexpanded QL. It Is Now Compiled, Giving Faster Loading And More

Speed. Information About This Program Is On The Quill File "Adv\_Doc".

From The Tower Of Valagon Was Released Next (1988) - The First

Adventure To Be Marketed By The Now Sadly Defunct CGH Services. It Is

Another Compiled SuperBASIC Adventure, Built Around An Improvement Of

The Adventure Playtime Skeleton. As The Original Manual Was Desktop

Published On An Atari St, No Quill Doc Exists, Although I May Create

One For Later Releases Of This Package.

Starplod Appeared Next On The Scene, Bringing A Different Mode Of

Adventuring With It. The Icon-Controlled Adventure Is Less Complex In

Many Ways That Text Adventures, But This Is Definitely The Way Games

Have Progressed. The Manual Was Again Produced On An Atari St So No

Quill Doc Is Yet Available.

Ye Classical-Type Adventure Was Written Using Gilsoft's Quill

Adventure Writer. This Allows Simple Text Adventures To Be

Created By Non-Programmers, And Is Very User Friendly. Although

Not A Homage To The Original, Or Classic Adventure, This Is A Light

Hearted Stab In That Direction. Read "Classic\_Doc" For More Details.

The Voyage Of The Beano Was The Last Of The Five To Be Released; Also

The Most Ambitious And Ultimately The Least Successful, Due To The

Decline In Interest In QL Adventures. The Program Is Based On An Even

More Improved SuperBASIC Skeleton And Features Graphics Created By

Francis O'Brien And Myself. The Manual Was This Time Created On The

QL, So Refer To "Beano\_Doc" For More Details, Or Register For A

Printed Copy, Along With Manuals For Valagon And Starplod.

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SP 65: Salvador Merino Shareware Disk. 2 D/D DISK PACKAGE

These Programs Originate In Spain From The Author Salvador Merino.

The Disks Contain A Selection Of Salvadors Shareware Programs.

Disk 1. eFORTH v1.03

Wipeout

Foto Base v1.1

Til Olimpo

Olimpo Library v1.00

Disk 2. Merino Til v2.0

Olimpo v1.1

Solitario

Updated To A 2 Disk Package.

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SP 66: GZip. Release 1.0.7.

This Is The QL Version Of GZip 1.0.7, Ported To The QL By Richard

Kettlewell. The Original Package Included Quite A Few Shell Scripts

For Use With GZip; This Are Generally Not Appropriate For Use On The

QL.

Richard Successfully Decompressed Files That Were GZip'd On Some Unix

System --- Somewhere, He Know Not Where --- So It Looks As If That

Bit Of The QL Version Works. I've Also Successfully Compressed And

Decompressed Files Of Various Sizes On My QL, Which Suggests That The

Compression Code Works As Well. There Were Initially Some Problems

With Files Larger Than 64k But Those Seem To Have Been Removed Now.

Requirements:-

Something That Can Run QDos

Disk Drive

Lots Of Ram (640k Minimum?)

Toolkit 2

The Program Works With Minerva 1.82 And 1.93, Including Two-Screen

Mode, And Presumably With Other Rom Versions. C68 Programs Tend To Be

Fairly Rom-Tolerant.

GZip Is A Bit Different From Other Compression Programs; With A

Program Such As Arc Or Pkzip You Would Expect To Specify A List Of

Files All Of Which Are Included Into A Single Archive. GZip,

However, Compresses A Single File At Time.

The Reasons For This Are Historical. A Standard Unix Utility Is A

Programme Called 'Compress' Which, Like GZip, Compresses A Single

File.

GZip Is Expected To Be Used As A Replacement For This; It Is

Therefore Capable Of Uncompressing Files Which Compress Has Been

Used On.

Why Bother? There Are Two Reasons. Firstly, The Algorithm Used By

GZip (In Fact Borrowed From PKzip) Is Generally Superior To That Used

By Compress; Secondly, The Algorithm Used By Compress Is The Subject

Of A Patent, Which Some What Restricts Its (Legal) Use.

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SP 67: Bison. Version 1.21.

Introduction

Bison Is A General-Purpose Parser Generator That Converts A Grammar

Description For An Lalr(1) Context-Free Grammar Into A C Program To

Parse That Grammar. Once You Are Proficient With Bison, You May Use

It To Develop A Wide Range Of Language Parsers, From Those Used In

Simple Desk Calculators To Complex Programming Languages.

Bison Is Upward Compatible With YACC: All Properly-Written YACC

Grammars Ought To Work With Bison With No Change. Anyone Familiar

With YACC Should Be Able To Use Bison With Little Trouble. You Need

To Be Fluent In C Programming In Order To Use Bison Or To Understand

This Manual.

We Begin With Tutorial Chapters That Explain The Basic Concepts Of

Using Bison And Show Three Explained Examples, Each Building On The

Last. If You Don't Know Bison Or YACC, Start By Reading These

Chapters. Reference Chapters Follow Which Describe Specific Aspects

Of Bison In Detail.

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SP 68: Zip And Unzip v2.1

Original Port: Eric Slagter

Second Version: Marco Holmer

Third Version: Richard Kettlewell

The Zip Program Gives Exceptionally Good Compaction; Savings In

Excess Of 60% Are The Norm, Although It Is A Bit Less Efficient For

Small Files. The 'Deflate' Algorithm Used Works By Examining The

Compacted Data For Strings Which Match Parts Of The Uncompacted

Data; By Storing A Reference To These, Instead Of The Full String,

You Can Reduce File Size. Output Size Is Further Reduced By Applying

Minimum Redundancy (Huffman) Codes To Everything In Sight.

This Is Basically 'LZ77' Compression, A Precursor Of 'LZW'

Compression; However, This Algorithm Gives Better Results Than Most

(All?) Lzw Implementations And Is Also Free Of Patents.

The Unzip Program Can 'Inflate' Data Compacted In This Way, And Can

Also Reverse The Effects Of Several More Primitive Compaction

Algorithms Used In Earlier Versions Of Zip.

I Have Made My Own Alterations Too Them; For Want Of A Better Idea,

I'll Call This Release 2.1...

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SP 69: LNK Linker And CC/XCC Compiler Driver. Release 1.1.

Requirements:

TK2

Disk Drive

Ram Expansion

The LNK Linker Is A QL Linker Designed To Replace LD. As Part Of The

Package, I Include A Version Of CC Which Contains LNK Built In

('XCC'). There Is No Need To Use This If You Prefer To Keep The

Original CC; You Can Simply Rename LNK To LD And Carry On As Before.

A CC Which Calls An External Linker Is Also Supplied; It Can Be

Mungled Around To Support Either LD Or LNK (Try Qjump Config, Or Set

Some Environment Variables.)

The Linker Supports "Run-time Modules" And Further Support Code Is

Provided; The Idea Of These Is That Code Which Many Different

Programs All Use Should Only Exist In One Place In Memory, Which Is

Loaded \*BEFORE\* All Such Programs --- Much Like Extension

Procedures For SuperBASIC, Which Can Be Used By The Interpreter And

Any Number Of Compiled Jobs. There Are, However, A Number Of Problems

(With C68, Not LNK) To Be Solved Before The C68 System Can

Successfully Use This System.

It Is My Intention To Produce A Version Of LNK Suitable For

Generating Output For The Z80 And Other 8 Bit Microprocessors (One

Size Fits All). If You Are Interested In This, Start Off By Trying

Changes To The First Few Lines Of File LNK\_h; This May Be Sufficient.

If You Have Other Requirements, Get In Touch.

'DIRENT' Routines

=================

Many Unix Systems Include The Headers <Dirent.H> And <Sys/Dirent.H>

Which Declare Structures And Functions For Reading Directories In A

Fairly Portable Way. The Precise Definitions Of These Types And

Functions Are The Subject Of An Ieee Standard.

A Public Domain Implementation Of These Routines Was Written By A

Douglas Gwyn And I Have Used His Work As A Model For A Set Of

Routines Providing The Same Service Under QDos. The Header Files

Are Essentially Modified Versions Of His; The Source Files, However,

Are All My Own Work.

Gwyn's Routines Differ Slightly From The Posix Standard; I Have

Followed His Version, Since The Difference Is Fairly Trivial.

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SP 70: Jargon Text Files. Version 3.0.0. 2 D/D DISK PACKAGE

These Documents Are A Collection Of Slang Terms Used By Various

Subcultures Of Computer Hackers. Though Some Technical Material Is

Included For Background And Flavour, It Is Not A Technical

Dictionary; What We Describe Here Is The Language Hackers Use Among

Themselves For Fun, Social Communication, And Technical Debate.

The ƒHacker Culture' Is Actually A Loosely Networked Collection Of

Subcultures That Is Nevertheless Conscious Of Some Important Shared

Experiences, Shared Roots, And Shared Values. It Has Its Own Myths

Heroes, Villains, Folk Epics, In-Jokes, Taboos, And Dreams. Because

Hackers As A Group Are Particularly Creative People Who Define

Themselves Partly By Rejection Of ƒnormal' Values And Working Habits,

It Has Unusually Rich And Conscious Traditions For An Intentional

Culture Less Than 35 Years Old.

As Usual With Slang, The Special Vocabulary Of Hackers Helps Hold

Their Culture Together --- It Helps Hackers Recognise Each Other's

Places In The Community And Expresses Shared Values And Experiences.

Also As Usual, \*NOT\* Knowing The Slang (Or Using It Inappropriately)

Defines One As An Outsider, A Mundane, Or (Worst Of All In Hackish

Vocabulary) Possibly Even A {SUIT}. All Human Cultures Use Slang In

This Threefold Way --- As A Tool Of Communication, And Of Inclusion,

And Of Exclusion.

The QED Text Editor Is Supplied & The Boot Program Loads Each File

In Turn.

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SP 71: GNU Text Utilities. 2 D/D DISK PACKAGE

GNU Text Utilties v1.9

======================

This is a "Quick" port to QDOS of the GNU Text Utilities v1.9 that

were released to usenet. The programs compile and linked under QDOS

with no problems, but at this stage, only limited testing has been

done of all of the programs, so there may still be problems lurking.

The choice was between releasing programs with possible bugs, or

not releasing them at all because I could not find the time to

complete the testing.

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SP 72: C68. Release 4.22f. Runtime Version Only. 3 D/D DISK PACKAGE

This Is Latest Release Of This "C" Compiler, It Comes On 3 Disks And

Contains The Runtime Disks Only There Are No Source Or Documentation

Disks With This Package. Order SP 73 For Full Package. See SP 73.

For More Details.

Version 4.24f. on Disks SP205 & SP206, Support Programs on SP207

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SP 73: C68. Release 4.22f. FULL PACKAGE. 3 D/D SP72 RUNTIMES

6 D/D DISK PACKAGE

1 D/D 4.22H UPGRADE

INTRODUCTION

The C68 Compilation System provides a Public Domain C compiler

for use under the QDOS operating system. It is a full C

implementation that includes all items mentioned in the

"Kernighan and Richie" C definition.

There is full support for all common data types such as int,

char, short, long, float and double as well as more esoteric

types such as "typedef" and "enum". Structures and unions are

supported for those who want more complex data types.

The C68 Compilation System includes everything that is needed to

produce a running C program, including a simple source code

editor for those who do not already have one. However editors

is an area where every user seems to have their own personal

preference, so you are at prefect liberty to use an alternative

Many C programmers are likely to already have a suitable editor

that they like and love!

THE COMPILATION PROCESS

The C68 Compilation System is implemented in the style that is

common on Unix systems where the compilation process is broken

into a number of discrete phases. These are:

CPP pre-processor

C68 compiler

AS68 assembler

LD linker

The user does not normally run these programs directly. Instead

they are front-ended by the CC command. This will examine the

parameters it is provided with, and will run the appropriate

underlying programs.

The job of the CPP pre-processor is to take the C source

provided and scan it executing all the C directives (the ones

that start with the # symbol) such as #include and #define

statements. This produces C code with all these directives

removed that is suitable for input to the main compilation

phase.

The output from the CPP pre-processor is then input into the C68

compiler. At this stage all the syntax analysis of the user's

program is done, and code generated. The C68 compiler outputs

assembler source code.

The assembler source code is then converted to SROFF (Sinclair

Relocatable Object File Format) by the AS68 assembler.

Finally the LD linker is used to combine the user's program

module(s) with standard library modules that are supplied as

part of a C implementation.

It is tedious to have to keep typing in all the parameters

required to compile a particular program (particularly if it

consists of multiple modules). The C68 Compilation System

provides the MAKE command to allow this process to be automated.

THE LIBRARIES

A key part of any C implementation is the libraries that are

supplied with it. The more extensive the libraries, the easier

it is for the programmer to implement any particular facility.

One of the strengths of the C language is the ease with which

programs can be ported betwen different computers and operating

systems. This is only true, however, if both systems have

comparable (and preferably compatible) library routines.

The standard C library supplied as part of the C68 Compilation

System includes all routines defined by Kernighan and Richie;

all routines defined by the ANSI standard; most of the routines

commonly implemented by the LATTICE C family of compilers; and a

large number of library routines commonly encountered in the

Unix environment.

For those who want to access QDOS, access is provided to all of

the QDOS operating system calls. There are standard routines to

satisfy many tasks commonly encountered by programmers (e.g. a

routine to obtain a sorted directory listing, or a list of files

matching a wildcard pattern).

Additional libraries cover more specialist areas such as MATHS

routines and debugging aids. Libraries are under development to

cover areas such as QRAM support and Semaphore handling.

SOURCE

All elements of the C68 compilation system are in the Public

Domain. For those who are interested the full source of all

components is available.

Except for some of the library routines, the rest of the C68

Compilation system is itself written in C. The C68 Compilation

system is in fact used to compile itself!

HARDWARE REQUIREMENTS

The one drawback of the C68 Compilation System is that it will

not run on an unexpanded QL. The minimum requirements are 256Kb

of memory and at least one 720Kb floppy disk drive. Additional

memory and/or disk drives are highly desirable.

CHANGES FROM PREVIOUS ISSUES

This file is a log of the main changes between the various

releases of the C68 Compilation system. It also documents known

bugs and C68 related developments that are known to be in

progress.

For each release the changes are grouped under 3 categories:

a) New features. These can be enhancements to existing

programs or libraries, or the addition of new ones.

b) Distribution Problems. This means that files that should

be on the distribution disks are missing or have the wrong

name. As the production of the distribution disks has been

automated errors of this type will hopefully become less

frequent as releases progress.

c) Bug fixes. These are changes introduced because a program

or library routine does not perform as it is meant to.

The known bugs list applies to the last release specified. New

entries are added as bugs are found/reported and old ones

removed as they are fixed. When bugs are fixed a relevant

entry will be added to the release specific details.

The final section covers C68 related development activities that

are known to be under way. These facilities will be made

available in future releases of C68 as they are completed. If

you are developing any feature of note that could usefully be

included in future releases of C68 then please register the fact

with the distribution co-ordinator. A short summary and the

name of the person doing the work will be added to this document

so that others can be made aware of this activity to avoid

duplicating effort.

Release 4.21

New Features

1. The following new routines added to the LIBC\_A library:

getpass()

stccpy()

stpcpy()

2. Major internal changes to C68 program. These typically

result in generation of more effecient code.

Additional errors and warnings added.

3. Support for generation of inline hardware floating point

instructions added, although use at this release is still

experimental (due to GWASS being experimental).

4. The CC front end upgraded to allow for new options, and

support of the GWASS assembler.

Distribution Changes

1. George Gwilt's GWASS assembler added to the distribution,

although at this release its use is still experimental.

2. Source changes needed to produce XTC68 version of C68

merged into general C68 source release.

Bugs Fixed/Minor Changes

1. There was a problem in the hardware FPU support for the

'float' multiply and divide support routines.

Problem reported by Thierry Godfrey

2. Various problems with the LIBC\_A readdir() and opendir()

routines fixed as follows:

readdir() routine could truncate the first character of

filenames if the trailing underscore omitted from directory

name. Problem reported by Thierry Godfrey.

opendir() routine had an error which meant the following

readdir() would fail if incomplete directory name given.

Problem reported by Thierry Godfrey.

Original fix then would not find all files if incomplete

directory name/path was specified.

Problem reported by Richar Zlidwicky.

3. If the LIBC\_A exec() and fork() family of calls got an

error after creating the new job, but before starting it

they would leave the failed job in memory.

Problem report by Jerome Grimbert.

4. Various bugs in the THING trap calls fixed.

Problem report and fixes by Jonathan Hudson.

5. Fixed problem with CC which could result in corrupted

command lines being passed to underlying programs.

6. Fixed problem with MAKE which had incorrect default rules

for \_s and \_x files. It would not stop after creating the

\_o file, but would (incorrectly) try to link as well.

Problem report by Phil Borman.

7. Fixed problem with LIBC\_A utime() routine. On level 1

filing systems this could corrupt 1 byte of a file.

problem report by Richard Zlidwicky.

8. Fixed problem with comparing floating point numbers that

only differed very slgihtly (in the last 32 bits).

problem reported by Richard Zlidwicky

9. Fixed problem with cn\_day/cn\_date calls which would cause

an address error in the operating system if the address

passed was on an odd boundary. This is an undocumented

restriction on this operating system call.

Problem report by Phil Borman.

Release 4.22

New Features

1. The following new routines that are supported by SMSQ/E

added to the LIBC\_A library:

sms\_sevt()

sms\_wevt()

iob\_suml()

wm\_rptrt()

2. The new list handling library LIBLIST\_A is added.

3. LIBC\_A upgraded to use V3 of the signal handling extension.

4. Further enhancements to the C68 compiler phase. In

particular this involves new versions of many of the

internal support routines - particularily those concerened

with IEEE floating point arithmetic.

5. The IEEE support routines upgraded to work with George

Gwilt's FPSAVE floating point support routines.

6. The following new routines added to the LIBGEN library:

basename()

bgets()

bufsplit()

copylist()

dirname()

strfind()

strrspn()

Distribution Changes

1. New ANSI file iso646\_h added to distribution

2. The LIBLIST\_A library added. The relevant parts added to

RUNTIME2, DOCUMENT2 and SOURCE2 disks as appropriate.

3. Added sources for LIBGEN routines that had been omitted.

4. The source has now grown to need 4 disks. Some

re-organisation of the files across the disks has been

done.

Bugs Fixed/Minor Changes

1. Fixed problems with sms\_fthg() and sms\_nthu() calls which

were not setting up name correctly for trap call.

(problems found as result of a report from David Gilham).

2. Fixed problems with incorrect source being used for

compiling sprites (in QPTR part of LIBC\_A).

3. A number of changes to CC:

Minor fix to cure problem which could under certain

circumstances result in corrupt command lines being passed

to programs being run.

Changes to work with latest version of GWASS.

Upgraded to also handle the CPOC versions of the compiler

phases. You now specify at CC build time which variant of

CC you want - the QDOS or CPOC one.

Changes to make CC work correctly on Win 95/NT.

4. Fixed problem with mkdir() routine when name did not finish

with an underscore.

5. The system() function now correctly supports multiple

commands on the same line.

6. The 'scanf' family of functions was not correctly handling

the sequence %% when it occurred in the format string.

(problem reported by Jonathan Hudson).

7. The mktemp() function could return duplicate names if

called more than once in quick succession.

(problem reported by Jonathan Hudson).

Release 4.??

New Features

1. New versions of LD and SLB which make use of the LIBLIST\_A

library.

2. The RLM (Runtime Link Manager) added to the standard

release.

Distribution Changes

Bugs Fixed/Minor Changes

ZIP FORMAT FILES

You may well find a number of files on the issue disks whose

filenames end in \_zip. This will apply in particular to disks

that contain source code. If present, these are archives that

contain a number of files stored together and compressed using

the ZIP utility. If you want to use these files they need to be

unpacked first by using the UNZIP program. UNZIP is supplied on

the RUNTIME 3 disk.

For those not familiar with the UNZIP program there is also a

little SuperBasic program UNZIP\_BAS on the same disk to simplify

the process of unpacking archived files.

25/01/98

A update disk is now available that contains update to C68 & C68SRC\_zip

please order C68UPDATE.

Version 4.24f. on Disks SP205 & SP206, Support Programs on SP207

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SP 74: QFAX. Release 2.82. UPDATED 29/03/97 4 D/D DISK PACKAGE

FREEWARE.

Overview of QFAX

QFAX is a system for preparing, transmitting, receiving, viewing and

printing facsimiles using SMS and QDOS compatible computers and a

Class 2.0 or Class 2 command set fax modem. The software will run on

most SMS/QDOS platforms, including SMS2, SMSQ/E, QL (& Trump Card or

better, Gold and Super Gold Cards), QXL, and ST QL Emulator.

Class 2.0 support is a late edition to QFAX, many of the examples in

the manual assume a Class 2 command set. All QFAX functionality is

available for both command sets.

System Requirements

QFAX requires a SMS/QDOS system with at least 640Kb memory. On

Sinclair QL hardware, the standard standard QL serial chip (the

'8049') must be replaced with the "Hermes", or preferably the

''superHermes'' serial chip (1) or equivalent hardware capable of

supporting reception at 19200 baud. QFAX is not supported on '8049'

serial chips. The underlying QL hardware may still not cope well with

V.17 ( 14,400 bps) fax reception with the qfax transport program.

The qfv, printfax programs require a minimum of 550 Kb free memory.

The qfv program requires the QJump "Pointer Environment" (the PE).

The text2g3, qfax and printfax programs do not require, but are

enhanced by, the presence of the PE.

The process of converting text and images to and from the CCITT G3

fax format required for fax transmission and reception is very CPU

intensive. Running the conversion program text2g3 (ASCII files to G3

format) and printfax or qfv (G3 to screen or printer) requires a lot

of CPU power; you may find using these programs on a 68008 machine

very frustrating; an SMS, (Super) GoldCard, QXL, ST/QL, or Am/QL

system is desirable. The program to send and receive faxes qfax is

governed by the efficiency of the serial port. It is possible to send

international faxes using qfax, a 68008 QL, Trump Card, 2xflp\_ and

Hermes, but reception on such low-end hardware is, at times,

problematical.

1. Introduction

This document describes the new and changed features in QFAX 2.80.

2. qfax

2.1. Class 2.0

qfax supports the Class 2.0 standard in addition to the Class 2

standard. Class 2.0 is the preferred command set on many new modems.

The Class 2.0 command set may be invoked by either:

(a) Place the following key in the QFAX\_DAT file.

CLASS2.0 = 1

(b) Invoke qfax with the option -2.0 on the command line.

ex qfax;"-2.0"

Note that you must use -2.0 to get Class 2.0, an option of -2 (i.e.

without the .0 bit) will override any QFAX\_DAT setting and force

Class 2 mode.

Users migrating from Class 2 to 2.0 should note that the meaning of

the +FBO ((Class 2 +FBOR), bit ordering option), is reversed in Class

2.0. This is a consequence of a mis-interpretation of the draft Class

2 standard by a number of manufacturers. I recommend that Class 2.0

users leave this setting at its default +FBO=0 and remove and LSB or

MSB references from QFAX\_DAT.

Class 2.0 is only tested on ZyXEL modems and is working in normal,

bbs and voice-mail modes. However, QDOS users of QVM will require to

upgrade to QVM-b006 in order to use Class 2.0 fax from QVM.

