

T H E L I B R A R Y

ASSORTED PD

SOFTWARE SECTION

PART ONE

Last Updated 28/01/02

PRESS "C" TO RETURN TO MENU PAGE

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.

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.

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.

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 Designer: Design Your Own Characters.

FlpClone v1.05: A Very Fast Disk-Copier
*** SHAREWARE ***.

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

Help: Adds Help Screens To Your Own Programs.
 Pattern Generator: More Showing Off With The Graphic Capabilities Of The QL?
 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 Maker: Save Money And Make Your Own Calendars.
 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.

P 5.

Emmanuel Verbeecks Disk

Imagix v4.30: A Configurable Screen Dump. Very Fast.
 Cataloguer v1.20: Catalogues Disks To File, Screen & Printer.
 Touch-It v2.30: Program Your Function Keys.
 Mandelbrot Machine v2.00: Standard Mandelbrot Set.
 Tools v1.10: Displays Caps Lock, Ram, Time, Date & Save Screen Shots.
 Memory Shrink v2.60: Set Up Your QL To Any Memory Size.
 Soft Eprom v1.10: Backs-Up EPROM's Plugged Into Rom Port.
 Super Kit Merger v1.60: Merges All Your Favourite Toolkit Extensions Into One Toolkit.
 Qpuzzle v1.00: A Very Difficult Squares Game.
 Cout/Km Et Amort v1.00: M.P.G. For Your (French) Car,
 ** Needs Translating To English **

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

Loader
Generator
v1.60: Create Your Own Binary Loaders
Automatically.

Super Booter
v1.10: Configures Your QL To Boot Various Programs.

AnaQLock v1.30: Analogue Clock Display On Your QL

Converter
v2.60: Converts Programs From MDV To Flp.

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.

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
v1.4: Dilwyn Jones Word Count Program For Use With Quill.

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 Reform: Indents Your SuperBASIC Progs.

Calendar Maker v0.1a: Create Your Own Calendar For Any Year.

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

P 8.

Translator: Allows Text Files To Be Printed Out With Accented Characters.

Sort & Column Printer: This Allows Text Files To Be Sorted & Printed Out In 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 Database: A Small Database To Store And Print Address Labels.

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 v1.05: Direct Input/Output Toolkit For Floppies And MDV. (Reads Both QL & OPD Media)

Sector Editor. v3.1 A Sector Editor For Floppies Gold Card Compatible.

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

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 v2.5: Look At The Working Heart From The Comfort Of Your Armchair.

Haunted House: A Text Adventure.

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

Treasure Hunt: Another Text Adventure.

Cartridge Manager v3.0: Another Front End.

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 Locate: Find A Given String In Memory.

Plot: Add "Plot" To SuperBASIC.

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

P 10.

Adventure Games

Super Booter v1.05: Boot program to load the games.

Adventure Playtime: By Alan Pemberton. Text Only.

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:

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.

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 Programmer: An Eprom Programmer Suite For The A.R.T. EPP_1 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 labeler: Prints disk directory to printer.

Attentr: Attenuator network design program.

Cubiquad: Two element cubical quad antennadesign.

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.

P 13.

Minerva
Debounce: This File Reduces The Keybounce Found With Schlön Keyboards & Minerva.

SuperBASIC
To Pascal: Helps Convert SuperBASIC Programs 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
SuperBASIC: Converts Gilsoft'S Quill (Adventure Writing System)
To SuperBASIC Programs.

Errors Numbers: Shows What The Error Numbers Mean.

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

Proc / Fn
Lister v1.0: List Procedures And Functions In Your SuperBASIC
Programs.

Memory Shrink
v2.60: Reduce The Memory Of Your QL.

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.

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
For Text 87: See SJS 23 For A Full Disk Of Founts.

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

Gt v2.1: Jimmie Robbs Epson Printer Gra[h]ics Tutorial.

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

Cassette
Overlays: For Use In D.T.P.

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.

P 15.

Non QL Disk Reader: Reads Disks From Other Formats.
Procedure Linker: Links Together Extension Files Into One File.
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 v2: Archove Database of 3,400 records covering QL World from 08/85 until 04/92 and QL user from 03/84 until 03/86.

P 16.

Datadesign Demo v1.0: This Is A Demo Of The New Database Published By Jochen 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
Manager v1.0: List To Screen Or Printer Procs & Fns From Your SuperBASIC Programs.