2.2. Reception rate

Reception is approximately twice as fast on low end systems

(68008/sH) due to optimisations in the serial receive code. The

effect may not be so noticeable on more powerful systems.

2.3. Throughput reporting

qfax reports the throughput in chars/sec. qfax compensates for the

inter-page negotiations, so the rate just reflects the actually fax

data flow.

2.4. Bug fixes

The -b and -m options should work again.

2.5. ECM mode

qfax supports error correction mode (ECM). This is enabled by the ECM

key in qfax\_dat. This is available in both C2 and C2.0.

ECM = 1

ECM is a modem function that may not be supported by all

manufacturers.

3. printfax & qfv

3.1. Rare bug refix

The changes in v2.75 to cope with mal-formed (old) LFAX received

files have been removed as they could, in very rare cases, affect

perfectly correct 2D fax. This should not cause any problems for

users of the latest versions of LFAX. The origin problem concerned

old LFAX files, which might have incorrect header information

concerning the number of scan lines in the fax and/or incorrectly

flag 'End of Page'.

Two special options will enable such old files to be read:

PRESCAN

You can force qfv/printfax to 'prescan' for EOP by adding the PRESCAN

key to qfax\_dat. This has a slight performance impact (c. 2 sec /

page on Gold Card, pro-rata on others), but is more robust in the

face of malformed faxes. If you use the goto page or range options,

then this happens anyway.

-P N

The printfax/qfv -P option forces the recognition of N 'EOL' (end of

line) codes to signify end of page (RTC). G3 uses 5 consecutive EOLs

to denote RTC. QFAX/receive would always insert the necessary EOLs

if the remote did not supply them, early versions of LFAX did not.

The default is that qfv/printfax uses the G3 standard (5xEOL). This

should only be necessary to view/print older LFAX files received from

non- conforming fax machines where the decoder fails to recognise RTC

due to lack of EOLs.

3.2. Speed improvement

The print drivers have been speeded up (the Epson 24pin in

particular). This has been achieved mainly by changes to the code,

and to a lesser degree by cross-assembling some critical modules

using the GNU/gcc 680x0 compiler.

3.3. Skip top of page stuff

A new option -J N (or -j N) causes the decoder to skip the first 'N'

lines of first (-j) or all (-J) pages. Useful for removing banners

added by fax machines, particularly useful if using fax machine/ qfax

as a plain paper copier (Phil Jones / QUANTA cartoonist please note:

-J 100 is a good starting point).

4. text2g3

4.1. Bug fix

The -l option (left margin) should work again.

4.2. Small speed up

A small speed up has been achieved by restructuring some code..

If you are upgrading from QFAX Version 2.75 you will have a disk of

fonts that can be used with this version. Should you NOT have version

2.75 and require the disk of fonts please indicate on your order. The

extra disk carries the standard charge of £1.25 fully inclusive.

UPDATED.

QFAX 2.81 Release Notes December 7, 1996

1. Introduction

This document describes the new and changed features in QFAX 2.81.

2. Bug fixes

QFAX 2.81 is a bug fix release including a number of fixes

previously released as separate files (2.80.a,b,c) etc. These fixes

include:

o A bug in the c68 library prevented text2g3 importing graphics

larger than 32Kb. This version of text2g3 is linked withed a

fixed version of the c68 library.

o The postscript driver in previous versions of 'printfax' and

'qfv' did not work correctly as the programs were not linked

with the maths library that is required for correct formated

f.p. output. This bug only affects the postscript drivers.

o Aborting a fax print by closing the channel from QPAC2/Channels

resulted in qfv refusing to do any more printing. Now fixed.

o An assembler typo could affect printer output for 'printfax' and

o The ancillary programs LoadNt,qfaxthing etc have been tidied up.

3. Release Files

The postscript and HTML files are unchanged from the 2.80 release

(new files are QFAX281A.zip, QFAX281B.zip).

4. Author

QFAX specific bug reports maybe sent to

qfax-bugs@jrhudson.demon.co.uk

QFAX 2.82 - Minor upgrades

1. This release of printfax implements 200dpi mode for PCL4+ printers

(LJ4, LJ5 etc). This means fax can be printed on these printers

without scaling --- excellent quality, highly recommended.

ex printfax;'-thp-pcl -s9 .....'

^^^^ specical key for 200dpi, no scaling

2. qfaxthing would not save files due to a program bug; now fixed.

Jonathan Hudson, jrh@jrhudson.demon.co.uk 28/03/1997

QFAX 2.83 - Full release, minor upgrades

1. This release of printfax implements 200dpi mode for PCL4+ printers

(LJ4, LJ5 etc). This means fax can be printed on these printers

without scaling --- excellent quality, highly recommended. Buy HP

printers --- easy to program ... easy to use ... good value for

money --- you know it makes sense. I speak only as an extremely

satisfied customer.

ex printfax;'-thp-pcl -s9 .....'

^^^^ specical key for 200dpi, no scaling

2. qfaxthing would not save files due to a program bug; now fixed.

3. QFAX programs no longer support QJump Config (I do not like the

idea of poking binaries). You must use the environment variable

(QFAX\_DATA) to define the QFAX\_DAT file. The c68 environment

variables package is on my Web site.

4. All 'main' QFAX programs (qfax, text2g3, printfax, qfv) support the

'-C qfax\_dat' option to override the QFAX\_DATA environment variable

and set a specific QFAX\_DAT file. This does not require env\_bin to

be loaded.

5. A new program, qfm, is a pointer driven front end to QFAX.

6 Numerous internal improvements.

7. Documentation is available as HTML or Postscript in the main

archive. You can print a very attractive, double sided A5 paged

booklet on A4 paper using the psutils package:

REMark First side

a$='-pa4 "4:-3@0.7L(20.7cm,0.4cm)+0@0.7L(20.7cm,15cm)" qfax.ps qfax.1.ps'

ew pstops;a$

:

REMark Reverse side

b$='-pa4 "4:1@0.7L(20.7cm,0.4cm)+-2@0.7L(20.7cm,15cm)" qfax.ps qfax.2.ps'

ew pstops;b$

:

REMark print front sides

ew gs;'-sDEVICE=ljet4 -sOUTPUTFILE=prt -q -dNOPAUSE qfax.1.ps -c quit

REMark Now place paper back in printer with other side as 'face'

ew gs;'-sDEVICE=ljet4 -sOUTPUTFILE=prt -q -dNOPAUSE qfax.2.ps -c quit

For anyone who really wants a text manual :-(

ex lynx;'-underscore -dump qfax.html >qfax.txt'

or 'Save as Text' from netscape.

Jonathan Hudson, jrh@jrhudson.demon.co.uk 16/11/1997

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SP 75: Ungif. v0.55 and Engif v0.05. Release 1.35.

A Small Utility By Dr. Carlo Delhez. To View GIF Format Screens As

Ported Over From P.C. Complete With Loads Of GIF Files To View.

I NOW HAVE AN UPDATED VERSION, SEE SP 104. THAT VERSION REQUIRES THE

POINTER ENVIRONMENT TO WORK SO I WILL KEEP THIS VERSION FOR ALL NONE

POINTER USER. SJ.

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PRESS "C" TO RETURN TO MENU PAGE

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SP 76: LINEDesign V2.06 Demo Version

This is the demo version of LINEdesign v2. And surprise surprise,

this is a FULLY WORKING version. The only difference between this and

the commercial version is that this demo version always shows a large

PROGS logo on the printout.

Of course, by the time you get this, LINEdesign may have evolved,

giving more commands,... If you want to continue using LINEdesign you

should by the real version which includes :

- printouts without PROGS logo

- more fonts, 130 to be precise

- clipart, four (and a bit) disks full of drawings

- a thick manual, explaining how to use LINEdesign, and including

a printout of all supplied fonts and the clipart

This disk includes a demo copy of LINEdesign v2.06, PROforma v1.04,

both (c) 1994 PROGS Pointer Environment, (c) Qjump, with permission

of Tony Tebby Menu Extensions, (c) Jochen Merz software, with

permission of Jochen Merz

LINEdesign v2 uses the PROforma library to produce all the drawings.

PROforma is a graphics library which can be used by any QDos

programmer. If you want more information about PROforma, contact

PROGS!

THIS VERSION HAS THE FONT PROBLEM CURED.

May 1996.

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SP 77: QTPI Version 1.6.2.4. Requires Pointer Environment.

Overview of QTPI

System Requirements

QTPI is a tele-communications program for SMS/QDOS compatible

operating systems, these include SMS2, SMSQ, SMSQ/E and probably many

other operating systems starting SMS. It will also run on the QDOS

derived operating systems (QDOS, Minerva, ST/QL and Ami/QL)

originally implemented on the Sinclair QL. QL/QDOS based systems may

not be able to enjoy full QTPI functionality without additional

hardware such as the (super)Hermes serial co-processor from TF

Services and pro- posed

extended graphics cards. Specific QL caveats are described in the

appendices to this manual.

QTPI uses the "Pointer Interface" or "Extended Environment" (or even

"Pointer Environment" (PE)). If this is not supplied as part of the

system software for your computer, you will have to obtain the files

ptr\_gen, wman and hot\_rext from a commercial source.

Two other, freely distributable, software products, the QJump "Config

program", and the c68 "env\_bin" environment variables extension are

recommended. Both of these are included on the THE LIBRARY Disk.

The Config program is (c) QJump and is placed in the public domain by

Tony Tebby. Env\_bin is a freely distributable c68 extension by Dave

Nash, Dave Walker and Dave Woodman. These items are not subject to

the QTPI license.

What a stupid name

QTPI is an acronym for Quintessential Telecommunications, Pointer

Interface, or perhaps Quintessential Telecommunications, Peculiarly

Intuitive (or even quite terrible, pathetic implementation, but don't

tell anyone I told you that).

It was a working name during program development that unfortunately

stuck. The author continues to be deeply embarrassed, and is likely

to remain so for the foreseeable future.

XPR Overview

XPR stands for eXternal PRotocol. It is a method of providing file

transfer protocols to a communications program in an open and

extensible fashion. You can use the XPR libraries with any program

that supports the XPR standard. If you wished to write, for example,

a standalone ZMODEM server, or even a BBS (Bulletin Board System),

you could use XPR to provide a file transfer capability.

Documentation, source code and program examples on writing and using

XPR compliant programs may be available from "The Dead Letter Drop

BBS" ('The Dead Letter Drop').

The following XPRs are currently available.

XMODEM

The original file transfer protocol. It is widely supported on most

hardware platforms. It is slow and does not support batch transfers.

It is supported on most BBS. It offers a numbers of options, for

example 128 byte blocks or 1K blocks and either checksum or CRC error

checking. Use 1K blocks and CRC where possible.

YMODEM

As XMODEM, but with added batch capabilities. Offers a 'G' option

that is faster at the cost of reduced error checking.

ZMODEM

A modern and sophisticated protocol that supports batch operations,

automatic initiation of transfers, sliding windows and automatically

variable block size depending on line condition. It is widely

available on most platforms, but unfortunately not yet on many

SMS/QDOS based BBS. If you use a PC based BBS (4th Dimension

(still ?) for example), or a PBOX BBS (Nene Valley), use ZMODEM,

it'll save your phone bill and nerves. ZMODEM is currently the

default protocol on 'The Dead Letter Drop', the QTPI support

BBS.

ZMODEM can be auto-activated (i.e. respond to remote file transfer

requests, both for send and receive.

SEALink

A sliding window protocol with batch capabilities. It is limited by

its small (128 byte) block size. The protocol suffers from a number

of design features that can result in handshake problems if even a

single protocol character is lost or corrupt. Recent versions of

XPR-SEALink (QTPI) and QBOX BBS (1.19m or later) contain debugged

SEALinks that may work well. SEALink is the only batch protocol (at

the time of writing) supported by the SMS/QDOS 'QBOX' BBS program

Kermit

A rather old fashioned batch protocol with good error detection and

correction at the expense of speed. It will usually cope with very

poor lines. Widely supported on mainframe computers and in academia.

The XPR implementation supports 1K blocks and level 3 (CRC) error

checking and will (allegedly, (actually after v3.2)) communicate with

Kermit servers.

ASCII

Not a protocol at all ! It has no error checking capability. It

offers translation between end of file format and can add a space to

otherwise blank lines, which may be useful when using BBS mail

editors.

XPR Preferences

Each XPR library has a 'preferences' file associated with it. This

file defines the settings used by an XPR library. If this file does

not exist it will be created using default values. You can edit these

values from within QTPI. See section XPR Preference Settings. These

files are named \*\_Prefs where '\*' represents the protocol name. The

rules for locating these files are described in 'XPR Prefs Path'

QTPI 1.62 Release Notes December 29, 1996

1. Introduction

This document describes the new and changed features in QTPI 1.62.

This release comprises a new program version, new file transfer

protocols and new manuals.

The documentation changes are cosmetic, so you probably don't want

these unless you are a new user or avid collector of my prose. The

manual files are QTPI162D.zip (ascii), QTPI162P.zip (Postscript) or

QTPI162H.zip (HTML).

In order to obtain the greatest benefit from QTPI 1.62, the use of

XPR Protocols v3.55 is recommended. Just for a change, these are

included.

2. Bug Fixes

2.1. ComDev

If a serial device is defined via ComDev (superHermes, uqlx ser or

pty etc), then when this was removed or a config file without "Comm

Dev" was loaded, QTPI would not open a standard serial device. This

is now fixed (reported by Roy Wood et al).

2.2. ^D handling

QTPI now takes special steps to avoid ^D being swallowed by the

pointer environment, which assumes it is the help key.

2.3. Escape handling

Illegal VT100/ANSI escape sequences (or CSI followed by a lot of

data), could crash QTPI. This is now fixed (reported by Jochen

Merz).

2.4.

XPR Kermit v3.55 fixes a number of long standing kermit bugs.

Thanks to Don Taylor for patiently exposing these.

3. New features

3.1. Iconic mode

QTPI offers a ICONIC mode where by it will run as a button and may

only be controlled by CSM commands (for PJ). This mode is entered

by

(1) Invoking QTPI with the -i flag

ex qtpi;'-i'

or

(2) Sending a running QTPI the (new) CSM command 'ISLAVE'

QTPI may only be restored to full screen from ICONIC mode by the

CSM command 'IWAKE'; a normal wake or mouse HIT / DO has no effect.

QTPI may be restored to a 'normal' button (one that you can hit)

with the CSM 'IFREE' command.

For example:

CLIENT 'qtpi'

REQUEST 'qtpi','ISLAVE',a$

REQUEST 'qtpi','send sz /var/spool/uucppublic/test.zip',a$

REM This loop just checks the QTPI status until the file is

received

stat% = 0 : cnt% = 0

REPeat loop

PAUSE 100

REQUEST 'qtpi','status',a$

IF 'RZ' INSTR a$ THEN

IF stat% = 0 : stat% = 1

PRINT a$

cnt% = 0

ELSE

IF stat% : EXIT loop

cnt% = cnt% + 1

IF cnt% = 15 : EXIT loop

END IF

END REPeat loop

REQUEST 'qtpi','IWAKE'

All CSM commands, other than those that require screen input

(ASKT,ASKN) are honoured in this mode.

The QUIT request will work, but it does not ask for any

confirmation (to save changed settings etc).

3.2. XPRs

The v3.55 XPR libraries report "Time remaining" when this

information is available (for PJ).

3.3. XPR Info Icon

The XPR Info Icon reports the percentage of the file transfered

where this information is available (requested by Graham

Underwood).

3.4. Stack channels

To facilitate the usage of QTPI as an ANSI console for pbox BBS

systems, I/O channels may be supplied to QTPI. This will inhibit

some comms related features. If you are not a pbox sysop, then you

are unlikely to want to know about this (for PB,JM,DS^2 etc).

ex qtpi,#inchan,nul,#outchan;'-s QTPI-pbox\_dat'

Such a QTPI should have its own QTPI\_DAT file that sets EOL codes

as appropriate, have no phone book and no XPR setting.

REMark Using the H.Lub NPIPE device

open #4,pipe\_x

open #5,pipe\_y

open #6,pipe\_x\_128

open #7,pipe\_y\_128

ex qtpi,#4,nul,#7;'-s QTPI-pbox\_dat'

print #6,"Here is an urgent message"

input #5,reply$ : REMark Oh No it isn't

Note that current pbox releases (1.15/1.16) are configured to use

QLTERM as the console, which only takes two stack channels. The

qtpi three channel requirement is mandated by c68; you will need to

add a simple filter between pbox and qtpi until Phil Borman is able

to update pbox, for example (thanks to Davide Santachiara) :

REMark simple QLIB compiled filter pbox->qtpi

EW win1\_pbox\_qtpi\_qtpi,#0,nul,#1

4. Config/Qonfrig

4.1. Save/Don't Save/Go Back

The default action for the prompts when QTPI is quit with

uncommitted changes to the QTPI\_dat file or phone book may be

configured (GU).

4.2. Qonfrig

In order to make life easier for those who find having to reconfig

a program after every release somewhat onerous, a small utility

called qonfrig is supplied (for Davide Santachiara).

To save a config block:

ex qonfrig;'prog\_name >save\_file'

To apply a saved config block

ex qonfrig;'prog\_name save\_file'

Please note that qonfrig does not support all Config options;

however the source is supplied, so an obvious remedy is available.

5. SMSQ/E Baud rates

By popular demand, this version of QTPI reinstates some

experimental support for SMSQ/E baud rates.

QTPI 1.62 may be set to:

o Offer baud rates to 57600 baud

o Support split baud rates

QTPI normally ignores the above features unless a special flag is

set, either from the command line or by patching the program.

ex qtpi;'-d N'

The following values of N are recognised.

1 Enable SMSQ/E rates to 57600 on appropriate hardware.

16 Enable split rates.

The effect is cumulative, for example, for split rates to 57600

baud.

ex qtpi;'-d 17'

As an alternative to the above command line option, the program

may, at your own risk, be patched. Search for the hex pattern

FF FF 00 00 00 05 46

and change to

FF FF 00 NN 00 05 46

where NN represents the value as described above. For split rates

to 57600 this would become FF FF 00 11 00 05 46 .

Please note that:

o Setting the -d flag or patching QTPI to values other than

those documented may produce unwanted results.

o The values of the -d patch and the (relative) patch location

are only documented for v1.62 QTPI.

o You should consult the documentation for your operating system

variant before using the -d patches.

o I'd be interested to hear is any of the above works.

QTPI Release 1.6.2.4.

Background

----------

I've been thinking about the QTPI cursor problem and decided to

revisit the v1.1x code that used the pointer as a cursor. The earlier

problems with this have been traced to the mouse emulation in uQLx,

(thanks to Jochen for assistance on this one).

The enclosed beta qtpi allows you decide the cursor strategy via bits

5,6,7 of the -d startup value or Config 'Special Flags'.

bit value effect

5 32 red cursor

6 64 green cursor

7 128 underline cursor

The effects are OR'ed, so 96 gives a white cursor, 192 (64+128) gives

underline green cursor etc. If neither of bit 5 and 6 are set, then

you get the standard QTPI 'text' cursor plus separate pointer.

The attached is pre-config'ed to 32 (red 'pointer' block cursor).

These effects are also additive on the v1.62 baud rate properties of

-d/'Special Flags'.

I'm sure there must be some horrible side effects to the above.

Please let me know what they are !

btw If the mouse and cursor become 'dissociated', then pressing space

or ENTER will restore the cursor (or Left Mouse Button).

This version fixes a bug in 'pipe' mode where by "what are you"

queries where ignored (these were not appropriate for the previous

'local' modes on which 'pipe' is based). (i.e. PBOX console mode).

jrh@jrhudson.demon.co.uk 08/02/97

Supplied in ZIP format with boot program to unzip the files.

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SP 78: CIA World Fact Book. 5 D/D DISK PACKAGE

1 H/D DISK

This Package Has Been Updated And Now Contains The 1996 Version Of

The World Fact Book. I Have Split The Text Files Into Individual

Countries, You Can Now Load Each Country File Into Viewer Via The

Menu.

When A Later Version Of The Fact Book Is Released I Will Update This

Package.

Text Files. As Issued By The CIA 1996.

UPDATED BY DILWYN JONES.

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SP 79: Mandelbrot 3. Carl L. Cronin's Work. Now With A 17 Screen Zoom

Feature.

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SP 80: Thor PD Disk.

A Collection Of Programs For The Thor Computer, Compiled By Simon

N. Goodwin. The Disk Includes Music Programs, Rom Images And Notes

Along With Screen Programs.

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SP 81: Charvel Demo Disk#1.

Welcome To The First (Official) Charvel Demo Disk (Don't Buy Inferior

Versions), Featuring:

\*A Three Dimensional Development Collection From The Basics To Active

Three Dimensional Environments.

\*A Hands Off (The Keyboard Onto The Joystick!) Three Dimensional

Elite Demo.

\*PICTURES Drawn With Peintre,Eye Q And Painter (In That Order).

\*QSPEC A Spectrum Compatible Tape System With Conversion Routines.

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SP 82: XPR Kit.

This Kit Contains The Full Distribution For The Level 2 QDos XPR

Libraries. This Supersedes The Both Of The Rather Ponderously Named

Level 1 Development Kits. In Addition To The Code Supplied Here, You

Will Need The C68 "Hotstuff" Library That Provides Support Routines

For The XPR Thing. The Hotstuff Library Is Also Included On The Disk.

This Is The Full Source Code For The XPR System For The Following

Protocols:

ZModem

YModem

ZModem

Sealink

Kermit

ASCII

If Addition, A Demo Program That Uses XPR Libraries, XPRdemo, Is

Supplied.

You Should Be A Competent 'C' Programmer And Familiar With Data

Transfer Methods If You Intend To Use The Contents Of This Kit.

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SP 83: XLisp Version 2.1d 2 D/D DISK PACKAGE

This Is An Update To XLisp 1.04 As Found On Disk SP 17.

This Upgrade Has Been Carried Out By:- RICHARD ZIDLICKY.

With Some Fine Tuning By:- DAVID GILLHAM.

XLisp V2.1. Started Life On IBM PC & Unix Systems.

Disk 1 Contains The Executable File XLisp And Its Boot Program Along

With The Documentation. There Is Also A Large Collection Of Example

".Lsp" Files

Disk 2 Contains The Full Source Code In "C" Which Allows Modification

And Extension. The Source Is In Compressed Format With A Program To

Uncompress The Files.

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SP 84: "C" Programming Tool.

This Disk Contains The Following Executable Programs Along With

Documentation And Source Codes:-

Crpoto:

Cproto Generates Function Prototypes For Functions Defined In The

Specified C Source Files To The Standard Output. The Function

Definitions May Be In The Old Style Or ANSI C Style. Optionally,

Cproto Also Outputs Declarations For Any Variables Defined In The

File. If No File Argument Is Given, Cproto Reads Its Input From The

Standard Input.

Indent:

The 'Indent' Program Changes The Appearance Of A C Program By

Inserting Or Deleting Whitespace. It Can Be Used To Make Code

Easier To Read.

It Can Also Convert From One Style Of Writing C To Another.