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

Aliens: Another Game.

Tiny-Toolkit
v1.06: An Updated Version Of The Same Found On PD 1.

Threes: A Match The Pairs Type Of Game.

Sierpinsky
v2.00: This Generates "Sierpinsky Triangles"
By Per-Erik Forssen.

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

P 17.

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

Diskrenamer
v1.2: Rename Your Disks Without Re-Formatted Them.

Turbo
Numerology
v2.3: Horoscopes Worked Out From Numbers In Your Name
^^^^^ Not Minerva Compatible ^^^^^

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
Demo: A Demo Of This Text/Graphic Display Enhancer.

Pi Calculator: Calculates Pi To Upto 1900 Numbers.

Big Fonts: Ralf Biedermans Vector Fonts Package.

Reverse Polish
Calculator: An English Translation Of Ralf Biedermans Package.
^^^^ Needs Pointer Interface ^^^^

Address Book: An English Translation Of Ralf Biedermans Package.
^^^^ Needs Pointer Interface ^^^^

Sub
Directories: Another Translation Of Ralfs Work.
^^^^ Needs Pointer Interface ^^^^

Q Design
Clip-art: Seven _CUT files.

Eye Q Clip-art: Five _clip files.

P 18.

Supertrace
VS.1: A SuperBASIC Debug Utility.

Bull Shot: A Very Good Darts Game.

Farce: A Humorous Text Adventure.

QL Mandelbrot
v2: A Menu Driven Mandelbrot Generator, With Help Files.

Artip: A T%yping Tu@tor.

Towers Of
Hanoi Demo: A Demo Of This Popular Mind Bender.

Screen Windows
Designer: Design Screen Windows And Save Them In SuperBASIC.

Caps Lock
Indicator: Produces On Screen Caps Lock Indicator In Quill Or
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
Demo: A Demo Of This File Searching Program.

3D Maze: Create A Small 3D Maze.

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
Programs: A Set Of 3 Programs To Load Into Abacus,
1. To Create Useful Grids.
2. Printouts For Car Radios.
3. Printouts For Petrol.

P 20.

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

Mortgage Repayment Calculator: Helps To Work Out The Total & Monthly Cost Of A Mortgage.

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.

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 Notation: Lawrence Reeves Version.

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

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 Files: William Shakespeare's Sonnets In ASCII Format.

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.

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 Fileserver: The File Server For The Xtricator Package. Contains Qzdriver Which Gives Sub-Directories On Flp And Ram.

ASCII Dictionary File: Basically A Word List Of 11789 Words, Needs A Front-End Program Writing.

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.

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-Formatting Them.

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.

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
Demo: A Demo Version Of This Compression Utility
*** SHAREWARE ***

68000 Machine
Code Tutor: These ASCII Files Are Intended To Help Experienced
M/Coders From Other Processors Come Across To 68000.

Zip Utilities: A Collection Of Utilities For Zipped Files.
Ported By Erik Slagter.

Conqueror
Drive Assign: Will Allow The Drive Assignment Of Conqueror To Be
Altered To Read HD/DD Disks.

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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
v0.99: This Is A Device Driver To Run A Modem From Q-Connects
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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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 v2.00: The Updated Version Of This File Archiver.

Unzip Release v2.00: The Un-Zipping Program For The Above Program.

Bugs Shell v1.01: A Front-End Shell.

Scan Tree v1.01: Eases Making Backups Of Disks With Sub-Directories.

Surge Protection: A ASCII Text File On Building Surge Protection For Any Computer. (A USA File)

Werewolves And Wanderers: Text Adventure.

P 29.

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

P 30.

Seektest: This Utility Is For Checking Disk Drives.

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

Explorer v1.91d: An Updated File Management Utility For Miracles Hard-Disk.

Minicron v1.03: A Mini Job Scheduler [Requires Env_bin From C68]

PCX Converter Demo: A Demo Of This New Graphics Conversion Program With 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.

T H E L I B R A R Y

ASSORTED PD

SOFTWARE SECTION

PART TWO

Last Updated 28/01/02

PRESS "C" TO RETURN TO MENU PAGE

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.

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

Boot & Menu Makers: Two Utilities For Creating Menus & Boot Programs
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 ***

P 32.

Foto Dbase v1.1: This Is A Database Where You Can Use Digitised 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 v1.17: Updated Version Of Dave Walkers Disk Copier.
*** SHAREWARE ***

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

P 33.

Sideway Printer: This Utility Prints Easel Spreadsheets Sideways.

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 v2.00: An Updated MS-Dos Disk Reader And Transfer Utility.

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.

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 QLibertated 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. *
* *

Zipper: A Utility From Richard Kettlewell For Unzipping
And Viewing _zip Files.
Football
Manager: A Strategy Game. Manage A Football Team From
Division 4 To Division 1

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.

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.

P 37.

Qspread Demo: This Is The Demo Version Of The Latest Spreadsheet On
The QL.
*** Requires Pointer Environment ***

Indexer Demo
v1.15: Another Demo. This One Is For Indexing Your Disk
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
Load: This Is To Replace The Normal Load Programs Supplied
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 Tweaked.
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.

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: Store Literature References In Archive.

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 ***

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
Snake: An Alan Pywell Snake Game. Watch Your Tail.

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.

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 given number of places.

LZHUF: A file encoder / decoder.

Fonted v1.00: Font editor.

P 41.

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

1992 Election
Results: The 1992 Election Results To Load Into Archive.

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 Check: 2 Utilities to Find Faults On Hard Drive That Use Tony Tebbys Drivers i.e. Miracles Hard Drive.

Explorer v1.91: The Updated Version Of This Hard Drive Utility Program.

Speedscreen Demo: The Latest Demo Of This Screen Accelerator From 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.

P 42.

QL Brouhabouha Forth: This Is The Latest Implementation Of This New Forth For The QL.
REQUIRES SOME MORE FINE TUNING. THANKS D.G.

Asm 20: An Assembler For The 68000 Series Processor

Classic TV Text: A Collection Of ASCII Text Files Detailing Classic Science Fiction TV.

Inkjet Refill Text: A Small Text File On Refilling HP DeskJet500 Inkjet Cartridges.

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 v30.01.94: A Updated Version Of This Powerful Disk Editor.

QLib RUNMod v3.35: A Modified Version Of QLIB RUNTIMES, ALL THE PROGRAMS BELOW REQUIRE THIS VERSION TO RUN.
THEY ALSO NEED QPAC2 AND QMENU_REXT.

Superformat v1.5: With This Utility You Can Soft Format QL Disk, 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 v1.4: A Pointer Driven Calculator. FRENCH PROGRAM in English. French help file.

Printer Manager v2.3: A Pointer Driven Front-End To Control Your Printer. FRENCH PROGRAM.

ALSO FOUND ON THIS DISK.

QL Hackers Journal 17: Issue 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.

P 44.

XChange: v3.90D This Is The Latest Update To Psions XCHANGE 3.90 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 & Label Printer: Demo This Is The Latest Demo Version Of John Ree's Program.

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 AS68 UPDATE: Updates To C68 v4.5 Beta And AS68 Utility.

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
v1.04: As Above But This Time To BMP Format.

FILE INFO 2
v2.4: This Pointer Utility Is To Assign Data Types 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
v1.55: The Latest PD Game For The Pointer Environment. Based On MINE SWEEPER Found On PC Windows 3.1. A VERY ADDICTIVE GAME.

QL HACKER
JOURNAL 18: The August 1994 Issue Of This QL Disk Based Magazine.

CPU TOOLKIT
v0.11: A Small Utility To Tell You 1.) The Type Of CPU Your Machine Has. 2.) The CPU Speed. Can Tell If In 24MHz Mode For Gold Card.

P 46.

BLACKHOLE
(NUL): A Small Nul Driver.

DATA SPACE
v1.00: You Can Alter The Data Space Of Executable Programs 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
v1.0: This Is A Demo Of A Powerful Financial Package That Runs Under ARCHIVE. Full Documentation Is Provided. The Full Version Is Available From WOOD & WIND. USA.

DISK
UTILITIES
v2.00: A Disk Management Program That Give You, Defragmentation, Clone, Check Disk & Disk Map On Floppy Disks Works With D/D H/D & E/D.

P 47.

DISK MATE 4
DEMO: Demo Version Of DISK MATE 4

WATCH MEM: A Utility To Monitor Memory And Inform Of Memory Corruption. REQUIRES MINERVA

CUESHELL
DEMO v1.11: Demo Version Of CUESHELL.
*** REQUIRES POINTER ENVIRONMENT ***

DISA DEMO
v2.03: Demo Version Of DISA The DisAssembler.
*** 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.