Unproto:

Unproto Is A Filter That Sits In Between The C Pre-processor And The

Next C Compiler Stage, On The Fly Rewriting ANSI-Style Syntax To

Old-Style Syntax. Typically, The Program Is Invoked By The Native C

Compiler As An Alternate (Or Additional) Pre-processor. The

Unprototyper In Turn Invokes The Native C Pre-processor And Massages

Its Output.

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SP 85: "C" Debug Programs.

This Disk Contains The Libraries, Documentation & Source For The

Following:-

Lib Debug:

One Of The Problems Areas When Developing C Programs Is The Process

Of Debugging Them. This Can Be Extremely Difficult And Time

Consuming. The Debugging System Described Here Simplifies This Task

By Providing A Mechanism For Monitoring The Execution Of A C Program

As It Is Running.

This Debugging System Is Unusual In That It Is Implemented Completely

At The Source Code Level, And Does Not Need Any Low Level Machine

Code Debugging Support To Make It Work. This Makes It Relatively

Easy To Port This System To Other Operating Systems.

Features That Are Supported Include:

- Dynamic Control Of Stop Points

- Dynamic Control Of Trace Frequency And Detail

- Watch Points

- Stack Checking Options

- Support For User Defined Snapshots

- Memory Examination Facilities

- Logging Of A Complete Session

- Support For The Malloc Debugging Library.

Lib Malloc:

This Malloc Library Is A Replacement For The Standard Library To Be

Used During Software Development And/OR Debugging. See The Standard

Malloc(3) Pages For More Information On The Use Of The Following

Functions:

Calloc(), Cfree(), Free(), Malloc(), Realloc()

This Library Differs From The Standard Malloc Library Code In The

Following Ways:

1. Each Malloc Segment Contains A Magic Number So That

Free Can Verify That The Pointer Passed Points To A

Valid Malloc Segment.

2. Each Malloc Segment Is Filled With a Non-Zero Pattern

So That Code That Depends Upon Malloc Segments Being

Null Will Fail.

3. The Size Of Each Segment Will Be At Least 1 Byte

Larger Than Requested And The Extra Bytes Will Be

Filled With A Non-Zero Pattern. When Free Is

Called, It Will Verify That You Did Not Go Beyond the

Number Of Bytes You asked For.

4. When A Segment Is Freed, It Will Be Filled with A

Different Non-Zero Pattern To ensure That The Program

Doesn't Depend Upon The Use Of Already Freed Data.

5. Whenever Any Of The String or Memory Functions (Str\*,

B\*, Mem\*)Are Called With A Pointer That Is Within

The Malloc Arena, The Operation is Checked To Verify

That It Does Not Overrun The Malloced Segment. A

Failure Of This Check Is Considered A "Warning Level

Error" (Described Later) And Is Handled Accordingly.

6. Run Time Checking Can Include Verification of The

Malloc Chain At Each and Every Call To One Of The

Malloc Functions Or Manually By Calling The

Malloc\_chain\_check Function.

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SP 86: MINICLIPS converted from PC graphics by Dilwyn Jones

Miniclips Is A Collection Of Hundreds Of Small Clipart Pictures On A

Wide Range Of Themes. They Are Supplied Both Compressed And Archived

Into 2 Files (Miniclips1\_zip and Miniclips2\_zip). The Archiving

Utility Used Is Zip. An Unzipping Program Is Supplied With This

Clipart Disk, The Zip Program Itself Is Available From THE LIBRARY.

When Fully Decoded, The Collection Consists Of 78 Mode 4 (32

Kilobyte) Screens, Each Holding 16 To 20 Small Pictures ( Hence The

Miniclips Name) On Average, An Estimate Of The Total Is About 1200

Pictures. This Will Fit Onto 4 DSDD Disks And Can Be Used With Any QL

Program Capable Of Loading A Mode 4 Screen When Decompressed. I

Produced This Package Especially For Use With The Page Designer 3

Package (Plug, Plug!)

Please Note The Following System Requirements. Expanded Memory.

Toolkit

2. Either A Twin Disk Drive Or A Single Disk Drive And Ramdisk.

First - The Theory. Miniclips1\_zip and Miniclips2\_zip Are ZIPped

Files, Meaning They Have Been Squashed And Packed Into 2 Files On

One Disk. The Graphics Were Compressed Beforehand From 4 Disks Onto

2 Disks, Then Further Packed With The ZIP Program Onto One Disk. You

Will Need 4 Disks To Hold The Complete Set Of 78 Decompressed Screens

And About An Hour's Work To Prepare Them.

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SP 87: Compu-Clips.

CompuClips Is A 1 Disk Set Of Compressed Pictures (3 To 4 Disks When

Fully Decompressed) Converted From A PC By Dilwyn Jones, Using His

Convert-PCX Software. The Name Comes From The Fact That They Are

Computer Related Clipart Pictures!

They Are Supplied In Mode 4 Screen Format (32 Kilobyte Screens, Black

And White Only). These Pictures Came From Various Public Domain Disks

From The PC Software Scene.

Note: The Term 'Compressed' Simply Means That The Original Pictures

Have Been Modified By Special Software In Such A Way That They

Require Much Less Disk Space Than Usual. This Is The Secret Of How I

Am Able To Pack 3-4 Disks Worth Of Clipart Onto Just 1 Disk, Though

It Does Mean You Have To Read These Notes To Work Out How To Unpack

Them And Spend A Bit Of Time (It Shouldn't Take More Than An Hour)

Doing The Hard Work Of Preparing It All For Use!

The Clipart Set Is Supplied Compressed To Save Disk Space. It Means

We Can Supply All The Clipart Screens On Just One Disk To Save Costs!

They Are In DJC Compressed Format. While This Means That In That

Form, They Could Only Be Used With Software Such As Image Processor

And Page Designer 3, Routines Are Supplied Which Can Decompress The

Pictures And Turn Them Into Standard Mode 4 QL Screens. The

Compression Software Is Also Supplied, So You Can Use It In Your Own

Software Too!

Once You Have Decompressed All Of The Clipart Screens, You Will Find

That You Can Only Get About 20 Per DSDD Disk, Which Means You'll Need

About 3 Or 4 DSDD Disks To Store The Fully Decompressed Pictures.

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SP 88: QDos Escher Graphics Demo.

This Slideshow Of Graphics By The Brilliant Artist M.C ESCHER Was

Converted From The AMIGA Public Domain By Simon N Goodwin, Using

Ergon's OPEN WORLD Converter And Custom SuperBASIC To Join Together

The Big Screens. The Original Images (And A Few More) Are On FAUG PD

DISK 31.

ESCHER's Work Is Particularly Appropriate For Computer Display As The

Pictures Embody Ideas Of Symmetry And Sequence Which Are Independent

Of Display Colour And Resolution. They Look Good Even On Limited QL

Screens; They Started Out As Wood Engravings For Stamp Printing.

Most Of The Original Images Are In Two Colours ( Usually Black On

White Here, To Match The Original Drawing ) But Some Were Re-coloured

On The AMIGA; The Colour Versions Also Appear Here, Converted To QDos

Mode 4 Or Mode 8. I Fear That An AMIGA Has Crept Into The Last

Picture!

PD SPEEDSCREEN Files Are Also Included.

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SP 89: DATABASE MANAGEMENT SYSTEM v3.6 (QDos)

INTRODUCTION: This Is A Menu-Driven Database Management System For

Archive, Available Both For The MS-DOS (IBM) Environment And For The

Sinclair QL QDos Environment. It Offers A More Or Less Painless Way

To Access Any Archive Data File, Keep It Up To Date, Print It Out In

Various Formats, And To Cannibalise And Transform It In Various Ways.

The Facilities For Creating A New Database On The Fly From Within The

Program, And For Transferring Data From One File To A Quite

Differently Structured File, Have Been Found To Be Exceptionally

Useful. Both These Facilities Can Be Found In The 'File

Maintenance' Menu.

On A QL With Gold Card These Programs Run About As Fast As The MS-DOS

Ones Do On A 286-Based Machine, With The Added Attraction Of Being

Part Of The Superb Multi-Tasking Operating System That Is QDos. Four

cheers for Toby Tebby!

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SP 90: STEVE PEPPER TEXT & GRAPHICS DEMO DISK. DISK MISSING

This Disk Is A Sampler Of The Works Of STEVE PEPPER. It Contains A

Sample Of Steves Clip-Art Collection Along With Some Of His Text

Files He Has Converted From Various Sources.

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SP 91: CLIP ART DISK 1 D/D BOOT DISK

2 D/D UNZIPPED DISKS

This Disk Contains Over 150 Clip-Art Files In Zipped Format. A Boot

Program Is Included To Unzip The Files Onto 2 Double Density Disks.

Each Disk Will Then Contain A Selection Of Clip-Art Files In

Compressed Format Along With Dilwyn Jones's PCX Conversion Demo For

Viewing The Files And Un-Compressing Them Into QL Screens.

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SP 92: LINEDESIGN CLIP-ART DISKS. 3 D/D DISK COLLECTION

This Package Contains 3 Disks Of Clip-Art Suitable For Use With Both

Release 2 & The Demo Version Of PROGS LineDesign [ SP 76 ]. The Files

Are All In ADOBE ILLUSTRATOR Format.

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SP 93: SINCLAIR QL SCREEN-COLLECTIONS I - VIII 3 D/D DISK COLLECTION

By Urs Koenig April 1994.

What It Is:

The SINCLAIR QL SCREEN-COLLECTION Is A Series Of \_Zip Files

Containing Different Screen Files In The Standard Bitmap Format Of

The SINCLAIR QL.

The SINCLAIR QL Has Two Display Resolutions:

a) MODE 0 512x256 pixels 4 colours

b) MODE 8 256x256 pixels 8 colours

All Screens Are Saved With A Line Increment Of 128 Bytes Which Makes

The File Size 32768 Bytes (256 Lines \* 128 Bytes)

All QL Graphic Applications Can Load Such QL Bitmap Files. In

Addition You Can Use The VIEW SCR Function Of QTOP.

The Following ZIP-Files Are Included:

Filename: Theme: Number Of Screens:

QLSCR1\_ZIP KIM WILDE 19 Screens

QLSCR2\_ZIP 680x0 MICROS 24 Screens

QLSCR3\_ZIP ANIMATION 12 Screens

QLSCR4\_ZIP MOVIE 24 Screens

QLSCR5\_ZIP MUSIC 33 Screens

QLSCR6\_ZIP QTOP 35 Screens

QLSCR7\_ZIP QRam II 11 Screens

QLSCR8\_ZIP MISC 34 Screens

To Work With The Screens You Have First To Unzip The QLSCRx\_ZIP

Files. Zip Is Provided On Disk 3.

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SP 94: CROSSWORD DESIGNER.

Crossword Designer Helps With Some Of The Chores Of A Compilers Life:

Concocting And Amending The Pattern, I'm Afraid Only Blocked Lights

( The Traditional Chequerboard Effect ) Are Possible, Barred Lights

Will Have To Wait For A Later Version Of The Program.

Setting And Amending The Lights ( Answers ) Also Suggesting

Alternatives From The Dictionary Files.

Editing Titles And Instructions ( Rubrics ), And Explaining The

Answers.

Editing The Clues, Although You'll Still Have To Think Them Up For

Yourself!

Printing Out A Fair Copy Of The Crossword, Either Directly To A

Printer, Or To A File Which Could, With A Little Ingenuity, Be Edited

Further.

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SP 95: FSH. Version 2.00.

Introduction

This Is >FSH<, The Forth Programmable Command line Interpreter For

QDos Computers. >FSH< Is Supposed To Substitute The Traditional Shell

For Program Execution Etc. On The QL: SuperBASIC

A Long Time SuperBASIC Has Been The Only Platform That Gave QL Users

The Possibility To Load & Run Other Jobs, To Perform Managing Task

Such As Copying, Deleting, Viewing Files And To Control The System.

Later On In The Development Of QL Software SuperBASIC Has Become More

Powerful Due To One Of Its Unique Features: The Extensibility.

Different Toolkits Have Been Published For Different Purposes. The

Most Famous One Has Been Written By The Designer On The QL Himself,

Tony Tebby. The Toolkit Ii Increased The Power Of SuperBASIC In

Various Ways And Emphasised The Importance Of SuperBASIC As A Shell.

This Importance's Has Only Been Reduced Recently By The Use Of

Desktops Such As Jam, Ice, QRam Or QPac2 That Perform The Same

Operations But Are Directed By Pointers, Mouse's Etc.

But SuperBASIC Has Always Been More That What Is Usually Called A

Command Line Interpreter. Actually It Is Rather A Programming

Environment Combined With Some Predefined Keywords That Are Not So

Much Essential Parts Of The Programming Language Basic But Necessary

To Perform The File & System Managing Tasks I Mentioned Above.

There Have Always Been Discussions In Which SuperBASIC Has Been

Blamed For This. It Was Argued That Due To This Combination Of Two

Applications SuperBASIC Was Actually Not Doing A Very Good Job In

Both Of It.

I Do Not Subscribe To This Point Of View: I Have Always Liked

SuperBASIC For Its Flexibility In Writing User Defined Procedures. I

Really Do Think That Shells Have To Be Programmable To Allow The User

To Customise It The Way That Is Suitable For His Personal

Applications.

So The Combination Of A Command line Interpreter With A Programming

Environment Is Certainly Not A Drawback That Disqualifies SuperBASIC

For Every Day Use. But There Are A Few Other Disadvantages Of

SuperBASIC That Have Led Me To The Conclusion That It Is Time For

Another Approach Concerning Command line Interpreting.

These Points Are:

\* The Organisation Of Typical Shell Commands Such As Copy, Delete

Etc. As Resident Extensions To SuperBASIC Is Not A Very Good Idea On

A Multitasking System Like QDos, Since The Procedures Can Usually Not

Be Customised By Other Jobs. Other Applications That Might Need To

Use These Procedures Have To Provide The Code Themselves. This Means

A Waste Of Memory And Development Time.

\* With Official Versions Of QDos SuperBASIC Itself Cannot Be

Multitasked, Which Is Quite An Important Drawback On A Multitasking

System, Too, Because There Are Circumstances That Require The Use Of

Different Shells At A Time.

Along With This Goes That You Cannot Redirect I/O For SuperBASIC So

Easy, Which Means That SuperBASIC As A Shell Can Only Receive Input

From The Console Unless You Are Willing To Close And Reopen #0.

\* SuperBASIC Has A Very Poor And Embarrassing Way Of Calling

Programs. In Early Days It Was Not So Difficult To Type Exec\_w

Mdv1\_quill But The Existence Of The Pd C Compiler C68 Has Brought

Us Many Programs That Expect Channel Ids And A Parameter String On

The Stack. Toolkit II Has The Possibility To Pass These Parameters

But Really: Who Is Prepared To Type Ew Win1\_dfue\_packer\_zoo,#1,#1;'

Ah Ram1\_myprogs Win1\_bin\_\*' Every Time He Wants To Execute A

Archiver? I Am Not.

All This And Some More Minor Points Have Led To The Development

Of>FSH<. One The One Hand I Wanted To Obtain As Much Of The

Flexibility I Was Used To From SuperBASIC, But One The Other Hand I

Wanted Create A Modern Environment That Allowed A Comfortable Way Of

Dealing With All These Unix Tools And C Portations That The QL User

Has At Hand Today.

Another Point Was As Well, That I Have Tried To Implement As Much

Unix Compatibility As Possible, But Without Neglecting The QL And

Forth Environment.

The Reason Why I Decided To Make >FSH< A Forth Programmable Shell Was

That Forth Itself Is An Interactive System That Stands For Maximum

Flexibility, Even More Than SuperBASIC, So That There Are No

Restrictions For The User And Programmer.

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SP 96: ALAN INGREY DISK. FILES CORRUPTED

This Disk Is A Collection Of Programs By ALAN INGREY ( Hence The Disk

Name!!) The Disk Includes A Football Prediction Program For Gold Card

Users, A Wordsearch Program, A Utility To Assist You Format Disks, A

Quiz Program And Several Screen Saver Routines. All Programs Are

Loaded Via A Menu. Extensive Documentation Is Provided In Quill,

Perfection, Text87 And ASCII Formats.

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SP 97: PAGE DESIGNER 3 DEMO.

This Is A Demo Version Of PAGE DESIGNER 3. It Is Similar To The Full

Version, But PRINT And SAVE Have Been Disabled. Most Other Facilities

Work Well Enough For You To Get A Taste Of What The Program Is Like.

The Program Is Pointer Driven And Can Be Configured Using The

Standard CONFIG Program Supplied. At The Moment PD3 Needs A Minimum

Memory Of Trump Card (i.e. 896k!!!)

REQUIRES POINTER ENVIRONMENT AND MENU REXT. NOT SUPPLIED.

UPGRADED VERSION. NOW SMSQ COMPATIBLE.

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SP 98: F.P.S.P. LIBRARY. ( FOR QXL )

This Is My Alpha Port Of The Original Motorola FPSP Library To

QDos. And My 680x0 Assembler Which Handles 68020/68881/68851

Mnemonics.I Have Ported For This An Assembler And Implement The

Sinclair SROFF- Link Formatto Make It Possible To Compile The FPSP

Sources.

What You Get:

An Assembler A Little Demo Programme

This Software Run On An QXL With A Full Blown 68040.

The FPSP Makes It Fully Compatible To A 68030/68851.

If You Have An 68030 Then Please Look At 'Fputask\_asm'.

This File Need Some Changes To Run On A 68030.

I Think It Is The First Code Which Allow Real

Floating Point Operations On The QXL And SMSQ.

So I Have Made Many Mistakes. Please Report It

If You Find Some.

The Performance Is Quite Good. About 10 X Then Functions

Written In Integer Libraries.

A Library Version Will Be Twice As Fast Then The Kernel

Version.

But I Have No Time To Implement It To.

If You Want The Original Sources Of The Motorola Packet

Send The Author A Disk.

What To Do:

The Appropriate System Variable Must Be Set.

Use The Programme 'Progtest' To Do The Work.

Load The Fpukernel File With 'Lrespr Fpukernel\_bin'

Run The Demo With 'Ex Multi\_exe'

If You Want To Compile The Sources Look At The Makefile.

Note:

^^^^^

THIS CODE IS A PRE-RELEASE AND NOT FULLY TESTED.

THIS DISK IS RELEASED FOR " SOFTWARE TINKERERS " ONLY.

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SP 99: FLEX VERSION 2.4.6.

An Overview Of FLEX

FLEX Is A Tool For Generating Scanners: Programs Which Recognise

Lexical Patterns In Text. FLEX Reads The Given Input Files (Or Its

Description Is In The Form Of Pairs Of Regular EXPRessions And C

Code, Called Rules. FLEX Generates As Output A C Source File,

'lex.Yy.c', Which Defines A Routine Yylex. Compile And Link This

File With The '-lfl' Library To Produce An Executable. When The It

Finds One, It Executes The Corresponding C Code.

This Is The Latest Port By DAVE WOODMAN And Is Version 2.4.6.

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SP 100: BISON. VERSION 1.22.

BISON Is A Parser Generator In The Style Of YACC(1). It Should Be

Upwardly Compatible With Input Files Designed For YACC.

Input Files Should Follow The YACC Convention Of Ending In .y.

Prefix Of The Input File. For Instance, A Grammar Description File

Named Parse.y Would Produce The Generated Parser In A File Named

Parse.Tab.c, Instead Of YACC's y.tab.c.

This Description Of The Options That Can Be Given To BISON Is Taken

As Authoritative.

BISON Supports Both Traditional Single-Letter Options And Mnemonic

Long Option Names. Long Option Names Are Indicated With Unique.

When A Long Option Takes An Argument, Like --File-Prefix, Connect

The Option Name And The Argument With =.

This Is The Latest Port By DAVE WOODMAN And Is Version 1.22.

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SP 101: INTERCAL.

This Version Of C-INTERCAL For QDos Machines Runs True To The Atari

Version Documented The File Ick\_txt, With The Following Exception:-

By Default The Required Include And Library Files For Ick Are Gleaned

From The Same Default Locations Used By C68:- These Are

<prog\_use>include\_ and<prog\_use>lib\_ Respectively. These Values Can

Be Overridden Using The ICKINCLUDEDIR And ICKLIBDIR Environmental

Variables. If Using These Variables Please Note That The Directory

Name Should End In An Under Score.

C-INTERCAL Requires The Presence Of The C68 Compilation System,

Since The INTERCAL Code Is Translated Into C And Then 'CC' Is

Automagically Invoked To Produce The Executable. C-INTERCAL Has

Purposely Been Provided Without The Executables Or Library Being

Present. To Produce The System, Drop Into The Src Directory And Ex

Make; Install:- This Will Build The System And Then Copy The

Relevant Files Into The <prog\_use>lib\_ And <prog\_use>

Include\_directories For You. Alternatively, Just Invoke Make And

Then Move The Relevant Files As You See Fit. If You Don't Like

Either Course Of Action, Read The Comments In Makefile For

Information As To What To Do About Customising It To Suit Yourself.

The Reason That The Really Useful Bits Have To Be Made By Yourselves

Is Simply That I Felt That This Was 'in The Spirit Of INTERCAL.'

You'll See What I Mean.

Once You Have Build And Installed The System, Type "Ex Ick;'-?" To

See The Options Available To The Compiler. Similar Convolutions Are

Required To See The Built-In Options For Any Executables Produced By

Ick.

C-INTERCAL Was Unleashed Upon The Poor, Unsuspecting QDos User By:-

Dave Woodman (woodman@bnr.ca)

YOU NEED A COPY OF C68 FOR THIS PROGRAM. THIS DISK IS FOR C

PROGRAMMERS & SOFTWARE DEVELOPERS.

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SP 102: LANGUAGE LIST.

This Disk Contains A Catalogue Of Free Compilers and Interpreters.

The Documents Attempt To Catalogue Freely Available Compilers,

Interpreters, Libraries, And Language Tools.

These Are Pure ASCII Text Files And May Be Imported Into Most QL

Word Processors. QED Text Editor Is Provided & The Boot Program

Loads Each Text File Into QED In Turn.

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SP 103: GNU DIFF

The Port Consists Of Programs DIFF, DIF3 CMP and SDIFF. SDIFF Expects

To Find An Editor Named ELVIS. The Original UN\*X Version Of SDIFF

Used The Name ED. However ELVIS Is Available To The QDos World And

ED Is Not. Anyway, This Can Be Overridden By Setting An Environment

Variable:

SET EDITOR=Your\_editor\_executable\_filename. [ ELVIS Available From

THE LIBRARY. See Disk SP 46. ]

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SP 104: UNGIF v0.94. Also on this disk ENGIF v0.20.

This Disk Is An Update To Disk SP 75. However This Version Requires

The Pointer Environment To Work. It Is Now Compatable With Most GIF89

File Formats. Plus an assortment of gif files to view.

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SP 105: QL BBS MESSAGE READER.

Most BBS (Bulletin Board Services) offer some form of message

passing or mail services. Many users will be familiar with the

term E-Mail which is essentially the same thing and is commonly

used in businesses.

There are two common complaints among users of such message systems.

The first problem relates to the sheer number of messages and

subjects which can be found. This makes it very tedious to both pick

out just the subjects you want to read and to follow a message from

its original through all the responses.

The other problem is cost. Reading messages online usually means

either high phone bills and/or high BBS subscription service charges.

We won't even mention the fact that you are tying up both your and

the BBS phone line while doing so.

Therefore, the development of the QL BBS Message Reader. This

program allows you to 'capture' a group of messages from your

favourite BBS and then log off. You can then run this program with

your message file as input and navigate at your leisure through all

the messages in a simple and organised way.

QPOINT DEMO

This is a demonstration version of QPOINT.

QPOINT is a program which makes the life of a point easier.

In this archive a complete demonstration setup is included. The

package runs under the pointer environment which is obvious not

included.

The whole content of the archive has to reside on a disk in flp1\_.

Start the program with ' ex flp1\_exec\_qpoint\_demo '

However it is not possible to import or export the messages

effectively because the programs related to that job are not

included.

In this version certain features are disabled.

If you want the full version? see qpoint\_txt file for details

E. Slagter

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SP 106: REVISION CONTROL SYSTEM. 2 D/D DISKS PACKAGE

DESCRIPTION

The Revision Control System (RCS) manages multiple revisions of

files. RCS automates the storing, retrieval, logging,

identification, and merging of revisions. RCS is useful for text

that is revised frequently, for example programs, documentation,

graphics, papers, and form letters.

The basic user interface is extremely simple. The novice only needs

to learn two commands: ci (1) and co (1). ci, short for "check in",

deposits the contents of a file into an archival file called an RCS

file. An RCS file contains all revisions of a particular file. co,

short for "check out", retrieves revisions from an RCS file.

Functions of RCS

- Store and retrieve multiple revisions of text. RCS

saves all old revisions in a space efficient way.

Changes no longer destroy the original, because the

previous revisions remain accessible. Revisions can

be retrieved according to ranges of revision

numbers, symbolic names, dates, authors, and states.

- Maintain a complete history of changes. RCS logs all

changes automatically. Besides the text of each

revision, RCS stores the author, the date and time

of check-in, and a log message summarising the

change. The logging makes it easy to find out what

happened to a module, without having to compare

source listings or having to track down colleagues.

- Resolve access conflicts. When two or more

programmers wish to modify the same revision, RCS

alerts the programmers and prevents one modification

from corrupting the other.

- Maintain a tree of revisions. RCS can maintain

separate lines of development for each module. It

stores a tree structure that represents the

ancestral relationships among revisions.

- Merge revisions and resolve conflicts. Two separate

lines of development of a module can be coalesced by

merging. If the revisions to be merged affect the

same sections of code, RCS alerts the user about the

overlapping changes.

- Control releases and configurations. Revisions can

be assigned symbolic names and marked as released,

stable, experimental, etc. With these facilities,

configurations of modules can be described simply

and directly.

- Automatically identify each revision with name,

revision number, creation time, author, etc. The

identification is like a stamp that can be embedded

at an appropriate place in the text of a revision.

The identification makes it simple to determine

which revisions of which modules make up a given

configuration.

- Minimise secondary storage. RCS needs little extra

space for the revisions (only the differences). If

intermediate revisions are deleted, the

corresponding deltas are compressed accordingly.

Note that if you only have 720Kb floppy disk

drives you may find this package a bit

cumbersome to run - it really requires a

hard disk or high capacity floppy drives to

get the most out of it. Note also that it

requires you to have the GNU DIFF package. (SP 103)

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SP 107: CLIP ART. 6 D/D DISK COLLECTION

1 H/D DISK

A 7 Disk Collection Of Religious, Seasonal & Family Clipart. This

Package Was Converted To The QL by DILWYN JONES.

They Are In DJC Compressed Format. While This Means That In That

Form, They Could Only Be Used With Software Such As Image Processor

And Page Designer 3, Routines Are Supplied Which Can Decompress The

Pictures And Turn Them Into Standard Mode 4 QL Screens. The

Compression Software Is Also Supplied, So You Can Use It In Your Own

Software Too. If The Software Was Uncompressed, It Would Take Up

Over 20 Disks. NOW THAT IS VALUE FOR MONEY!!

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SP 108: SHOW TIA

This Program Is An Attempt At Transferring Pictures From The

TI-99/4A & Geneve World To The QL Community.

We Are All In The Same Boat, So The More Information (Pictures,

Ideas, Text) That Can Be Exchanged From Different Computers, The

Better Both Worlds Will Be. (Optimist Speaking:) )

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SP 109: ROCK 'N ROLL LINEDESIGN CLIPART.

A Collection Of Rock 'n Roll Clip-Art For Use With LINEDESIGN. This

Is The Work Of Roy Wood. The Images Are Of Use To Set Designer In

The Music Industry.

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SP 110: SCHEME INTERPRETER. 2 D/D DISK PACKAGE

This 2 Disk Package Contains The Scheme Interpreter ( SCM ) As

Downloaded From Internet.

SCM and Jacal - QL Port

Disk 1

: 'SCM' Scheme Interpreter With Slib Scheme

Library

Disk 2

'SCMsource\_zip' : Sources To Build The QL Version.

'Jacal\_zip' : A 'Small' Symbolic Algebra System Written In

Scheme

'Hobb\_zip' : Scheme To C Compiler

'Jacman\_zip' : The Manuals For Jacal

SCM Conforms To Revised^4 Report On The Algorithmic Language Scheme

And The IEEE P1178 Specification. All The Required Features Of These

Specifications Are Supported. Some Of The Optional Features Are

Supported As Well.

This Interpreter Was Compiled With C68 Version 3.05. & Is Offered By

STEVE JOHNSON For SOFTWARE / C DEVELOPERS.

It Is Way Above My Head...S.J.

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SP 111: APL INTERPRETER.

Downloaded Direct Of Internet Is This NEW To The QL Interpreter, APL.

The Disk Contains The Executable, Manual & C Source Code.

ONCE AGAIN THIS PACKAGE IS OFFERED FOR SOFTWARE / C DEVELOPERS.

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SP 112: INFOCOM.

Infocom Routines for QDos

Here Are A Few Public Domain Routines That Enable You To Play (And

Cheat At) PC "Infocom" Text-Adventures On The Sinclair QL. They Were

Converted To QDos By Luke Roberts.

You'll Need TKII, A Disk-Drive, And Plenty Of Memory.

Contents Of Disk

Zip - Infocom Interpreter

Txd - Infocom Disassembler

Infodump - Extract Information From Infocom Datafiles

\*\_dat - Game Datafiles

ZIP

This Program Allows You To Play Version 1 - 5 Infocom Text-Adventures

On The QL. Only A Tiny Minority Are Version 6, e.g. Shogun, Journey,

Arthur And Zork Zero - These Cannot Yet Be Played With The Zip

Utility.

INFODUMP

Infodump Is A Utility That Allows You To Cheat At Infocom Text-

Adventures. It Can Extract The Vocabulary And Object Tree From The

Gamefile.

TXD

TXD Disassembles An Infocom Gamefile Into The Underlying ZCODE (A

Little Like Machine-Code). This Is A Great Way To Cheat At Adventures

Because It Decodes All The Game Text.

Datafiles

None Of The Datafiles On This Disk Were Actually Produced By Infocom,

It's Just That They Share The Infocom Gamefile Format.

If You Want To Play Infocom Games (Such As Zork, Lurking Horror,

Trinity,...) Then You Need To Get Hold Of Their Gamefiles (Many Are

Included In The Lost Treasures Of Infocom I And II Packages). You

Could Buy The PC Version Of These, Then Copy The .Dat Files Onto A

QDos Device Using A PC->QDos Utility.

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SP 113: TEXT 87 VERSION 4 DEMO. REQUIRES POINTER ENVIRONMENT.

The Demo Version Of This Popular Word Processor from Software 87.

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SP 114: EXPANDING EARTH: V1.08.

Some people think that the Earth was small and has slowly got bigger

like a snowball. Well, the Expanding Earth author believes the

'snowball' idea. This program is a graphical representation of the

theory.

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SP 115: COOPER CLIP ART. 3 D/D DISK COLLECTION

A Three Disk Package Of Clip Art In Compressed Format. Each Disk

Contains A Screen Viewer & A Conversion Program To QL Screens. Ported

Over To The QL By Dilwyn Jones.

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SP 116: QPOINT. VERSION 2.01.

Erik Slagter's BBS Utility QPOINT.

QPOINT Is A Program Which Makes The Life Of A Point Easier. On This

Disk A Complete Setup Is Included. The Package Runs Under The Pointer

Environment Which Is Obvious Not Included. You Also Need The

Following Comms Programs:-

Qbox, Mail, Scanmail, Tossmail, Qscan, Zip, Unzip & Killmsg.

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SP 117: LINEDESIGN CLIP-ART. HUMOROUS. 8 D/D DISK COLLECTION

A Collection Of 100 Humorous Business LineDesign Clip-art Files In

\_AI Format. Due To The Size Of The Files This Collection Is On 8

DISKS.

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SP 118: LINEDESIGN CLIP-ART. BUSINESS. 3 D/D DISK COLLECTION

A Collection Of Clip-Art In Adobe Illustrator Format, \_AI These Are

For Use With LineDesign. This is A Collection Of Humorous Clip-Art

Irate Bosses, Exaggerated Graphs etc.

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SP 119: LINEDESIGN CLIP-ART. OFFICE.

A Disk Of Office LineDesign Clip Art In Adobe Illustrator Format. A

Collection Of Office Equipment i.e. Staplers, Lasers etc.

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SP 120: LINEDESIGN CLIP-ART. ASSORTED. 2 D/D DISK COLLECTION

A Disk Of Assorted LineDesign Clip Art In Adobe Illustrator Format.

This Is A Collection Of An Assortment Of File Unable To Make Up Full

Disks From The Other Category And Some Small Signs.

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SP 121: LINEDESIGN CLIP-ART. MESSAGES. 9 D/D DISK COLLECTION

A Collection Of Adobe Illustrator Format Files For Use With

LineDesign. These Files Are An Assortment Of Business Type Messages

i.e. Manager, Sale, They Are Ideal For Letter Heads Or Flyers.

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SP 122: SHAREWARE FOR PSION 3/3A. 2 D/D DISK PACKAGE

The Disks Contain The Following Titles ( All In ZIP Format.)

DISK 1.

3DOS21.ZIP DOS command line for S3

AGENDAX.ZIP Fixes agenda bug (apparently)

ALIAS1.ZIP Stack/group S3 files under custom icons

ARCHIMED.ZIP Notes on how to couple an S3 and an Archie

ASBICO.ZIP ASCII to binary and vice-versa

CHOP-TXT.ZIP Chops large text files up for WORD access

COM9412.ZIP Rec.arts.comics: FAQ. [last update: 6/6/94]

The r.a.c set of newsgroups, in general, is

devoted to the discussion of comic books,

graphic novels, and sequential art. Last

revision date in archive: 12-02-94.

CONVERT.ZIP Convert between units

CVTAGN.ZIP Convert 3a agenda files back to S3 format

DBSORT.ZIP Very fast database sort util, inc source

DIARYCNV.ZIP Convert diary formats

GRAB.ZIP PIC format screen grabber

GRABSCRN.ZIP Capture PSION-CONTROL-SHIFT-S to named file

GRPUTILS.ZIP Group OPO utilities into menu shell

IBOX201.ZIP S3a - predefined icon treasure box

ICONED10.ZIP S3a - another icon editor

ICONEDA.ZIP S3a - icon bitmap editor

ICONEGB.ZIP S3a - simple icon editor

INSTAL14.ZIP S3a - restore system screen etc after reset

INSTALL.ZIP Install is from PSION Gbmh for the Series 3a

and is an answer to how to automate the

re-installation of all those favourite apps

after a reset of the machine.

JBLNCH2.ZIP Launches apps etc from common icon

JBTREE31.ZIP File manager for the S3a

LP.ZIP Print spooler, specially for OPL progs

MOUSE.ZIP Use serial mouse on Series 3 (?)

MSOIBL.ZIP More icons for use with IBOX

PANSHLL.ZIP Emulates HC command shell in S3

PCAL10S.ZIP Programmers Calculator for Psion Series 3

PICPRINT.ZIP Print PIC files on BJ10e, includes OPL code

PICPRN.ZIP PIC printer, even from spreadsheet!

PICVIEW3.ZIP PIC viewer for the 3a

DISK 2.

POWER11.ZIP S3a - plays sound on turn-on

PSION.ZIP Programs for Psion Organisor

PSIONFAQ.ZIP FAQ file for PSION Handheld PCs

REORDER7.ZIP Re-order/sort your database files

RVTRN20.ZIP Reverse translator for OPO and OPA's

S3APAT2.ZIP Patch for S3a power monitor bug

S3HAYES.ZIP Hayes modem command database

S3INFO.ZIP One screen disk information

S3SPY.ZIP Check your S3 - multitasking process monitor

S3UUCODE.ZIP UUENCODE ASCII to binary and back

S3UZIP12.ZIP Unzip ZIP's on the S3 - needs a lot of memory

S3WHERE.ZIP Port of UNIX 'where' file locator

SCAPT.ZIP Screen dumps PSION to PC PCX file

SERV31.ZIP Pelican alarm server - S3a etc

SHOWFONT.ZIP Font viewer for the 3a

SORTDA.ZIP Sorts database on last name

SPY3A.ZIP Version of SPY for the Series 3a

SPY\_A.ZIP This is a debugging aid for the PSION Series

3a and works in a similar manner to MS's SPY

and Heapwalker programs for Windows...

SSD207.ZIP DOS SSD driver

SWITCH2.ZIP Detects external power, disables auto off

TERM12.ZIP PSION utility for Terminal emulation

collected from Compuserve

TEXTVW11.ZIP Browse/search through very large text files

TIPI2A.ZIP Structured programming language for HP

Palmtops. MS Dos based. Requires less than

100k to run. Shareware.

TM12.ZIP Task Manager from Pelican SoftWare

TOOLS3A.ZIP S3a basic file navigator and viewer

TREE202.ZIP Examine directory trees on any device

WAVE09.ZIP WVE file editor and processor

THESES PSION 3/3a FILES ARE ALSO AVAILABLE ON A QL H/D DISK.

With Suitable A Cable, These Files Can Be Transferred To The PSION 3a

Using XModem Communications Package ( QeM or Q.T.P.I. Are Ideal. )

I DO NOT OWN A PSION 3 SO THESE FILES ARE UNTESTED. PLEASE REPORT

ANY PROBLEMS BACK TO ME. CHEERS STEVE J.

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SP 123: LINEDESIGN CLIP ART. BORDERS 2 D/D DISK COLLECTION

A Disk Of Assorted LineDesign Clip Art In Adobe Illustrator Format.

This Is A Collection Of An Assortment Of Borders.

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SP 124: CEPHES MATHEMATICAL FUNCTION LIBRARY.

This Computer Software Library Is A Collection Of More Than 400 High

Quality Mathematical Routines For Scientific And Engineering

Applications. All Are Written Entirely In C Language. Many Of The

Functions Are Supplied In Six Different Arithmetic Precisions: 32 Bit

Single (24-Bit Significand), 64 Bit IEEE Double (53-Bit), 64 Bit DEC

(56-Bit), 80 Or 96 Bit IEEE Long Double (64-Bit), And Extended

Precision Formats Having 144-Bit And 336-Bit Significands. The

Extended Precision Arithmetic Is Included With The Function Library.

The Library Treats About 180 Different Mathematical Functions. In

Addition To The Elementary Arithmetic And Transcendental Routines,

The Library Includes A Substantial Collection Of Probability

Integrals, Bessel Functions, And Higher Transcendental Functions.

There Are Complex Variable Routines Covering Complex Arithmetic,

Complex Logarithm And Exponential, And Complex Trigonometric

Functions.

Each Function Subroutine Has Been Tested By Comparing At A Large

Number Of Points Against High Precision Check Routines. The Test

Programs Use Floating Point Arithmetic Having 144 Bit (43 Decimal)

Precision. Thus The Actual Accuracy Of Each Program Is Reported,

Not Merely The Result Of A Consistency Test. Test Results Are Given

With The Description Of Each Routine.

The Routines Have Been Characterised And Tested In IEEE Std 754

Double Precision Arithmetic (Both Intel And Motorola Formats), Used

On IBM PC And A Growing Number Of Other Computers, And Also In The

Popular DEC/IBM Double Precision Format.

For DEC And IEEE Arithmetic, Numerical Constants And Approximation

Coefficients Are Supplied As Integer Arrays In Order To Eliminate

Conversion Errors That Might Be Introduced By The Language Compiler.

All Coefficients Are Also Supplied In The Normal Decimal Scientific

Notation So That The Routines Can Be Compiled And Used On Other

Machines That Do Not Support Either Of The Above Numeric Formats.

A Single, Common Error Handling Routine Is Supplied. Error

Conditions Produce A Display Of The Function Name And Error Type.

The User May Easily Insert Modifications To Implement Any Desired

Action On Specified Types Of Error.

Documentation Is Included On The Distribution Media As Unix-style

Manual Pages That Describe The Functions And Their Invocation. The

Primary Documentation For The Library Functions Is The Book By

Moshier, Methods And Programs For Mathematical Functions,

Prentice-Hall, 1989.

Includes QL Source

PLEASE NOTE THAT THE LATEST CEPHES LIBRARY IS NOW INCLUDED WITHIN

C68 VERSION 4.20a. SEE SP 73 FOR MORE DETAILS.

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SP 125: FANTASY CLIPART. 2 D/D DISK COLLECTION

This is a 2 disk collection of clipart under the general theme of

Fantasy. They are mostly clipart files converted from public domain

material on the PC and Atari ST by Derek Norbury and Dilwyn Jones.

The complete collection consists of about 220 compressed screens,

packed onto 2 disks with the ZIP utility. When fully unpacked and

decompressed this will require about 10 DSDD disks to hold all the

files.

The pictures are supplied as compressed QL mode 4 screen of 512

pixels across and 256 pixels down. When fully decompressed, they can

be used with any program capable of loading QL mode 4 screens, Such

as Eye-Q, The Painter, Image Processor, Line Design (imported as

bitmaps) and Page Designer. In addition the compressed files (those

with the filename ending "\_com") can be directly loaded into Image

Processor and Page Designer.

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SP 126: CHRISTMAS CLIPART. 2 D/D DISK COLLECTION

This Is A 2 Disk Collection Of Clipart Under The General Theme Of

Christmas. They Are Mostly Clipart Files Converted From Public Domain

Material On The PC And Atari St By Dilwyn Jones. The Complete

Collection Consists Of Over 300 Compressed Screens, Packed Onto 2

Disks With The Zip Utility. When Fully Unpacked And Decompressed This

Will Require About 17 DSDD Disks To Hold All The Files.

The Pictures Are Supplied As Compressed QL Mode 4 Screen Of 512

Pixels Across And 256 Pixels Down. When Fully Decompressed, They Can

Be Used With Any Program Capable Of Loading QL Mode 4 Screens, Such

As Eye-Q, The Painter, Image Processor, Line Design (Imported As

Bitmaps) AndPage Designer. In Addition The Compressed Files (Those

With The Filename Ending "\_com") Can Be Directly Loaded Into Image

Processor And Page Designer.

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SP 127: OLIMPO RELEASE 2.00. A MULTIPLATFORM DEVELOPMENT IN C.

This Is The Latest Version Of Pedro Reina's OLIMPO.

This Comes On 2 QL Disks, The First Disk Contains The Executable

Program And Source Code. The Source Is In Compressed Format (ZIP)

Whilst The Second Disk Contains A Selection Of Example Programs in

Zip format. The Example disk contains over 1.5Mb of data so you need

A Minimum of a Gold Card to Unzip the data.

This is a Spanish program and as such the program and documentation

is in Spanish.

( Any Offers In Converting The Manual & Prompts? If So Ring Me )

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SP 128: ZeXcel. SPECTRUM EMULATOR. SHAREWARE.

\* Hardware requirements

ZeXcel Requires A QDOS/SMS System With Extended Environment (Ptr\_Gen,

Wman, Hot\_Rext) And Menu Extensions (Menu\_Rext) And At Least Roughly

650 Kb Of Free Memory. It Has Been Currently Developed Under A Super

Gold Card QL With Minerva Rom. Betatested Under Atari Mega STE With

QVME Using Both The QDOS Emulator And SMS2. ZeXcel 128 Works With Any

CPU Type Up-To 68040.

A 68000 16 MHz CPU Is The Minimum Required To Appreciate The Emulator

But A Faster System Is Highly Recommended To Get Full Spectrum Speed

(Atari TT, Super Gold Card, QXL).

SMS2 and SMSQ/E Monochrome Screen Driver Are Supported.

ZeXcel Can Be Configured Using Config (Level 1) Or Menuconfig

( Jochen Merz).

Emulated Hardware On Start-Up

- Spectrum 128k & Interface 1

- Spectrum 128k

- Spectrum 48k & Interface 1

- Spectrum 48k

Start-up Z80 Snapshot Device

Enter Any Valid Device And/or Sub-directory; Eg Flp1\_ -

Win1\_zxemu\_progs\_ - Sub3\_zxgames\_

Start-up ZTA Tapefile Device

Enter Any Valid Device And/or Sub-directory; Eg Flp1\_ -

Win1\_zxemu\_progs\_ - Sub3\_zxgames\_

Options To Trade Speed For Compatibility Or Flicker Free Video Redraw

- High comp OFF - Video Sync OFF

- High comp ON - Video Sync OFF

- High comp ON - Video Sync ON

Emulator Behaviour When The Main Window Is Overlapped By Other

Windows Or When The Pointer Is Not On The Main Window

- ZeXcel Is Suspended

- ZeXcel Runs - Music OFF

- ZeXcel Runs - Music ON

Start-Up Loudspeaker Sound Emulation

- Spectrum Beeper

- 128k Sound-Chip

- 128k Sound-Chip Beeper -> Net

\* Special Emulator Features

Apart From The Differences Explained In The Previous Section, The

Emulator Has Special Features Which Are Not Available On A Real

Spectrum:

1) Software Reset - Press <CTRL SHIFT ESC>. This Has The Same Effect

As Switching Off A Spectrum And Then Turning It Back On. The Software

Reset Has Also Some Additional Effects:

- The Keyboard Mode Is Forced To Standard If It Was Previously On

Game.

- Kempston Joystick Emulation Is Disabled (OFF)

2) You Can Choose Between Three Different Graphic Modes: The Standard

Eight Colour Mode, A Fast Monochrome Mode, And A New 4 Colours Mode

(Really All 8 Spectrum Colours Are Emulated With Stippling). You Can

Obtain A Substantial Speed Improvement When Using Games Which Access

The Screen A Lot Using The Monochrome Mode! Just Try It..

3) A Special Keyword Help Menu Can Be Called By Pressing <F1> - This

Helps You To Program In ZX 48k Basic When You Cannot Remember The

Key-presses For A Certain Keyword. You Will Get An Help Window That

Will Remind You Of All The Keys Reported In The Following Section

(Hit >>> More Help <<< Item) And All Of The ZX Basic Keywords With

The Relevant Key-presses. From This Menu You Can Search For Your

Desired Keyword By Using The Cursor Keys Or By Typing Its First

Letters. If You Press <SPACE> Or <ENTER> The Selected Keyword Will

Be Automatically Typed Into ZX Basic (Provided You Invoked The Help

Menu When In Emulation Mode).

COMMERCIAL VERSION NOW FREEWARE Available on PD 80

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SP 129: CLIP-ART. PETS, FARM AND COUNTRY ANIMALS

This Is A Public Domain Disk Of Black And White Mode 4 QL Screen

(512x256 pixels) Animal Clipart, Including Pictures Of Pets, Farm

Animals And A Few Wild Animals Found In The British Countryside.

Currently, The Pictures Are Supplied As One Disk Of Compressed Mode 4

Screens, Using The DJC Screen Compression System, Documented In

COMPRESS\_DOC on The Disk.

Most Of The Pictures On This Disk Were Converted From Public Domain

PC and Atari ST Clipart, And A Few Were Scanned Into A PC and

Converted To QL screens Using DJC Convert PCX Software.

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SP 130: J LANGUAGE. RELEASE 1. VERSION 7.

J7\_zip

This zip file contains a working j release 1 version 7. Ken Iverson

(inventor of APL) and Roger Hui built j so that it only used ASCII

characters - APL in contrast needs a special character set.

The source was downloaded by ftp from:

watserv1.uwaterloo.ca /languages/apl/j/src

It compiled on the QL (C68 v4.14c -warn=3) with no code changes other

than a necessary one in file 'js\_h' in order to add a platform type

for the QL.

I have only done some limited testing so if anyone finds any bugs,

please let me know at the e-mail <preferably> or snail-mail addresses

shown below. One bug that I know of is that j should print infinity

as '\_', not as C68's HUGE\_VAL, i.e.,

#define HUGE\_VAL 1.797693e308

which is what it does at the moment. I'll sort this out asap.

Run j by typing 'ew devx\_j' and exit using <ctrl>-d - other than that

you're on your own. I've included a couple of FAQs from internet

too - these may help a bit.

The C source is cryptic to say the least, so too is 'j' itself -

INTERCAL is easy to read by comparison - but 'j' is really powerful!

You can find lots of j examples, discussion, etc., in 'Vector' - The

Journal of the British APL Association - Vector is primarily (of

course) about APL, but contains lots of j too these days.

There is a freeware PC Windows version of j release 2 called jfw (j

FreeWare) that is also available from the ftp server quoted.

Peter S Tillier (95/05/01) <petert@eq1152.demon.co.uk>

24, Kimbolton Close, <98@eq1152.demon.co.uk>

Lee, <100144.2725@compuserve.com>

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United Kingdom

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SP 131: TERRY HARMAN SERIAL BOARD SCHEMATICS.

SERPBC\_ZIP

All the files are HPGL Plotter with .3mm pen Plot size x 1

The schematic file is

fstsersch\_plot.....Logic diag with pinout etc

The Layout file is

fstser0\_plot ......Layout of components on board

The pcb files are

fstser1\_plot ......Component layer

fstser8\_plot ......solder layer

SERPLOT\_ZIP

The \_plot file is for a HPGL Plotter with .3mm pen Plot size x 1

The schematic file is

fstsersch\_plot.....Logic diag with pinout etc

The following are the files for the Gal 20v8 prog logic

SERIO\_LST

SERIO\_JED

SERIO\_EQN

SERPCL\_ZIP

The \_pcl file is for a HPPCL Lazer or Deskjet Printer

The schematic file is

fstsersch\_pcl.....Logic diag with pinout etc

The following are the files for the Gal 20v8 prog logic

SERIO\_LST

SERIO\_JED

SERIO\_EQN

SERPCB\_ZIP & SERPLOT\_ZIP will each unzip onto Double Density disks

SERPCL\_ZIP NEEDS a High density disk to unzip onto.

-----

I Can Provide A Full Set Of Printed Schematics @ £1.00p

Please Send A4 S.A.E. Plus £1.00p

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SP 132: CBZONEQL.

Version 2.0 for QDOS.

This Is A B\*TTL\*Z\*NE type Game Originally Written In Fortran. At Some

Point It Was Converted To C Using X-Windows As Its Output Form. This

Version Has Been Ported From The Atari-ST Version. The Executable In

This Disk Contains A Port For QDOS Of This Version, Substituting QDOS

For The X-Windows.

For Those Of You Not Familiar With This Game - Its A 3D Tank Battle

Arcade Game. The View Is Through The Front Of Your Tank And All The

Enemy Appear As Wire Frame Objects. There Are Also Obstacles In The

Form Of Cubes And Pyramids. The Object Of The Game Is To Shoot As

Many Enemy Vehicles As Possible.

Needs Gold/SGC For Speed.

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SP 133: ATP 1.42 QWK READER.

This is release 1.42 of ATP, a program to read and reply to QWK

format mail and news commonly found on public dial-up BBSs. it

includes many new features, numerous bug fixes and a general

ongoing refinement of the code. It should compile without error

on systems supporting ANSI/POSIX standard C. No oddball calls are

used. K&R is NOT supported. ATP is copyrighted and distributed

under the terms of the Free Software Foundation GNU General Public

License. In other words, it is copyrighted but freely distributable

under conditions contained in the GPL, (which means that any derived

works MUST provide access to all source code as terms of the

license).

Features Include:

\* Emacs style command-line editing with command history.

\* database style reader with enhanced maintenance of message bases.

\* separate conference for replies and personal mail.

\* re-edit, kill, or change security on replies.

\* text search conferences and headers, highlighting found text.

\* quick or full scan of message headers.

\* improved viewing of bulletins, welcome, and goodbye messages.

\* export replies ONLY when you want to.

\* greatly expanded tagline manager.

\* no limits on number of taglines.

\* selectable Fido or PCB style taglines.

\* direct, random, or automatic tagline selection.

\* dynamic memory management.

\* 8192 conferences (fully compatible with older mail doors).

\* message size of up to 180,000 bytes (over 3000 lines).

\* support for work directories on different drives or file systems.

\* load multiple packets for reading at one time.

\* ANSI/POSIX compliance with full function prototyping for

reliability and portability.

\* full source code available under terms of GNU GPL license.

UPDATED.

This file update atp v1.42 to revision c.

The fixes the "archive is older" bug reported by Graham Underwood

and Talat Omer. If fact, due to the way dates are maintained by the

SMS/QDOS file system, this condition cannot be reliably detected.

Sysops and 'PD' merchants are encouraged to replace the atp image in

the original archive (with due care to directory structures please).

jh 19/03/97

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SP 134: REMOVED FROM LIBRARY

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SP 135: Ghostscript v2.6.1 for SMS/QDOS (gs261) 6 D/D DISK PACKAGE

This version was downloaded from Thierry Godefroy's BBS in France.

THERE WAS -NO- NOTICE TO SAY IT IS A BETA VERSION! THERE IS -NO-

INDICATION WITHIN THE DOCUMENTATION TO SAY IT'S A BETA VERSION!

Introduction

============

Ghostscript is a Postscript(tm) interpreter. It converts postscript

(herein "ps") files into a variety of formats so that ps files can be

printed on dot matrix printers, transmitted as fax or viewed using

standard graphics file viewers.

deskjets (mono, colour, 500 and 550 and compatible)

laserjets (II, IIp, III, IV and compatible)

epson 9 pin (mono & colour)

epson 24 pin

epson esc/p2 (Stylus 800 and compatible, 360 dpi)

gif (256 colour, mono)

pbm (cooked and raw)

qfax (high & low res, 1D & 2D)

canon bj10e, bj200

pic1 monochrome pic (mode 4)

pic2 monochrome pic (mode 2)

pic4 4 colour pic (mode 4)

pic8 8 colour pic (mode 8)

gs261 for SMS/QDOS is compiled with support for a variety of common

devices, including:

Additional drivers make be compiled into gs (or unwanted ones

removed) by changing the make file.

Distribution

------------

gs is distributed as 6 zip files. These are:

Name Size Comment

1. gs261r6.zip 488428 +/- Binary, documents, gs\_\*.ps

2. gs261sr1.zip 698476 Source part 1

3. gs261sr2.zip 410474 Source part 2

4. gsf11.zip 688860 Fonts part 1

5. gsf12.zip 675565 Fonts part 2

6. gsf13.zip 387878 Fonts part 3

DUE TO THE SIZE OF THE UNZIPPED FILES, I OFFER THIS PACKAGE IN IT'S

ZIPPED STATE ON SIX DISKS. S.J.

\*\* A HARD DISK AND SUPER GOLD CARD ARE STRONGLY RECOMMENDED. \*\*

Rebuilding GS

=============

GS compiles with the 4.14 release of c68 and hopefully later

versions. The supplied makefile works with xtc68/Linux (c68 cross

compiler and GNU Make). As this uses the Unix shell to make the \*\_dev

files, then it will not run natively under SMS/QDOS and c68 make.

The easiest way to fix this is to remove device dependencies and to

manually edit gconfig.h, replacing the device names by those you

need.

It will also be necessary to build the linker input manually,

ensuring you have all required device dependencies (from the

\_dev files).

PIC (QDOS/SMS PICture format)

=============================

The GS PIC driver can generate PICs from resolutions of 32x32 pixels

to 32000 x 32000 pixels. The supplied PIC viewer can view the above

and all intermediate PIC sizes, however you will need at least 122 Mb

of memory (mode 4), a large hard disk and some considerable patience

to the view the (32000x32000) maximum size (it remains untested at

that resolution :-).

The following GS 'devices' are available:

pic4 (default, mode 4 PIC)

pic8 (mode 8 PIC)

pic1 (mode 4, dithered to black and white)

pic2 (mode 2, mono (STacy etc)

pic4 is the default device for SMS/QDOS versions of GS.

GS works primarily in rgb, and, with the 'b' missing in mode 4, some

heavily blue or yellow pictures may look better in mono (pic1) mode.

The GS colour dithering does not work too well for very low colour

resolutions, nevertheless, the results can be quite spectacular.

vspv [very simple pic viewer] is a non-WMAN viewer.

A WMANised viewer (qspv [quite simple pic viewer]), in the style of

the QFAX/qfv program (moveable, sizable, buttonable, with scroll bars

etc) is also supplied in this archive.

The full vspv/qspv distribution (full source etc) is available from

the usual free software sources (BBS etc) in the file SPV005.ZIP. The

file spv.txt documents these programs.

vspv/qspv loads the whole image into memory and uses the ptr\_gen

iop.rspw (restore part window) routine to give extremely fast

scrolling of images larger than screen size (you still need ptr\_gen,

even for vspv with wman). For example, you can view a 1024x1024 PIC

on a basic QL/TrumpCard; it automagically adjusts for MODE.

Pic files created with GS-pic are reportedly compatible enough to be

loadable into LineDesign.

Using the gs/pic driver

=======================

gs pic drivers default to 504 pixels wide (convenient for basic ql

screen display). This may be altered by a command line "PicMag"

parameter.

The default PicMag is 1.0, giving 504 pixel images; PicMag is a

multiplier to the pixel width, so

PicMag=2.0 gives 1008 pixel images

PicMag=0.4 gives 208 pixel images

Images are rounded to 8 pixels.

These are defined as (for example)

ex gs;"-sOUTPUTFILE=a\_pic -dPicMag=0.8 -dNOPAUSE tiger.ps quit.ps"

(Default driver is pic4)

ex gs;"-sDEVICE=pic1 -sOUTPUTFILE=a\_pic -dPicMag=0.5 -dNOPAUSE

tiger.ps quit.ps"

ex gs;"-sDEVICE=pic8 -sOUTPUTFILE=a\_pic -dNOPAUSE tiger.ps quit.ps"

Using vspv

==========

ex vspv;'filename'

Arrow keys scroll about 10% of screen dimension

ALT Arrow keys scroll about 80% of screen dimension

ESC quits

Needs ptr\_gen

Ghostscript is (c) Aladdin Enterprises.

UPDATED 27/07/96

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SP 136: InfoZIP - UnZIP: v5.32

Info-ZIP Programs

=================

Zip

Unzip

unzipsfx

funzip

Introduction

------------

This archive is a result of frustrations with the current (August 95)

versions of zip and unzip. While they use the same compression

algorithms as the Info-ZIP programs, there the compatibility ends. If

you just use zip/unzip only on SMS/QDOS, then perhaps this is not a

problem (but I know for some users it still is); if you use zip/unzip

to transport source code and data between diverse systems, then the

disregard for Info-ZIP standards is inconvenient, particularly the

fact that directories are not supported and files are always stored

underscored.

This release of zip/unzip offers:

o zip file/directory compatibility with all other supported platforms

o SMS/QDOS compatibility and back-compatible with earlier versions.

o Improved performance (zip is typically 50% faster)

o Command line compatibility with Info-ZIP

o Self-extracting archives (but not very elegantly)

o Archives are marked as 'created by SMS/QDOS'.

o Optional recursion into directories

o Directory structure restored on unzip of Info-ZIP/PKZIP compatible

archives.

o Config'urable for listing and unpack formats (Info-ZIP (.) or

SMS/QDOS (\_) and 'Press any key' timeouts. Override options from

command line.

UPDATED November 1997

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SP 137: TOASTERS CLIPART

I guess I must have been bored or something. Why else would I come up

with 29 screens on this subject. Either bored, or I have a fixation

about toast!

Actually, there was a good reason at the time, but anyhow, here is

the ultimate collection of toaster clipart. It's been compiled from

various sources and tidied up a little. It's all black ink on white

paper (no colour - monochrome is a much underrated medium).

It's all been compressed. Read COMPRESS\_DOC to find out about the

compression. You'll need 2 DSDD disks to store the clipart when

decompressed.

The collection is public domain, feel free to give copies to other QL

users. Go easy on the toast.

Supplied by DILWYN JONES.

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SP 138: C H U R C H E S C L I P A R T

This is a collection of 120 pictures of churches, with a few pictures

of church windows, doors etc. thrown in. When fully decompressed, at

22 screens per DSDD disk, the collection would fill about 6 disks.

There are too many files to supply on a single disk, so I have zipped

them up with the ZIP utility into one large compressed file. Before

you can use the clipart, you have to 'unzip' them. The BOOT program

on the disk will do this for you. It needs Toolkit 2 (specifically

the DATA\_USE command). If your Toolkit 2 doesn't have the TK2\_EXT

command, remove it from the boot program.

You will need 2 blank formatted DSDD disks. Place one of these in

drive 2 (FLP2\_) and place the master disk in drive 1 (FLP1\_). If you

only have a single drive system, you may like to change the boot

program (it is a simple basic program) to unzip to a ramdisk (or hard

disk if you have one). Change all references to FLP2\_ in the program

to RAM1\_, for example.

UPDATED 1/11/95.

Supplied by DILWYN JONES.

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SP 139: The Anne Frank Resource Package V1.0 (QL)

This is a QL conversion of a PC package about Anne Frank, a young

Jewish girl captured by the nazis in occupied Amsterdam (in The

Netherlands) during the second world war.

The package consists of several text files and 10 pictures of Anne

and her family. It provides a fascinating account of life in her

time.

The package needs 2 DSDD disks when fully decompressed, or both sets

of files can be put onto a single HD or ED disk. The files have been

zipped (compressed) into three large files - you will need to use the

UNZIP program on the supplied disk to decompress them. The package

needs expanded memory and the DATA\_USE and EW commands from Toolkit

Two.

Simply run the BOOT program on this disk. It asks where to copy from

(normally FLP1\_), and where to copy to (normally FLP2\_). Unzipping

commences and does the program and text files first, then prompts to

change disks if necessary, and finally unzips the pictures. Once you

have unzipped the files, there is a text file called README\_TXT which

you can read by importing it into Quill or a text editor, or by using

the VIEW command. It also contains notes on the copyright status of

the package.

Dilwyn Jones, 3rd September 1995

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SP 140: GODS CLIPART

This is a public domain collection of 18 large, detailed pictures of

old gods. None are named, so they are suitable for general use. The

files are supplied as Pointer Environment Area Save Bitmap files,

which makes them suitable for use with Qdesign (subject to page

dimension limitation) and Line Design (import as Bitmaps, using the

Load Bitmaps command on the F2 menu). A short basic program is

supplied to allow the pictures to be converted to Page Designer 2 or

3 pages if preferred.

Although these are bitmaps and so subject to the usual loss of detail

when resized, Line Design will allow them to be resized in the usual

way. The pictures are designed for use at 300 dots per inch, so the

resolution is quite good. Using the 300 dpi Deskjet driver in Line

Design, for example, the pictures will be printed about 3 inches

high, so minor rescaling will not have a significant effect on

picture quality. In pixel terms, the pictures are on average about

1000 pixels high, hence the level of detail possible in what are

bitmap files.

The pictures are supplied compressed using an utility called ZIP.

This squashes or deflates files so that they occupy less space on a

disk. This allowed me to put what normally amounts to 5 disks worth

of graphics when fully decompressed onto just one DSDD floppy disk.

It does, though, mean that you have to spend a few minutes

decompressing the files before you can use them.

You will need 5 blank formatted floppy disks to hold the decompressed

clipart. The disks will not be full, but as the files are so large

there will be some unused space on the disk afterwards.

Ideally, you need a dual floppy disk system to do the decompressing,

although if you only have a single drive system, the other can be a

hard disk or ramdisk. The program called UNZIP supplied is used to do

the decompressing. Toolkit 2 is required - the program needs the data

default device facility.

There are 5 zipped files in all, these are the ones with the names

GODS1\_zip, GODS2\_zip, GODS3\_zip, GODS4\_zip and GODS5\_zip.

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SP 141: GODS FIGURES CLIPART

Freely distributable clipart consisting of pictures of ancient gods.

There is no copyright on these pictures and they may be used in your

documents without royalty payment for example.

Ported over from Atari ST disks 13/7/95, converted to MODE 4 QL

screens. Reduced in size from much larger figures, so some loss of

detail.

Supplied by DILWYN JONES.

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SP 142: Page Designer 3 Clipart As Screens 3 D/D DISK COLLECTION

(revised 6.8.95)

This is a public domain set of clipart as supplied with Page Designer

3. It may be freely distributed to QL users, but please keep the

collection intact.

A separate \_DOC file (called COMPRESS\_DOC) describes the use of the

screen compression system.

A separate plain text file (INDEX\_TXT) describes the content of each

screen, giving a list of pictures on each screen, to help you to find

the subject you are looking for.

The clipart was originally converted into Page Designer 3 pages from

source material on PC and Atari ST computers. I have in turn split up

the pages into 139 screens so that they can be used with just about

any QL software which can import a QL screen. The pictures have been

compressed to reduce storage space, so to import into many QL

graphics programs they need to be decompressed first. See

COMPRESS\_DOC for instructions on how to do this.

Remember that when decompressed, more than the original 3 disks are

required. As a rough guide, you will get 20 to 22 screens on a

standard DSDD 1440 sector QL disk. This means you'll need about 7

DSDD disks to hold the clipart when fully decompressed.

Subject matter varies widely. Use the viewer program to study the

pictures.

The clipart is supplied as white ink on black paper, mode 4. This

colour scheme suits Page designer 3 and Image Processor and several

other QL graphics programs. But some programs like Line Design,

Digital Precision's DTP and Professional Publisher programs require

the opposite of black ink on white. A program called INVERT\_bas is

supplied (see instructions in COMPRESS\_DOC) to allow you to change

the colour scheme.

Finally, a program called SCREENS\_obj is supplied on disk 3 to allow

you to change the size of the screens for use with extended display

systems. This takes one of the supplied 512x256 QL screens and can

convert to EGA, VGA, SVGA, Extended 4 or Masterpyece display formats.

It is quite straightforward t use - follow the prompts.

Dilwyn Jones

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SP 143: A COLLECTION OF GAMES FOR PSION 3/3A 2 D/D DISK COLLECTION

This collection contains a selection of games for the PSION 3/3A All

the files are supplied in zip format. The files can be transferred to

the PSION via XModem QL software, QTPI or QeM are ideal.

AS I DO NOT OWN A PSION 3/3A, THE FILES ARE UNTESTED.

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SP 144: PRETTY GOOD PRIVACY Release 2.62I 2 D/D DISK PACKAGE

1 H/D DISK

"Philip Zimmermann et al "

Pretty Good(tm) Privacy (PGP), from Phil's Pretty Good Software, is

a high security cryptographic software application for MSDOS, Unix,

VAX/VMS, QL and other computers. PGP allows people to exchange files

or messages with privacy, authentication, and convenience. Privacy

means that only those intended to receive a message can read it.

Authentication means that messages that appear to be from a

particular person can only have originated from that person.

Convenience means that privacy and authentication are provided

without the hassles of managing keys associated with conventional

cryptographic software. No secure channels are needed to exchange

keys between users, which makes PGP much easier to use. This is

because PGP is based on a powerful new technology called "public key"

cryptography.

PGP combines the convenience of the Rivest-Shamir-Adleman (RSA)

public key cryptosystem with the speed of conventional cryptography,

message digests for digital signatures, data compression before

encryption, good ergonomic design, and sophisticated key management.

And PGP performs the public-key functions faster than most other

software implementations. PGP is public key cryptography for the

masses.

PGP does not provide any built-in modem communications capability.

You must use a separate software product for that.

PGP 2.62i for SMS/QDOS

======================

This is PGP v2.62i (i.e. compatible with the latest releases on other

platforms).

This SMS/QDOS release:

1. Supports all the improvements (legal (for non-US users) and

technical) in the mainstream 2.62i release.

2. The pgp home directory may be CONFIG'ed.

3. A substantial speedup has been achieved in the IDEA encryption /

decryption code (about 3.3 times faster). This speed up has been

achieved by compiling IDEA.C on an Amiga using the Amiga GNU/gcc

compiler and then assembling the 'gcc' generated assembler code using

as68 for QDOS.

The much greater optimisations available in 'gcc' (v. c68) for this

particular code gives a major improvement.

This may be demonstrated using the 'itc' (c68 only) and 'its'

(c68/GCC hybrid) test programs.

4. This port does NOT use the RSAREF RSA code. In or' (v. c68) for this

particular code gives a major improvement.

This may be demonstrated using the 'itc' (c68 only) and 'its'

(c68/GCC hybrid) test programs.

4. This port does NOT use the RSAREF RSA code. In order to minimise the

size of the archive (and so it fits on a 720kb disk), the rsaref/

directory is NOT included in the archive. This code is available on

request.

5. The configuration file may be named either 'config\_txt' (as previous

versions) or 'pgprc'.

The following notes are pertinent from the 2.6 release:

o Rather than attempt to find every occurrence of Unix style names in

the program, this version uses an internal algorithm to convert file

names to the required format. This means that some error messages may

appear with file names like

"win1/pgp/pubring.pgp"

or even

"/win1/pgp/pubring.pgp"

Just ignore leading '/' and convert all other '/' and '.' to '\_'.

It is possible that this emulation will fail miserably if you do not

use a level 2 file-system.

Due to the different file operations involved, this software should

be considered beta status. Should you find a problem, the source is

provided; please make fixes publicly available.

o Key generation is tediously slow on an 68008 QL. Likewise, 68008

users should not take the "Just a moment ..." message too literally

when encrypting documents.

o The makefile it only tested under GNU 'make' (xtc68/Linux).

o The source should compile as advertised on other platforms.

o Please read the documentation before using the program.

o An extra QDOS option '-q' has been added, this will remove the "Press

any key to exit" prompt.

As an example of different compiler/CPU capabilities, the following

results have been achieved using IDEA test mode, in all cases the

strongest compiler optimisations were used.

QL,68008,8Mhz

c68 'native c68' 1425 secs

c68 with gcc generated code for 374 secs \*

'ideaCipher' routine

\* Your system goes here \*

Amiga,68030,25Mhz

gcc 19.7 secs

dcc 58 secs

dcc + gcc asm 20.2 secs \*

i586/100Mhz

Linux/gcc 1.55 secs

Win NT/Watcom C 1.53 secs

\* In both cases c68 and dcc don't make recognise the opportunity to

make a significant optimisation that gcc does (the maths is largely

16 bit and can be performed using 680x0 instructions rather than in

slower software 32bit mul/div/mod routines).

In must also be noted that gcc takes significantly longer than dcc

(and, pro rata, c68) to perform the compilation / optimisation. The

resource requirements of gcc comfortably exceed that available on

most SMS/QDOS systems, and the ideaCipher code is very much a

pathological worst case for code generation.

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SP 145: GEOFF WICKS DEMO DISK.

QL-THESAURUS - DEMONSTRATION VERSION.

Welcome to the demonstration version of QL-THESAURUS, which,

as its name implies, is an electronic thesaurus for the QL and

compatible computers. It is primarily designed to multitask

with QL word processors to provide the user with fast

on-screen help during a word processing session. QL-THESAURUS

is heavily based on the classic classification of words

devised by Roget. The full version of QL-THESAURUS has a data

base (also called a dictionary in this manual) of 23,000 words

and phrases divided into 1,000 different groups.

This demonstration of QL-THESAURUS is a fully working version

of the programme, but has two restrictions. Firstly the data

base has only 4,600 words. A larger data base cannot be

loaded into the demo version. The data base was compiled by

selecting every fifth word or phrase from the data base of the

full programme. Secondly the demo version can only be run from

flp1\_. The full version can be run from any drive and can be

installed on a hard disk.

To run the full version of QL-THESAURUS you will need a QL or

QDOS compatible system with disk drives and at least 640K

memory. When full loaded with its dictionary the full version

requires about 490K. It would be difficult to multitask

QL-THESAURUS with a word processor on anything less than a

Trump Card.

QL-THESAURUS is a true thesaurus and not just a synonym

dictionary. In other words it is concerned with the ideas

conveyed by words, whereas a synonym dictionary is simply

concerned with meanings. As an example of the difference, if

you look up "Poisonous" in a synonym dictionary, you will find

the words "Toxic" and "Venomous". You will also find these

words in a Thesaurus, but in addition you will find "Snake",

"Serpent" and "Scorpion".

SOLVIT-PLUS 2 DEMONSTRATION.

Welcome to the Demo version of SOLVIT-PLUS 2, the electronic

dictionary for the QL and compatible computers, written for

lovers, solvers and compilers of all forms of word puzzles.

This demonstration disk is a fully working version of

SOLVIT-PLUS 2 and has only one restriction, namely that the

maximum length of a dictionary is about 1000 words. The only

restriction on dictionary size in the full version is the size

of the memory of your system and of the medium on which the

dictionary is stored. For reasons of speed we advise you to

use SOLVIT-PLUS 2 on a Gold Card or faster processor, but it

will work on less fast systems provided you have a little more

patience whilst waiting for the program to do its work.

To get the best out of this demonstration disk you should

follow the tutorial in this document. The demo disk dictionary

has been specially compiled to give the same answers to most

of the following searches as the full 37,000 word dictionary.

Bear in mind, however, that the demo dictionary has only 1000

words and works much faster than the full dictionary. Where we

quote times for the full version of SOLVIT-PLUS 2, these are

for a Gold Card QL using the supplied 37,000 word English

dictionary.

If you do buy the full version of SOLVIT-PLUS 2 you will

receive two English dictionaries of 37,000 and 64,500 words as

well as Danish, Dutch, French, German, Italian, Norwegian,

Spanish and Swedish dictionaries. In addition there is a 6,500

word manual. A 230,000 word English dictionary is also

available, but this requires more memory than is present on a

Gold Card. It may be of interest to some Super Gold Card, QXL

and Atari users.

STYLE-CHECK - DEMONSTRATION VERSION.

Welcome to the demo version of STYLE-CHECK, the only style

checker for the QL and QDOS compatible computers.

To use this programme you will need disk drives and at least

256K memory.

This demo version is a fully working version of STYLE-CHECK,

but has 3 restrictions:

1: The demo version can be run only from flp1\_. The full

version can be run from any drive and can be installed on a

Hard Disk.

2: Although a document of any size can be loaded into the

programme (provided your system has sufficient memory), the

demo version of STYLE-CHECK will examine only the first

3,000 bytes. In most documents this will be equivalent to

250 - 350 words.

3: The demo version does not come with a printed manual. The

24 page, 11,000 word manual for the full version is an

essential reference work for use with the programme. In

practice this restriction means that some of the comment

messages you receive will be difficult to understand.

The best way to learn the use of STYLE-CHECK and to discover

its many possibilities is to follow the short tutorial.

UPDATED 18/12/96

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SP 146: POV Ray Trace (version QDOS 2.2a) 6 D/D DISK PACKAGE

Version 29/06/96

COMES ON 6 DISKS.

The Persistence of Vision Ray Tracer (POV-Ray) is a copyrighted

freeware program that allows a user to easily create fantastic, three

dimensional, photo-realistic images on just about any computer.

POV-Ray reads standard ASCII text files that describe the shapes,

colours, textures and lighting in a scene and mathematically

simulates the rays of light moving through the scene to produce a

photo-realistic image!

No traditional artistic or programming skills are required to use

POV-Ray. First, you describe a picture in POV-Ray's scene

description language, then POV-Ray takes your description and

automatically creates an image from it with near perfect shading,

perspective, reflections and lighting.

The standard POV-Ray package also includes a collection of sample

scene files that illustrate the program's features. Additionally the

POV-Ray Team distributes several volumes of scenes that have been

created by other artists using the program. These scenes can be

rendered and enjoyed even before learning the scene description

language. They can also be modified to create new scenes.

Here are some highlights of POV-Ray's features:

\* Easy to use scene description language

\* Large library of stunning example scene files

\* Standard include files that pre-define many shapes, colours and

textures

\* Very high quality output image files (24-bit colour.)

\* 15 and 24 bit colour display on IBM-PC's using appropriate hardware

\* Create landscapes using smoothed height fields

\* Spotlights for sophisticated lighting

\* Phong and specular highlighting for more realistic-looking

surfaces.

\* Several image file output formats including Targa, dump and raw

\* Wide range of shapes:

\* Basic Shape Primitives such as... Sphere, Box, Quadric, Cylinder,

Cone, Triangle and Plane

\* Advanced Shape Primitives such as... Torus (Donut), Hyperboloid,

Paraboloid, Bezier Patch, Height Fields (Mountains), Blobs,

Quartics, Smooth Triangles (Phong shaded)

\* Shapes can easily be combined to create new complex shapes. This

feature is called Constructive Solid Geometry (CSG). POV-Ray

supports unions, merges, intersections and differences in CSG.

\* Objects are assigned materials called textures. (A texture

describes the colouring and surface properties of a shape.)

\* Built-in colour patterns: Agate, Bozo, Checker, Granite, Gradient,

Leopard, Mandel, Marble, Onion, Spotted, Radial, Wood and image

file mapping.

\* Built-in surface bump patterns: Bumps, Dents, Ripples, Waves,

Wrinkles and mapping.

\* Users can create their own textures or use pre-defined textures

such as... Mirror, Metals like Chrome, Brass, Gold and Silver,

Bright Blue Sky with Clouds, Sunset with Clouds, Sapphire Agate,

Jade, Shiny, Brown Agate, Apocalypse, Blood Marble, Glass, Brown

Onion, Pine Wood, Cherry Wood

\* Combine textures using layering of semi-transparent textures or

tile or material map files.

\* Display preview of image while computing (not available on all

computers)

\* Halt rendering when part way through

\* Continue rendering a halted partial scene later

NOT ALL OF THE ABOVE FUNCTIONS ARE AVAILABLE IN QDOS VERSION.

The above text is taken from the generic "POV" text file, the QL

specific text file is in FRENCH! ( any offers for translation? )

From looking at the program, a hard-disk and super gold card is

recommended!

Executables, Full source, data files and documentation

are provided.

6 DISK PACKAGE.

UPDATED Now compiles with C68 Release 4.21a.

HARD DISK & SUPER/GOLD CARD RECOMMENDED.

────────────────────────────────────────────────────────────────────────────

SP 147: JS ROM DIS-ASSEMBLEY.

This is the FULL disassembly of the JS ROMS as carried out by

J. M. DAVIS.

AMSTRAD have given permission for this to be released into the

public domain.

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SP 148: COMPOSERS CLIPART

This clipart collection consists of 66 pictures of composers,

saved in black and white mode 4 screen format (QL 512x256

screens). The files are supplied compressed, one picture per

screen, along with the file compression and decompression

system - see COMPRESS\_DOC for details of this system. The

collection may be freely distributed to QL users. The

filenames of the pictures indicate the composers' names.

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SP 149: QL WAR VERSION 3.02. by J K Miller.

QL WAR is a simulation of a war game, written for Sinclair QLs and

compatibles. This major rewrite of QL WAR includes:-

- a new Pointer Environment user interface

- up to 4 players instead of 2

- alternative scenarios.

It runs under QDOS (tested on JS and Minerva V1.66) and SMSQ/E

(tested on Version 2.69). It runs on a Gold Card (slowly) and Super

Gold Card and QXL installations. It requires a colour monitor, and

runs on screens greater than 512x256. It is one of the rare Mode 8

Pointer Environment programs.

RUNNING THE GAME

To run the game, LRUN the war\_boot program once you are running

under the Pointer Environment. The game should start up to give you

choices for your next game. Click on the on-screen buttons for help

during the game.

SHAREWARE

This game is offered as a version of shareware. The Public Domain

files that you originally get give you a fully-working game. As

usual, these may be copied freely, provided that incurs only a

nominal copying fee, and that this file is included.

However, it is my intention to continue to develop and improve the

game. In particular, other scenarios are available, as are special

saved games representing (very approximately!) some recognisable

battle scenes. More powerful enemy simulators may be developed, as

well as a networked version (see below). These will not be in the

Public Domain, but may be obtained directly from me for a small

contribution to the development effort.

Version 3.0.2 includes some minor improvements over V3.0 and V3.0.1,

and removes most of the remaining bugs. However, you may still come

across the odd fault, normally signified by a game lockup, or a

program collapse, with a big red QLiberator error window. These

should now be very rare.

\*\* REQUIRES THE POINTER ENVIRONMENT. \*\*

SUPER GOLD CARD RECOMMENDED.

Version 2.01 Non Pointer Environment version is also on the disk.

────────────────────────────────────────────────────────────────────────────

SP 150: Z80 CROSS MODULE ASSEMBLER.

Thank you for obtaining a copy of the public domain Z80 Module

Assembler and associated files. This is a part of the Z88 Assembler

Workbench, made available for the Z80 processor based portable

computer Cambridge Z88. It is our main goal with this assembler (and

the rest of the workbench) that new applications will be written for

the Z88. We hope to encourage the programmers who are still using

the Z88. The software determines the usability of the computer.

Start developing!

The good news for Z88 programmers

We have finally expanded the narrow boundaries of the BBC BASIC

assembler to a limit only defined by the available RAM of your

computer using the Z80 Cross Assembler! These files include all you

need to get into developing software. The ZIP files on this disk may

be unpacked using the UNZIP utility. Due to disk space this is NOT

included.

All ZIP files contain files without directory paths. Unpack the ZIP

in your own appropriate directories. All source files whether C or

assembler files use MSDOS linefeeds, i.e. <CR><LF>.

"QLz80asm\_zip" The QL executable version. Remember to unpack on a QL

with UNZIP. Source files included in ANSI C with

"makefile" for C68 compilation system. All source

files use a tab distance of 8.

"Z80src\_lib" The complete set of source files comprising the

native Z88 assembler application. This has been

included for studying purposes only. These file

is an excellent example on how to program large

applications for the Z88. All source files with

comprehensive programming notes in C language and

explaining text. You may use any of the code for

your own purposes. You may not recompile them for

distribution - only personal evaluation. All source

files use a tab distance of 5.

"Z80lib\_zip" The standard library for the Z80 assemblers. About

80 different routines are included with assembler

source for evaluation and improvement. We hope to

encourage you to develop new. We gladly collect

and re-distribute them for the benefit of all other

Z88 programmers. All source files use a tab

distance of 5.

"OZdefc\_zip" The standard Z88 operating system (OZ) manifest

definition header files as defined in the Developers'

notes V3. Necessary for most Z88 application

developments. All source files use a tab distance

of 5.

"Devnotes\_zip" The new compiled release of the original V2 notes

from Cambridge Computer. The V3 release contains

material not previosly released, e.g. low level

system calls. Graphics (in the PipeDream map) are

a new topic. We have OCR scanned and re-typed them

into PipeDream format and organised them for easy

downloading on the Z88. If you have PC PipeDream then

your are just more lucky! All 129 files may be bound

together by the "devnotes.l" listing file giving you

a total of 329 pages. A system calls reference only

may be formed using the "sysref.l" listing file. All

operating system calls have been organized into

separate documents for easy loading on the Z88.

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PRESS "C" TO RETURN TO MENU PAGE

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SP 151: MicroEMACS Version 3.11. Pointer Version. 3 DISK PACKAGE

This version of MicroEMACS runs under the pointer environment and

has a bar menu system with pull down menus. This is a FRENCH

VERSION ( Converted by Thierry Godefroy ) and as such the menus and

some of the \_cmd files are in French. The package comes on three

disks, Disk 1 contains the \_cmd files & Executables. Disk 2 contains

the Manuals in English & Disk 3 contains the source codes.

ANY OFFERS TO CONVERT IT TO ENGLISH? ;-)

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SP 152: Business Letters

A NEW Collection of over 320 business letters and selected forms

for a variety of business situations.

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SP 153: STEVE PEPPER SAMPLER DISK No 2.

Sampler Disc No 2

This disc contains some 21 QL screens in mode 4 format. They have

been converted from several different Amiga sources using the PD

"Ungif" programme. This collection was converted by me and has

taken some time to do. I am in the process of converting some black

and white screens for use as clip art.

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SP 154: GZIP Version 1.2.4. Jan 15 1996. 2 DISK PACKAGE

1 H/D DISK

---> ALSO AVAILABLE ON 1 QL HIGH DENSITY DISK. ORDER SP154HD @ £1.25.

This is Thierry Godefroy's port of "gzip" v1.2.4 for QDOS/SMS

systems. This is a full featured port WITH QDOS file header support,

wild card support AND directory recursion.

The QDOS/SMS specific stuff is held in the following files:

tailor\_h : This file holds machines specific defines.

tailor\_c : Holds C68 specific global variables settings, a custom

"cmdexpand" functions (that also expands directory names)

and a bug fix for both "opendir" and "readdir" functions

(thanks for your "opendir" fix Dave !). This bug fix is

enabled with "-DDIRFIX" CC option at compile time, you

may remove this define from the makefile if you got a

debugged "libc\_a".

gzip\_c : "do\_stat" and "copy\_stat" had to be made QDOS specific and

"treat\_dir" was fully reworked so that it works reliably

on QDOS/SMS file system. The original unmodified "gzip\_c"

is also supplied under "old\_gzip\_c" name. Note that the

new "gzip\_c" should still be suitable for use on other

operating systems.

match\_asm: this is the as68 compatible version of the original

"match\_s" (that is also supplied under "old\_match\_s"

name).

The QDOS header support keeps track of file type, file access and

data space length on level 1 device drivers, as well as update date,

backup date and file version on level 2 device drivers. In order to

avoid any problem when one tries to "EXECute" a gzipped ("\_gz")

file, the file type flag is zeroed in "\_gz" files (they are then

viewed by QDOS/SMS as data files) and is kept along with data space

length in order to be restored at decompression time; this is to say

that the data space length field is narrowed to the least

significant 24 bits (this should not be a problem as anyway I do not

know any program using more than 16Mb of data space !!!).

Updated releases of this version Dated 11 Nov 1998 and 30 Dec 1999

can be found on SP 208.

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SP 155: SALVATION ARMY CLIPART

This is a one disk public domain clipart collection, comprising of

pictures associated with the Salvation Army. The collection is from

a PC disk obtained originally from Woodstock Realisations in

Cornwall, England.

The pictures are supplied as compressed QL 512x256 (32k) screens.

The colour scheme is black ink on white paper. The pictures may be

viewed using the viewer\_bas program in basic. For information about

the screen compression system, please read the file called

COMPRESS\_doc.

Dilwyn Jones

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SP 156: CLIPART FROM ST

This clipart collection contains many screens ported over from

public domain disks on the Atari ST. The collection is public

domain and may be freely copied for QL users.

All the clipart is black and white, mode 4 512x256 QL screens. Many

screens have more than one picture, depending on the size of the

graphics. The colour scheme is black ink on white screen. The

screens are compressed; the relevant file compression and

decompression system is supplied.

The file compression system is explained in the file called

COMPRESS\_DOC.

The subject matter of the individual disks is as follows:

1. SPORT - a large number of sports pictures

2. WHIMSIES - various amusing little cartoon figures

3. OFFICE - various office scene clipart and cartoons

4. VIZ SCREENS - a collection of pictures apparently from the comic

of the same name (I never read it, so I don't know much about these

characters!)

5. GENERAL CLIPART - mainly Christmas subjects, with a few animals

and other odd bits and pieces.

The clipart is supplied 'ZIPPED'. This means that a program called

ZIP has been used to further squash or pack together the individual

compressed clipart files into complete collections. The file called

'DISK1\_zip' contains all of the files for disk 1, 'DISK2\_zip' for

disk 2 and so on. The program called UNZIP helps you to 'unpack'

these files and make them into individual files ready for use.

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SP 157: GENERAL CLIPART COLLECTION 1

A collection of 21 compressed screens in mode 4 format, mostly in

black and white, while a few pictures have the mode 4 green and red

colours as well. Each screen consists of several smaller pictures.

Compiled from a disk obtained from a PD/Shareware library - there

was no text file with the original explaining the copyright

situation, so I am assuming it is PD material and releasing it

through QL PD and Quanta software libraries for all QL users.

The pictures have been compressed (see COMPRESS\_DOC file for details

of the file compression system) and so will need to be decompressed

before being used in most QL software. The exceptions are Image

Processor and Page Designer 3 which should load the compressed

files directly.

When decompressed, you will have 21 mode 4 screens, which will just

about fill a DSDD disk.

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SP 158: MIKE EDWARDS DEMO DISK

The programs on the DEMO disk are:

Chess Archives: to record and replay chess games

Chess Grading: to record chess results and grade

your performance

F1: not a program, but a database of

Formula 1 Grand Prix results, in

FlashBack format (it's available

in DATAdesign format instead)

I\_CHING\_bas NOT a demo! -

The only complete program, and the

only SuperBasic program:

knowledge of Chinese horoscopes

could be useful here!

Italian: a language learning revision aid

Lottery: to record and analyse National

Lottery results.

Each program has its own README file. Manuals are not supplied,

unless you pay for the complete version of the program, when you

get an on-disk plain text manual (there is no manual at all for

Grading or for F1).

Mimedia programs have much the same requirements:

QL - any type (I have been able to use SMSQE, SMS2, Atari and

PC+QXL as well as a normal QL with Trumpcard or (Super) GoldCard)

but with:

Extra Memory

Floppy disks - 3.5"

Monitor

Turbo Toolkit (Runtimes supplied)

TK2 is a good idea, too.

For the F1 database: Turbo and TK2 are not required, but

FlashBack or DATAdesign v3 are!

(if you want this, you will receive the FlashBack version

unless you specify otherwise. You can have both versions,

if you want, for the price of one.)

All the programs and main data files are big: plenty of memory is

essential.

Use of floppy disks is a practical necessity - though some of the

programs allow configuration for microdrive. All the programs may be

run from hard drive.

A monitor is needed for all these programs. Even where the

information would fit on screen (the Lottery program), better

definition is needed than you can get on a TV.

I have been able to operate the programs on all the QL-based

systems I have tried. Those include: QL+Trumpcard, QL+Super Gold

Card, with or without Minerva and/or SMSQ/E, QXL+SMSQ/E,

Atari+SMSQ/E - and, of course, a bit of extra memory! (The QL world

is a bit of a morass, ain't it!)

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SP 159: INFOZIP ADVENTURE GAMES. 3 D/D DISK PACKAGE

These disks contain a collection 14 PD adventure games in INFOCOM

style format.

To use the games, you'll need TKII. You'll also need plenty of

memory to play the gamefiles on this disk, though true infocom games

are quite small (e.g. 60k).

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SP 160: ProWesS Documentation 2 D/D DISK PACKAGE

1 H/D DISK

This package contains the Public Domain documentation issued by

"PROGS" detailing their ProWesS Package.

-> ALSO AVAILABLE ON 1 QL HIGH DENSITY DISK. ORDER SP160HD @ £1.25.

DISK 1.

=======

SYSLIBdoc\_zip.

Documentation about syslib. syslib is the OS interface part

of the libraries. It also contains some utility code. Also

full details about how to build executables etc. are

included (including how to write DLL's).

c68\_zip.

A usable version of c68. Fully installed for compiling

ProWesS applications. The standard c libraries and c68

specific documentation are NOT included.

DDdemo\_zip.

A demo version of DATAdesign v4. This can be used to view

the DATAdesign files which are part of the documentation.

You need to have the engine for this (which is included

with ProWesS).

DDdoc\_zip.

Documentation for the demo version of DataDesign.

html2spec\_zip.

The full HTML 2 specification, as available on the

internet.This is a standard. Not all of it is interpreted

by the ProWesS reader. It is mainly given here for

reference.

DISK 2.

=======

PWdoc\_zip.

Documentation about programming using ProWesS, the actual

window manager. Full details of the available tags and

definitions for the standard types are also provided.

PFdoc\_zip.

Full programming info for PROforma.

PWsrc\_zip.

The full sources of the ProWesS types and some example

programs.

PFsrc\_zip.

The source for the PROforma drivers, both printer, bitmap

and picture drivers.

Updated 19th January 1998.

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SP 161: LINEDESIGN CLIPART "AMERICANA" 7 D/D DISK COLLECTION

A collection of linedesign clipart with an American theme. The files

are in \_LDP format ( not \_AI for a change!) This package is the work

of DILWYN JONES.

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SP 162: LINEDESIGN CLIPART "CONSTRUCTION" 2 D/D DISK COLLECTION

A collection of linedesign clipart with an Construction theme. The

files are in \_LDP format. Bulldozers etc. etc. This package is the

work of DILWYN JONES.

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SP 163: RELIGIOUS CLIPART FOR LINE DESIGN 2 D/D DISK COLLECTION

These pictures have been converted from PC public domain Windows

Metafile (Windows and Windows Metafile are trademarks of Microsoft

Corporation) clipart by Dilwyn Jones, with much appreciated help

from Steve Vousden, without whom it would never have been done.

Steve did the difficult bit of converting the Windows Metafile

files into Adobe Illustrator format which I read into Line Design

and saved as LineDesign pages (\_ldp files). To load them into

LineDesign, use the Load Page command (F2 menu) and once loaded,

reposition and resize as required.

A little bit of detail has been lost in the conversion process, but

at least they are still scaleable, which they would not have been

had we converted them to bitmaps. Many of the originals were

colour - they will print shaded from Line Design on most printers.

One slight snag is that with version 2.06 of LineDesign, you seem

to get poor quality screen representation, sometimes losing certain

colours. It seems to depend on the colour of the previous object

drawn, and I have not been able to find a way around this and am

not sure if it is a problem in LineDesign in V2.06 or if it is a

a problem in the conversion process, e.g. the use of colour files

may play a part. The important thing is that they will print OK

from LineDesign.

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SP 164: LINEDESIGN FONTS DISKS 8 D/D DISK COLLECTION

This set of disks contains a substantial collection of fonts for use

with Line Design (or any ProForma application). They were converted

from ATM Type 1 fonts from various PC PD libraries. Conversion was

done using the Pfb2Pff software from PROGS. The fonts may be freely

copies to other QL users. If you like the fonts and find them

useful, please consider making a small donation to a charity of your

choice.

Some of these fonts look like a few of those already in the

LineDesign collection, but have been included here either because

the namesweren't the same and I didn't spot the similarity, or

because they have a few extra characters.

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SP 165: MONOP. A MONOPOLY STYLE GAME.

This product includes software developed by the University of

California, Berkeley and its contributors.

Monop is reminiscent of the Parker Brother's game Monopoly, and

monitors a game between 1 to 9 users. It is assumed that the rules

of Monopoly are known. The game follows the standard rules, with the

exception that, if a property goes up for auction and there are only

two solvent players, no auction is held and the property remains

unowned. The game, in effect, lends the player money, so it is

possible to buy something which you cannot afford. However, as soon

as a person goes into debt, he must 'fix the problem' i.e. make

himself solvent, before play can continue. If this is not possible,

the player's property reverts to his debtee, either a player or the

bank. A player can resign at any time to any person or the bank,

which puts the property back on the board, unowned. Any time that

the response to a question is a string , e.g., a name, place or

person, you can type '?' to get a list of valid answers.

Ported over to the QL by Timothy West. Includes full source written

in C.

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SP 166: TREK. A STAR TREK TYPE OF GAME.

This product includes software developed by the University of

California, Berkeley and its contributors.

NO DOCUMENTATION is provided with the port over of this popular STAR

TREK game. This MAY add more interest to the game!!!!

Ported over to the QL by Timothy West. Includes full source written

in C.

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SP 167: FONTS FOR LINEDESIGN. 2 D/D DISK COLLECTION

Another collection of over 30 fonts for use with Line Design or any

ProForma program. The collection spans two disks and was converted

to the QL by James G. Stappers.

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SP 168: REMOVED FROM LIBRARY.

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SP 169: LIBLIST LIBRARY FOR QDOS ( C68 ) Version 1.1.

\* INTRODUCTION

When programming in C and you intend to write any type of complex

program then you often find yourself wanting to manipulate lists of

data. You therefore find yourself implementing list handling

routines in each such program. This is costly in time and prone to

error. Additionally the main logic of your program is often obscured

by the code which does the mechanics of the list handling.

This library simplifies this problem by providing a packaged series

of list routines that are known to work. The details of the list

manipulation are no longer your concern - all you need to do is to

specify the actions that you require. All details of the internal

control structures used to maintain such lists are hidden from you.

Instead you are just provided with a series of properties and

methods that you can use against any list type.

The library treats lists in an object oriented manner which will

allow you to clearly separate out those bits of any program that are

associated with list handling. This leads to better structured

source code that is much easier to follow. A consequence is that

your program is less prone to logic errors.

A variety of different types of list are supported. Each type has

different benefits in terms of processing cost, memory overheads per

list instance and/or node, etc. The same methods and properties are

supported for each list type as far as is practical, even though for

some of the types this can be relatively inefficient in processing

terms. This means that you can pick the list type that is optimised

for your purposes, but if later your requirements change you can

change the list type used without major change to your program. The

new list type will support the same properties and methods that you

have used on the previous list type.

Once you have mastered using this library, then you will find that

many problems that manipulate lists become much easier to solve. You

no longer have to think of the complexities of how lists operate,

but just think of what you want to use them for. This will improve

your productivity and reduce the number of errors you need to track

down.

When you get this library, then you should have the following files

provided:

README.TXT Release notes

LIBLIST.HTM Documentation in HTML format

LIBLIST.TXT Documentation in text format

LIBLIST.H Header file for use with library

LIBLIST.HDR Annotated (unpacked) version of above header

LIBLIST.A Standard version of library

LIBLISTD.A Debug version of library

LISTSRC.ZIP Source of the LIBLIST library as a ZIP archive

Supplied Un-zipped on S.J.P.D. Version.

In your source files you must include the liblist.h header file

supplied with this library in any module that is going to make use

of any of the methods or properties that are part of this library.

This is done by including a line of the form

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SP 170: SMALL C COMPILER

Introduction

This package contains an implementation of the Small-C compiler

originally published in Dr. Dobb's Journal. This compiler, which

was originally written to run on Z80 and 8080 based systems has been

heavily modified to run on the QL. Included with the compiler are

two other programs specially written for this implementation, a Code

Generator/Linker and a Library Generator, as well as some library

programs. These notes are not intended to teach you how to program

in C, but to explain how to use the compiler suite.

The compiler is an integer only compiler handling a subset of the

complete C language, a library is provided to handle floating point

arithmetic and QL input/output.

Small-C Compiler

This was written by J.E.Hendrix and placed in the public domain. A

description and source code of the compiler (and many other useful

programs are contained in a book "Dr. Dobb's Toolbook of C"

published in 1986 by Brady (Prentice Hall). The compiler takes C

source code and produces an intermediate code file. The original

compiler produced output suitable for a conventional assembler

and linker. This implementation produces a numeric intermediate

code file which is used by the Code Generator/linker. This approach

was taken because it is much faster e.g. with the original system it

took the compiler about 12 minutes to compile itself, and a further

13 minutes for an assembler to generate an executable program. With

the code generator approach the compiler takes 6 minutes and the

code generator 50 seconds. Large programs can be compiled in

separate modules and the object modules linked together into an

executable program by the code generator linker. This makes

recompilation a much quicker process when programs are modified,

since only those modules which have been changed need to be

recompiled.

Code Generator/Linker

This has been specially written for the QL using Small-C itself. It

takes object code modules generated by the compiler and library

modules produced by the library generator, generates 68008 machine

code for each module, and links all modules together to produce

an executable program which may EXEC'd in the usual way.

Executable programs are limited to 64K (including runtime dataspace)

in size, if there is enough interest or demand, a version may be

produced which has no size limitations. The code generator tells you

if the executable program is too large.

Library Generator

Another program written in Small-C for the QL, this takes a series

of compiled object modules, generated by the compiler, and generates

a single library module which may be used by the code generator.

This is typically used for C functions which may be used by several

application programs. Combining them into a single library module

is useful because the code generator only selects those library

functions which are actually used by the object modules, i.e.

irrelevant, unused functions are not included in the final

executable code file. The standard library module supplied in this

package was generated by this library generator.

Files included in this package

cc C Compiler

cg Code Generator/Linker

lg Library Generator

mc\_obj Machine code module

std\_lib Standard library

stdio\_h Standard definitions

sieve\_c Example program

readme1\_doc See readme1\_doc

readme2\_doc Standard library description

default\_bas Change the default device

sort\_c Example program

Also on the disk:- Small-C Companion

By Tim Swenson

This companion is designed to be distributed with the Small-C

compiler as add-on documentation. There are a number of example

files for the reader to look over. All example files work, but are

probably not bullet-proof. I hope you find this document useful in

helping you get the most out of Small-C.

Even though C68 is available, I still prefer Small-C. It's a

smaller and neater compiler. It's code is about the same speed as

C68. Plus, my tinkering in C is just that, tinkering. I have not

had the time to experiment with the more advanced areas of C. So far

my uses, Small-C fits in perfectly.

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SP 171: CLIPS. 2 D/D DISK PACKAGE

1 H/D DISK

---> ALSO AVAILABLE ON 1 QL HIGH DENSITY DISK. ORDER SP171HD @ £1.25.

CLIPS is an acronym for C Language Integrated Production System.

What Is CLIPS?

CLIPS is an expert system tool developed by the Software Technology

Branch (STB), NASA/Lyndon B. Johnson Space Center. Since its first

release in 1986, CLIPS has undergone continual refinement and

improvement. It is now used by thousands of people around the world.

The Internet news group comp.ai.shells often has discussions of

CLIPS. NASA supports CLIPS and other software products developed by

the STB through the STB Bulletin Board.

CLIPS is designed to facilitate the development of software to model

human knowledge or expertise. There are three ways to represent

knowledge in CLIPS:

Rules,

which are primarily intended for heuristic knowledge based on

experience. Deffunctions and generic functions, which are primarily

intended for procedural knowledge.

Object-oriented programming,

also primarily intended for procedural knowledge. The five generally

accepted features of object-oriented programming are supported:

classes, message-handlers, abstraction, encapsulation, inheritance,

polymorphism. Rules may pattern match on objects and facts. You can

develop software using only rules, only objects, or a mixture of

objects and rules.

CLIPS has also been designed for full integration with other

languages such as C and Ada. In fact, CLIPS is an acronym for C

Language Integrated Production System. Rules and objects form an

integrated system to since rules can pattern-match on facts and

objects. In addition to being used as a stand-alone tool, CLIPS can

be called from a procedural language, perform its function, and then

return control back to the calling program. Likewise, procedural

code can be defined as external functions and called from CLIPS.

When the external code completes execution, control returns to

CLIPS. If you are already familiar with object-oriented programming

in other languages such as C++, Smalltalk, Object C, or Turbo

Pascal, you know the advantages of objects in developing software.

If you are not familiar with object-oriented programming, you will

find that CLIPS is an excellent tool for learning this new concept

in software development.

Many thanks to Tim Swenson for sending this package.

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SP 172: MARK KNIGHT UTILITIES DISK.

The following programs supplied on the disk were all written by Mark

Knight, entirely in SuperBASIC, and then compiled with the Digital

Precision TURBO SuperBASIC compiler:

CONFIGURE, version 3.30.

Printer Install Program, version 2.11.

QL character set editor, QuickSet, version 1.20.

QL Super Alarm program, version 1.14.

SuperBASIC Listing program, version 2.10.

File Manager version 1.17.

Screen Saver

SP173: Going Online Articles – Bill Cable

SP174: George Gwilt software (2xDD or 1xHD disk set)

68K Text – 68K assembly language

DISP – A program to display directories

Floating Point Extensions

Gwass assembler

GWDISS

Net-Peek

SP175: SBASIC PE KIT by Jon Miller

Includes Norman Dunbar’s Easyptr Tutorial (files preceded by nd\_). The PE kit is intended to provide some base procedures and functions to build PE applications, to avoid repetition of rebuilding the same code etc.

SP176: DIY Toolkit from Simon Goodwin. Three disk set covering the popular QL World series.

SP177: Three HD disks of zipped word list in various languages, including English (various sizes), Spanish, Norwegian, Swedish, French, Dutch, American, Welsh, Danish, German, Italian.

SP178: George Gwilt program updates for Net-Peek, Floating Point Save and Disp 2.

SP179: Clipart – a three disk set of Farming clipart from Dilwyn Jones, supplied as compressed QL screens, with decompression routines.

SP180: Clipart – a three disk set of Music clipart from Dilwyn Jones, supplied as compressed QL screens, with decompression routines.

SP181: Ghostscript v3.33, ported by Jonathan Hudson. 5xHD disk set, or 2xED set.

Ghostscript V3.33 Runtime consists of three 3.5in DS/HD Disks A-C. Disks D

and E consist of sources.

Ghostscript is a Postscript(tm) interpreter. It converts postscript files

into a variety of formats so that Postscript files can be printed on various

printers, transmitted as FAX or viewed using graphics file viewers.

Ghostscript for SMS/QDOS is compiled with support for a variety of common

devices including:Deskjets, Laserjets, Epson 9 & 24 pin, Epson esc/p2

printers, GIF, PBM and QFAX.

The three Disks A-C include the Binary files, Documentation, Examples and Fonts.

Due to the amount of files all files have been compressed using ZIP. Unzip is

on Disk 1 of set for use in decompressing.

SP182: QTYP specialist dictionaries.

This QTYP dictionary has been expanded to include a vast amount of Medical and

Legal terminology along with some words used in the King James Bible and UK

place names. The dictionary contains approx. 117465 words.

To use the dictionary just over-write the original Qtyp dictionary with this

expanded version.

There are also the MEDICAL & LAW dictionaries on the disk, the MEDICAL

dictionary has approx 107041 words and the LAW dictionary has approx 53561

words.

If you find this dictionary useful PLEASE make a donation to :-

The National Back Pain Association.

16, Elmtree Road,

Teddington,

Middlesex.

TW11 8ST

Steve Johnson.

April 1997.

SP183: Z88 Source Book by Tim Swenson

The Z88 Source Book is designed to be a good reference on the Z88,

how to interface it with the world, how to do things with it, what

products are/were available, and what dealers carry them. It is not

designed to be a replacement for the Z88 User Guide, but as a

supplement to it, filling in areas not covered by the User Guide.

This Source Book also comes with a number of utilities and files

for the Z88 on QL or MS-DOS disks. Although the Z88 can interface

with any computer with a serial port, these are two that I have

chosen to focus on. Those who have interfaced the Z88 with other

computers can submit the details so that they may be added to this

book. All utilities that come with this book are either Shareware,

Freeware, or Public Domain and may be freely distributed.

Includes a Z88 file transfer utility and cable details.

SP184: Screen Dazzler, from Bruce Nicholls, Quo Vadis Design. Now released as

PD software. This disk contains the program and a few screen saver modules – more on disk SP185.

This program is intended to be a useful but amusing Screen Saver. A Screen Saver

is a program which monitors the keyboard and if no key has been pressed within

the allotted time the screen is usually blanked out. This helps prevent a

stationary image getting burned into the screen phosphor if you have to leave the

QL unattended for a while. The difference with this program is that instead of

just blanking out the QL screen the program releases one of the many screen

manipulation or graphical display programs included with the program. You can see

your QL is still working and has not suffered the dreaded lockup and hopefully be

amused with the new screen display. Once a new key is pressed the display is

restored to its original state.

SP185: Additional screen saver modules for use with Screen Dazzler program on

SP184.

SP186: 5 zipped disks of Line Design clipart in \_ldp format, plus Unzip

program.

SP187: 5 zipped disks of Line Design fonts in \_pff format. Also zipped into 2

HD disks

SP188: The Painter v4.04, from PROGS (Joachim and Nathan van Der Auwera). Now

released as freeware.

SP189: Four disks of assorted clipart in compressed QL screen format, with

decompression routines.

SP190: Demo version of QRoute route finder program from RWAP Software.

and a demo version of Page Designer 3 DTP program by Barry Ansell,

full version available from DJC and Q-Branch.

Q-ROUTE

Q-Route is an electronic map program which can be used to find the

shortest or quickest routes between two places by road, avoiding

specified places and roads en route. The route found by the

program can be displayed either as a table or graphically. To

calculate the quickest route, average driving speeds can be

entered for different types of roads. At present, only a map of

the road network of Britain exists.

It has been impossible to include every place in Britain in the

map therefore an option to insert, amend and remove places and

roads has been included. This will also allow new roads to be

added when they are built.

In addition to simply finding a route between two places the

program can be put to a wide variety of uses. For example it

could be used to quickly calculate a fairly accurate mileage

between two places. It can suggest alternative routes if you are

tired of the same route or if there are major delays on your

present routes. This can be achieved by entering place(s) to

avoid or by making the program find the shortest route (the

shortest and quickest routes are rarely the same).

The road building program has increased dramatically in recent

years and there have also been changes in road names. This

program is a much cheaper alternative to purchasing a new road map

each year!

Q-Route is based upon the shareware program 'Route Finder'

originally written by Brian Henderson for the Atari ST range of

computers. Both programs can share the same data and maps are

interchangeable.

This is the Public Domain version of Q-Route and contains certain

limitations in that it cannot save maps, print routes or find

routes of more than 100 miles. There is also a delay incorporated

in the find route routine.

PAGE DESIGNER 3 DEMO

This program is identical to the commercial version except that ALL output

functions i.e SAVE, PRINT etc, are inoperable. Also, to keep the size of

the zip file to a minimum (and therefore your phone bill), the HELP

facility

has also been made unavailable. This does have the drawback that the user

instructions are missing, but (fingers crossed!) the use of the facilities

within PD3/S are mainly self-evident, and this limitation should not

hinder

your enjoyment of this demo package.

SP191: Snippets Corner disk of utilities from Mark Knight

The following programs supplied on the disk were all written by Mark

Knight, entirely in SuperBASIC, and then compiled with the Digital

Precision TURBO SuperBASIC compiler:

Auto Indent Program, version 2.03.

BList, SuperBASIC Listing program, version 2.10.

CONFIGURE, version 4.02.

Condense, the SuperBASIC/SBASIC file condenser, version 2.02.

Printer Install Program, version 2.11.

These files were written in assembly language, also by Mark Knight, and

are supplied as the assembled toolkit code for extending SuperBASIC:

LongConvert\_EXN

Present\_EXN

The use of the extra keywords in these code files is not documented in this

manual, but the SuperBASIC listings provided are documented. These files

are public domain, and so may be freely distributed and used by QL

programmers

and users. The toolkit code is fully TURBO compatible, and should be

compatible with other SuperBASIC compilers if they are well written; I

don't guarantee it, as I haven't tested this.

SP192: Cross Word by Timothy and Catherine Swenson

A package of an Archive database, a test file of words, and programs

That help solve crossword puzzles. The database links crossword clues to

Words, is in Archive format, and contains thousands of clues. The crossword

Finder program uses the QL port of ‘grep’ (included) for searching.

SP193: QTPI pointer environment QL terminal program v1.6.4 (Jonathan Hudson)

Environment variables v1.07 (zipped)

Signal Extension 3 (zipped)

(HD disk only)

SP194: The QL Toolbox '98 Collection (Adrian Ives)

QL Toolbox '98 is a collection of utilities designed for the Pointer

Environment. None of the tools is particularly unique, and there are doubtless

better programs available that do the same job. These tools are the result of

development work that stretches back over five years. I am making them

available to the wider QL community in the hope that other users may find them

useful, and to help increase the amount of new QL software in circulation.

If you have any feedback on these programs, I'd like to hear from you. My

E-Mail address is at the foot of this document.

This is a list of the programs that comprise the QL Toolbox '98 Collection as

at the date of this note.

Program Description Ver

--------------------------------------------------------------------

CompareDirs Compare Volumes/Directories 0.40

DirList List directories 0.40

MakeDirs Re-create directories 0.80

ListNames List names in Resident Extension files 0.50

Find Find strings in files 0.50

FComp Simple File Comparator 0.30

TypeInFile Type text files into applications 0.30

WhatKey What IS the ASCII code of that key? 0.50

Encode Encrypt/Decrypt file contents 0.80

EditFName Interactive filename editor 1.00

ShLines Show lines in files containing a string 0.30

TidyAsm Tidy assembly language source files 0.30

These programs are normally distributed as ZIP archives of the same name, with

the current version number appended (e.g. WhatKey\_050\_zip).

SP195: Spelling Crib by Geoff Wicks

Not a spelling checker as such, but as its name implies, a utility for helping

To find the correct spelling of difficult words. Multi-tasks with any QL word

processor or text editor. Disk 1 contains version 1.00 which uses plain text

word lists (one supplied of size about 550K in length) and requires Toolkit 2

and pointer environment. Disk 2 contains version 2.10 which uses QTYP

dictionary files.

SP196: FileInfo II by Wolfgang Lenerz and Thierry Godefroy.

Wolfgang Lenerz' idea was to give to QDOS and compatible systems the ability to "execute" data files (i.e. to start automatically the application to which belong each data file and then automatically load/process it). This facility was already implemented into "lesser operating systems" (Wolf's words... and I fully agree with him!) such as Ataris TOS/GEM or, more recently, Windoze (I do not know about MACs, but they should have this facility as well).

Each data file type is identified by its unique extension. Extensions are file-name suffixes; they may be made up of one to four alphanumeric characters and are prefixed with a separator (either "\_" or "."). E.g. in "flp1\_my\_file\_ext", the extension is "ext".

When a job (the "calling job") invokes FileInfo, passing it the name of the file to "execute" (called the "file to process" in this document), the FileInfo thing is responsible for launching the right application and for instructing this application to load/process the given file.

In order to do that, FileInfo uses its database that holds a list of the different extensions together with some sundry information about the associated applications. This database is system and user-dependent and thus fully user configurable.

The original FileInfo thing allowed for only one application to be associated to each extension (example: "txt" was associated with an editor and "asm" with an assembler). FileInfo II v2.4 did extend a bit this concept with "double link" extensions (each extension could be associated with two applications and FileInfo II was able to choose which one to launch depending on the calling job name).

FileInfo II v3.xx goes even further by associating an arbitrary number (up to

32767 !) of "actions" to each extension. When comes the time to "execute" a file with such a multiple actions extension, FileInfo II v3.xx first determines which actions are eligible depending on the calling job name and on the file to process type; it then presents the user with a menu holding all the possible actions (if only one action is possible then no menu is presented and the given action is automatically executed by FileInfo II); the user may then choose which action is to be taken at that moment (for example, a file with a "bas" extension may be either edited, LOADed, LRUNed or compiled).

In order to make this possible, I had to change the FileInfo II database format which is now as follow:

For each extension, FileInfo II v3.xx associates one or several "actions". For each action, the following fields are maintained:

- The "action name" (which will be presented to the user into a menu if more

than one action is possible in the given context).

- An "action type" (which decides how FileInfo will handle the file).

- Some "action flags" (these flags determine some additional behaviours of

FileInfo which are not dependent on the "action type"). The current known

flags are:

- the "retain/exclude if equal" flag (depending on this flag, the action is

either retained in, or excluded from the possible actions list if the

calling job name is equal to the name in the "mandatory/forbidden job name"

field).

- the "file type flags". One of these flags (the "mandatory file type" flag)

tells to FileInfo II if the type of the file to process is to be taken into

account or not for the action election.

If this flag is set then four other flags give the file type number which

is required; FileInfo II knows about file type 255 (directory) and 0 to 14

(only file types 255, 0, 1 and 2 are normally used under QDOS/SMS).

- the channels redirection flags. Two of them tell to FileInfo II how many

processing job channels are to be redirected (0 to 3). Four other flags

tells FileInfo II to which channel this redirection must be done; either

the calling job channel or a S\*BASIC (job 0) channel (from #1 to #15).

- the "pick back" flag (when this flag is set, the calling job is picked back

before FileInfo II returns).

- the "wait for job termination" flag (when this flag is set, FileInfo II

waits for the processing job to terminate before returning back to the

calling job).

- the "history" flag: when set, the action is never recorded into the

"FileInfo II history".

- A "mandatory/forbidden job name": this name is compared to the "calling job"

name and depending on one "action flag", the action is either retained in, or

excluded from, the possible actions list. If this name is an empty string,

then the action will be retained whatever is the calling job name.

- A name of "associated thing/job" (which is to be awaken/picked in order to

process the file).

- An "associated program filename" (to be executed to process the file if the

"associated thing/job" is not found).

- An "associated command line" (to send to the associated thing/job/program in

order to load the file to process).

Apart from this special database format, FileInfo II obeys to Wolfgang Lenerz'

FileInfo specifications and is then fully upward compatible with the original

FileInfo things and with previous FileInfo II things. The FileInfo II configurator (called "FI2config") even gives you the possibility to import old FileInfo/FileInfo II database formats and automatically converts them into the new FileInfo II v3.xx format (please read carefully FI2config\_help before attempting to configure FileInfo II).

SP197: MicroEMACS 4.00 QDOS/SMS port by Thierry Godefroy

Thierry Godefroy has added mouse, pointer and menu support to the earlier v3.11 (Richard Kettlewell) version of MicroEMACS for QDOS, but using the sources for MicroEMACS 4.00. This is a powerful editor with a command language facility. Three disks, including sources. 2 D/D DISKS

& 2 H/D DISKS OF SOURCES

SP198: QTPI v1.69

(unknown length missing part of text I have not been able to recover)

These files were written in assembly language, also by Mark Knight,

and are supplied as the assembled toolkit code for slow

Use the slow comms mode (rather than

"high speed". You're unlikely to want

this.

flag=N Sets value of 'special flags',

(default 0)

cols=N Set screen columns (default 80).

rows=N Set screen rows (default 24).

serl=N Set number of serial ports (default

2).

conf=N Default action for unconfirmed changes

to configuration on exit (0=Save,

1=Don't Save, 2=Go Back, default = 0).

phon=N Default action for unconfirmed changes

to phone book on exit (0=Save,

1=Don't Save, 2=Go Back, default = 0).

For example:

setenv "QTPI\_DATA=win3\_qtpi\_QTPI\_dat"

setenv "QTPI\_OPT=flag=160 nofs cols=72 rows=22 phon=2 conf=1"

You can just put these in your BOOT file and forget them !

XPR Issues

----------

Due to the way that the % complete was calculated, this would exhibit

strange behaviour for large files (> 4.68 Mb). This was because the

length of the full screen 'fuel gauge' bar was calculated first, and 32

bit integer overflow would then occur. This is fixed in the latest XPR

and should be good for files up to ~ 2Gb (by which point your file

system may have got upset, though the QTPI InfoIcon will look a bit

strange after 99,999,999 b).

Screen Size

-----------

Screen size of now variable in the X direction, to a maximum of 132

characters (assuming your monitor can cope). The resize is controlled

either by the Size icon or by a '-c' option [ ex qtpi;"-c 132"].

QTPI should automatically resize the window of receipt of the VT100

80/132 character sequences. A RMB on the size icon restores 80x24.

Transfer Log/Transfer Review buffer.

------------------------------------

File transfers are no longer logged to the review buffer. They are

logged to separate files/buffers. In order use the log facility, a

Xfer Log File must be defined in the "Files Menu".

The Xfer Review Buffer, like the Text Review buffer is a separate job

and may be moved beyond the QTPI borders on a suitable monitor.

Both windows are updated by WAKE events.

New Configuration Keys

----------------------

The following new configuration keys are defined:

One Liner

~~~~~~~~~

The "One Liner" key defines a key stroke that will cause all

subsequent screen output to be displayed on a single line. This acts

as a toggle, so the first press of the key sets "one liner" mode and

the next sets the display back to normal. Data received is stored in

the log file as normal.

The purpose of this key is to maximise the speed of download of text

files (mail messages, bulletins etc). The one line display provides

some visual feedback without the slowdown caused by a relatively slow

scrolling speed.

The "One Liner" parameter is the ASCII value of the key required (as

defined in your system user guide), for example, to set the "One

Liner" toggle to Control-One, this value would be 145. When QTPI is in

"One Liner" mode, the figure 1 is displayed in the status line.

Xfer Signoff

~~~~~~~~~~~~

In previous versions of QTPI, the file transfer status window was

displayed for 5 seconds (or until you CANCELLED), after a file

transfer had completed. The Xfer Signoff value defined this timeout in

'clock ticks' (1/50 second European QL). The default value is 250 (5

seconds). It may be set in the range 0-32676.

Year 2000 Compliance

--------------------

The 'About' screen is now year 2K compliant. Oh dear this now four

year old rather sad bit of software was recently described to me as

'state of the art'.

Cursor

------

QTPI v1.63 allows you decide the 'pointer' cursor strategy via bits

5,6,7 of the -d startup value or QTPI\_OPT flag= value.

bit value effect

5 0x20 red cursor

6 0x40 green cursor

7 0x80 underline cursor

The effects are OR'ed, so 0x60 gives a white cursor, 0xc0 gives

underline green cursor etc. If neither of bits 5 and 6 are set, then

you get the standard QTPI 'text' cursor plus separate pointer.

The default is 0 (solid block cursor + pointer).

These effects are also additive on the other properties of -d/'flag='.

bit value effect

0 1 May enable SMSQ/E rates to 57600 on

appropriate hardware and where adequate

documentation is available.

1 2 Unpredictable

2 4 Rather unpredictable

3 8 Dangerously unpredictable

4 0x10 Enable split baud rates where appropriate.

<<<<<<<<WARNING>>>>>>>>

The following affects of using a pointer-cursor are known.

1. Screen display may be several orders of magnitude slower (probably

CPU dependent).

2. A number of users (perversely with faster CPUs and 'advanced'

operating systems) have reported some lost characters (usually

CR/LF) in pointer-cursor mode, when using ALTkeys to input (for

example) user names and passwords.

If the mouse and cursor become 'dissociated', then pressing SPACE or

ENTER will restore the cursor (or Left Mouse Button). Other keys

behave normally (for PB).

This version fixes a bug in 'pipe' mode where by "what are you"

queries where ignored (these were not appropriate for the previous

'local' modes on which 'pipe' is based). (i.e. PBOX console mode).

Menu

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The "Handy items" menu offers a new Reset Terminal option (or more

truthfully, Reset Terminal does what Clear Terminal used to do, and

Clear Terminal does what it claims).

Printing the fine manual

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Documentation is available as HTML or Postscript in the main

archive. You can print a very attractive, double sided A5 paged

booklet on A4 paper using the psutils package:

REMark First side

a$='-pa4 "4:-3@0.7L(20.7cm,0.4cm)+0@0.7L(20.7cm,15cm)" qtpi.ps qtpi.1.ps'

ew pstops;a$

:

REMark Reverse side

b$='-pa4 "4:1@0.7L(20.7cm,0.4cm)+-2@0.7L(20.7cm,15cm)" qtpi.ps qtpi.2.ps'

ew pstops;b$

:

REMark print front sides

ew gs;'-sDEVICE=ljet4 -sOUTPUTFILE=prt -q -dNOPAUSE qfax.1.ps -c quit

REMark Now place paper back in printer with other side as 'face'

ew gs;'-sDEVICE=ljet4 -sOUTPUTFILE=prt -q -dNOPAUSE qfax.2.ps -c quit

For any one who really wants a text manual :-(

lynx -underscore -dump qtpi.html >qtpi.txt'

or 'Save as Text' from netscape.

or download from http://www.bigfoot.con/~jrhudson/

The QTPI manual is fully readable using the QDOS port of the lynx HTML

reader.

Distribution

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Please note that I no longer read fidonet and releases are only be

made to the Internet. Support issues should be addressed to the email

address below or to news://maus.computer.ql.intl or its fidonet

equivalent.

jrhudson@bigfoot.com By J R Hudson

────────────────────────────────────────────────────────────────────────────

SP 199: QL XPR Program Authoring Kit & Qem - XPR Programmers Interface Kit

These are the original kits, Version 2 is on Disk SP 82

This is the full source code for the XPR system for the following

protocols:

ZMODEM

YMODEM

ZMODEM

SEALINK

KERMIT

ASCII

You should be a competent 'C' programmer and familiar with data transfer

methods if you intend to use the contents of this kit.

The kit contains a QL 'glue' module, XPRMain\_c that contains all the call

back (support) routines to produce working XPR programs. The supplied

XPRMain\_c may be conditionally compiled as either a standalone program

(referred to as a 'test' program) or as a child process for a higher level

communications program, a 'library' in QeM terminology. Libraries built

from XPRMain are compatible with both QeM and the XPRDemo program included

the the first part the the QL XPR release, QeMXPRPIK (Programming Interface

Kit). The XPRDemo program from that archive is also included as part of

this archive. You may require both QeMXPRPIK and QLXPRPAK to any make sense

of this.

The supplied 'makefile' contains symbols to make compiling either test

programs or 'libraries' quite easy.

XPRMain is used as the main() entry point for all protocols. Each

individual protocol has 'public' function entry points XProtocolSend(),

XProtocolReceive(), XProtocolSetup() and XProtocolClean(). The protocol you

build depends on individual modules linked with XPRMain. All the common

routines for file, serial and interactive access are implemented in XPRMain

as call-back functions.

The concepts behind the XPR system are described in the document

XPROTOCOL.DOC supplied in the QeMXPRPIK archive. I strongly recommend that

you obtain and read this document.

By J. Hudson

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SP 200: Ctags 3.2.3 Jun 21 1999

NAME

ctags - Generate tag files for source code

SYNOPSIS

ctags [options] [file(s)] etags [options] [file(s)]

DESCRIPTION

The ctags and etags programs (hereinafter collectively referred

to as ctags, except where distinguished) generate an index (or

"tag") file for C, C++, Eiffel, Fortran, and Java language

objects found in file(s). This tag file allows these items to

be quickly and easily located by a text editor or other

utility. A "tag" signifies a language object for which an index

entry is available (or, alternatively, the index entry created

for that object).

Alternatively, ctags can generate a cross reference file which

lists, in human readable form, information about the various

source objects found in a set of language files.

ctags-3.2.3 (Mon Jun 21 1999)

\* Small portability change for EMX compiler on OS/2.

\* Slight change to W32 and BCC makefiles.

ctags-3.2.2 (Sat May 29 1999)

\* Fixed endless error loop in case of unreadable file.

\* Fixed redundant include entries in TAGS file when using --etags-include.

ctags-3.2.1 (Wed May 09 1999)

\* Fixed problem reading -I token list from file.

\* Fixed with "using" declarations which corrupted tag file [C++].

\* Fixed configure.in to more reliably recognize existing prototypes.

\* Added ability to ignore preprocessor directives in Fortran files.

\* Added support for egcs/MingW32 compiler [Win32].

ctags-3.2 (Wed Mar 03 1999)

\* Fixed spurious tags related to export specifiers of feature clauses

[Eiffel].

\* Fixed problem with template in ctor-initialer [C++].

\* Fixed typo causing compiler error [MSVC].

\* Extended -I option to allow token replacement [thanks to Flemming Madsen].

\* Added --etags-include option to support TAGS file includes.

\* Added support for QDOS [thanks to Thierry Godefroy].

By D. Hiebert

────────────────────────────────────────────────────────────────────────────

SP 201: F.I.G. - Forth 4 HD DISKS

A modified 32/64K forth system originated by Laurence Reeves

By H-P. Recktenwald

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SP 202: THE EDITOR 2000 v3.02k 2 DD DISKS

Executables Disk - A. Source Disk - B.

Now updated and maintained by M. Knight

Updated 07/2000 By M. Knight

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SP 203: KBASE v2.23

A cardfile database program, now with additives file,

Updated 02/2000 By M. Knight

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SP 204: ProWesS 1 DD ZIPPED

Progs new windowing system is now free software.

By Joachim Van der Auwera

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SP 205: C68. Release 4.24f. Runtime Version Only. 3 D/D DISKS

By D. Walker

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SP 206: C68. Release 4.24f. FULL PACKAGE. 6 D/D DISKS

By D. Walker

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SP 207: C68 Support Programs.

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SP 208: Gzip 1.2.4C Release Three dated 30 Dec 1999, in Zip format

1.2.4B Release Two dated 11 Nov 1998, in Zip format

1.2.4A Release One dated 15 Jan 1996. Can be found on Disk 154

By Thierry Godefroy

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SP 209: Gorege Gwilt suite of programs 2 H/D DISKS

2nd DISK SOURCES

GWASS60 v4.8 - A 68xxx assembler

GWDISS1 v2.21 - A disassembler

GWASL v1.3 - An assembler

FPU - Assembler programming

Source files 1 - v4.6 01 - 05 Feb 1999

2 - v4.7 05 Feb - 23 Mar 1999

CHANGES IN GWASS60

VERSION 4.8 - 19th March 1999

1. Allow DCB to have a "string" constant, as DC can.

2. Some errors which can occur in compression corrected. These gave rise to

spurious linker directives.

VERSION 4.7 - 27th February 1999

1. An absolute <ea> between $8000 and $FFFF is taken as long in all cases.

Previously some cases were taken as word length.

VERSION 4.6 - 12th February 1999

1. Correction of errors if the first word of RAM is > $100.

2. Allow ESC to abandon the source filename requested (SMSQ only).

3. Proper rejection of very long source filenames.

VERSION 4.5 - 31st January 1999

1. Allow immediate data <ea>s for TST.

2. Some table lookup added to TST\_SEP and GNUM to speed up GWASS.

3. Allow large numbers for DCB and DS.

4. Correct DCB.B which previously set every other byte to zero.

VERSION 4.4 - 4th January 1999

1. A tenth function added to the other nine for MACROs. FR returns

information about register lists defined as labels.

2. Correct clearing of a FATAL error message before a return.

3. In relocatable output correction of possible errors in versions later

than 3.31 when external (XREF) labels are requested in more than one place

in an instruction. For example:

MOVE.W #X1+X2+1,X2(A3) and

MOVE.W #4,X1+X2+1(A3)

would not have caused errors, but

MOVE.W #X1,X1+X2+1(A3)

would.

Also some long expressions containing at least one XREF label could have

caused an error.

CHANGES IN GWDISS

VERSION 2.21 - 29th October 1998

1. Disassembly of the long form of DIVU/S gives register number as '?' if

bits 3 to 6 of the second instruction word are not zero (as they should be).

2. MULU.L and MULS.L long now show the third register.

3. PACK and UNPK now show a correct second data register.

VERSION 2.20 - 7th January 1998

1. Instructions such as "BFTST #k", which appear to have immediate data but

which are illegal, no longer stop the program.

VERSION 2.19 - 26th June 1997

1. DBcc and FDBcc destinations are adjusted according to the start address

printed instead of the start address disassembled.

VERSION 2.18 - 6th June 1997

1. PSAVE and PRESTORE now correctly disassembled.

2. If GWDISS is loaded on a processor lower than 68020 it exits with no

error message to BASIC.

VERSION 2.17 - 3rd June 1997

1. Correct disassembly of illegal instructions, such as $FF00, to '??'. In

v2.16 these crash the QL.

CHANGES TO GWASL

VERSION 1.3 - 9th February 2000

1. Prints the number of errors at the end of a run.

2. Allows forwardly defined labels to be used in DC instructions.

3. Sets byte INSERTS correctly for, eg, MOVE.B and DC.B instructions.

4. Allows TRAP #15 to be assembled.

5. Assembles " BRA.S \*" correctly.

NOTES ON GWASL

2nd February 2000

1. I couldn't find the files which produced version 1.1 of GWASL. Maybe they

were on my now defunct Miracle Hard Disk. I went back to a version of GWASL

which seemed to have been used, and added back the cosmetic amendments:

a. To print "GDG 68000/8 ASSEMBLER" in the GWASL window.

b. To allow Config to change the file containing GWASS\_EQU2\_SYM.

2. I must have abandoned GWASL in mid 1994 because written amendments on

printouts indicated changes to be made in June and July of that year which

never seemed to have appeared in GWASL, but did surface in GWASS40 (or

whatever it was called then).

3. GWASS40 was radically different from GWASL. Thus it consisted of vast

chunksof new code as well as correction of errors still in GWASL, which,

being abandoned, was not brought up to date.

4. The trivial correction to allow TRAP #15 to assemble (and other cases

where the test to allow up and including 15 applies) was one of these

errors. But there were many others which a simple test showed up and which I

couldn't possibly ignore. Hence, although correcting the TRAP #15 error and

adding a printout of number of ERRORs was easy, some other changes were less

so.

5. The result is that I have produced v 1.2. I have included in the zipped

file sent to you the following 10 files:

a. GWASL\_ASM The files . .

b. GWASL2\_ASM . . which . .

c. GWASL3\_ASM . . assemble . .

d. GWASL4\_ASM . . to \_BIN

e. GWASL\_BIN

f. GWASS\_EQU2\_SYM (you already . .

g. GWASL\_TEXT . . have these)

h. GWASL\_SYM\_LST The values of symbols in the \_ASM files

i. GWASL\_CHANGES Details the changes in versions

j. README The file you are reading

6. I should point out that the \_ASM files can't be assembled directly by

GWASL for various reasons. I amended them, using QD which replaces spaces by

tabs to reduce the size of files. I have written some branches as Bcc

instead of Bcc.S since GWASS finds the shortest version anyway. (GWASL would

assemble them, but may needlessly produce word branches in some cases.) I

have used a macro to made writing strings easier. The macro comes out of a

library and is not given! Also I don't know whether GWASL would cope with it

or not. I hope that this doesn't make things too difficult for you. The

source code does show how the assembler works, which I assume is really why

someone might want it. You might guess from this that I prefer to use GWASS,

and you would be right.

7. The program should be better than the previous version. However it is

only too easy to introduce errors when making changes. I would very much

appreciate it if you could try the new version out and tell me of any errors

that may surface.

By George Gwilt

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SP 210: FILEINFO II v3.40 Full Release Up to date on 12th Oct 1999

This Pointer Utility Is To Assign Data Types To Program. Enable You To

Launch A Program By The Data File i.e. Click On A Doc File And This

Will Launch Quill And Load In The Doc File into Quill.

Executables for 3.30 on disk PD 77.

REQUIRES POINTER ENVIRONMENT. By T. Godefroy

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SP 211: GhostScript v5.10 3 H/D DISKS

By J. Hudson

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SP 212: Heartbeat v3.00 By M. Knight

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SP 213: Ctags 3.5.2 Dated Apr 24 2000

\* Fixed problem preventing Emacs-style tags from being written to stdout.

ctags-3.5.1 (Sun Apr 23 2000)

\* Fixed infinite loop in writing Emacs-style TAGS file on platforms using

tmpnam() instead of mkstemp() [Win32].

\* Fixed minor problems in Borland makefiles [Win32].

\* Fixed compiler warning [DJGPP].

ctags-3.5 (Fri Apr 14 2000)

\* Fixed core dump when including access field in tag file [Java].

\* Fixed failure to identify end of statement for block statements [Java].

\* Fixed bug with lone "end" in feature adaptation part of inheritance clause

[Eiffel].

\* Fixed problem preventing const functions from being recognized as pure

virtual [C/C++].

\* Fixed problem with no tags found after certain macro calls [C/C++].

\* Fixed bug in descrip.mms build file [VMS].

\* Changed to use mkstemp() (when available) to create temporary files for

security reasons and allow configuring default temporary directory, and to

override this directory at run-time by setting TMPDIR environment

variable.

\* Added support for extracting inheritance information into new "inherits"

extension flag [C++, Java].

\* Added Makefile.bc5 for Borland C++ version 5.5 compiler (free version).

\* Added new question to FAQ regarding Xemacs.

\* Updated FAQ regarding new release of NEdit.

\* Renamed Borland 3.1 makefile from Makefile.bcc to Makefile.bc3.

\* Renamed Microsoft Visual C++ makefile from Makefile.w32 to Makefile.mvc.

ctags-3.4 (Thu Jan 13 2000)

\* Fixed sorting problems when LC\_ALL environment variable was set to foreign

locale (not fixed by previous release).

\* Fixed nested scoping reported in extension flags and class-qualified tags.

\* Eliminated generation of class-qualified tag entries when --c-types=+C

option is in effect but scope is empty (e.g. "::main").

\* Added support for default access of class members in Java.

\* Added new extension flag "implementation", which indicates if a routine or

class is virtual or abstract.

\* Minor changes for OS/2 compilation.

ctags-3.3.3 (Thu Dec 16 1999)

\* Changed how input is read for -L and --filter options to permit file names

containing spaces (see man page).

\* Fixed scope recorded for C++ class elements, especially in namespaces.

\* Fixed spurious tag generated for MODULE PROCEDURE in interfaces [Fortran].

\* Fixed sorting problems when LC\_ALL environment variable was set to foreign

locale.

\* Fixed crash on Windows when compiled with Mingw32 gcc compiler.

\* Fixed compilation problems on Cray.

ctags-3.3.2 (Fri Sep 24 1999)

\* Fixed compile problem on AIX 4.1.

\* Improved recovery from syntax error [Fortran].

\* Changed name of configure option (now --enable-custom-config).

\* Changed Makefile.bcc to optimize for space, since code size exceeded 64KB.

ctags-3.3.1 (Mon Sep 20 1999)

\* Fixed segmentation violation occurring when directory recursion was

selected.

\* Fixed misleading message when out of memory during internal sort.

ctags-3.3 (Fri Sep 17 1999)

\* Fixed missing class-qualified tags [Java].

\* Fixed missing tag for functions having function pointer argument [C].

\* Fixed parsing of conversion functions [C++].

\* Added missing space following "operator" keyword to the tag names

generated for function call operators [C++].

\* Fixed string parsing to retry file as free source form upon EOF [Fortran].

\* Fixed missing tags following comments [Fortran].

\* Fixed missing labels for free source form [Fortran].

\* Removed 72 character limit for fixed form source lines, since many

compilers relax this limit and it is commonly taken advantage of. This was

sometimes causing fixed form source to be parsed as free form source

[Fortran].

\* Changed misleading message when file could not be accessed.

\* Changed behavior of --verbose option to display option processing.

\* Changed -I option to permit clearing the token list with "-I-".

\* Changed --lang option to accept new "auto" parameter.

\* Changed --langmap option to accept new "default" parameter.

\* Changed --eiffel-types option to accept new 'C' flag to generate

class-qualified tags.

\* Changed -h option to accept new "default" parameter.

\* Changed option processing. Most options may now appear anywhere on the

command line, affecting only those files which follow them.

\* Added ability to specify default options in any of the files /etc

/ctags.conf,/usr/local/etc/ctags.conf, $HOME/.ctags, .ctags, and one

optional file, which can be supplied at configure time.

\* Added --filter option.

\* Added --filter-terminator option.

ctags-3.2.4 (Thu Jul 01 1999)

\* Changed name of macro in Makefile.in to avoid being overriden by CTAGS

environment variable.

By T. Godefroy

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SP 214: BZIP2-095d 2 H/D DISKS

2nd DISK SOURCES

By T. Godefroy

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SP 215: GhostScript v6.00 - Incomplete Bzip2?

By J. Hudson

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SP 216: Bible Companion v4.31 Converted by D. Jones

By P.P. Kapusta

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SP 217: Blank

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SP 218: Exuberant ctags v4.0.2 Dated Jul 11 2000

By T. Godefroy

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SP 219: BZip2 1.0.1 Dated Jul 29 2000 2 H/D DISKS

2nd DISK SOURCES

By T. Godefroy

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SP 220: Exuberant ctags v4.0.3a Dated Aug 08 2000

By T. Godefroy

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"Supporting The QL In The New Millennium."