P 48.

WALL PAPER v0.02: A Utility To Create A Nice 'Wallpaper' Background On Your 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 DEMO v2.01: This Is The Demo Version Of A New Electronic 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 a program 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 & PICer v1.01: The latest version of this text viewer and screen utility.

MAZE GAME: A small maze type game.

QLIB PATCH v1.00: A patch program for QLIBERATOR. With this patch you can set 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/THING LIB.: Fixed C68 HOTKEY/THINGS LIBRARY. By Jonathan Hudson.

P 56.

QIWORLD 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 v1.02: Ribik Cube game for the pointer environment. 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 UTILITES: A collection of useful utilities by Per-Erik Forssân.

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 DRIVE SPECS: The latest version of this text file detailing the 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.

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.

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
ATOMS v1.04: A NEW pointer game from Germany, English prompts
 but German Text file. Contains a Demo mode.

TRAPPER: A simple trap handler for the QL.

CLIENT SERVER
MANAGER
Release v1.18: This Is Another Updated Version. This Is A Thing That
 Implements Easy And Robust Messaging Between Jobs. It
 Allows One To Many Links.
 *** REQUIRES POINTER ENVIRONMENT ***

QXLFormat:
v1.4 The latest version of this Quick disk formatting
 utility from Dave Walker.

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

FINANCIAL
CLIMES: A stock market management game by Bryan Mewes &
 Mark Knight.

T H E L I B R A R Y
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SOFTWARE SECTION
PART THREE

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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.

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:

P 63.

DECIPHER v1.00: A pointer driven game. (German Prompts).
By Frank-Guido Dibowski.

ZX81
INTERNATIONAL
MAGAZINE: The ZX81 EMag in ASCII format.

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

KEYBOARD
TRANSLATE
v1.02: An updated version of this keyboard translate
program from DI-REN.

PARTITION
(QUBIDE) v1.05: A update to Phil Bormans Partition utility for
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
IMAGE v1.39: An updated rom image for QUBIDE Hard disk interface.
YOU NEED A EPROM BLOWER FOR THIS.

PUZZEL v1.01: Another QL Pointer driven game. (Once again
German prompts!) by Frank-Guido Dibowski.

GAMES
ASSORTMENT: A Collection of games from Germany.
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.

P 64.

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

NEAR NASA
PRESS KIT: NASA presskit for the 'Near Earth Asteroid
Rendezvous' Mission.

WINEDITOR:
v1.40: An update to the Hard Disk editor for QUBIDE/REBEL.

DATAPRINTER: Dataprinter prints envelopes from a address book database.

UTILITIES
v1.10: Utilities is used to start your favourite p.d. programs and
save you having to remember the various keypress sequences.

DBAS v2.12
UPDATE: An updates to DBAS.

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

UPDATE to version 2.03.

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

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

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 JOURNAL: Issue 24 The latest version of this QL eMag.

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: v1.08 This program will act as a filter allowing you to set 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.

P 66.

QL Hackers Journal: Issue 25 Issue 25 of this popular QL EMag.

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 SYNDICATE CHECKER: The following program is designed to check multiple lines of lottery numbers, such as in a syndicate.

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.

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.

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
HANDLING v3: The version 3 implementation of the SIGNAL device
 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.

P 69

QL EMAIL
ADDRESSES: A List of QL users email addresses

FLOPPY DISK
UTILITY DEMO
v1.21 UPDATED: The demo version of ERGON'S Floppy Disk Utility.

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
Engine
SuperBasic
Interface: A collection of files for use with HYPERHELP
 (J. MERZ) that give all the superbasic commands
 used with DataDesign SuperBasic 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.

P 70.

QSPREAD DEMO
v1.33: The latest DEMO version of this Pointer driven
 spreadsheet as marketed by Jochen Mertz.

ACP v3.2:
UPDATED A complete re-write of the popular & powerful
 Archivers Control Panel. WINZIP for the QL!

LOTTERY
SYNDICATE The following program is designed to check multiple
 lines of lottery numbers, such as in a syndicate.

CHECKER v1.04:

EXORCIST
v1.12: Exorcist has been written to facilitate the easy use of
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.

P 71.

Z88 TO PC
TRANSFER: A ZIPed program for transferring software to and from
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
SELECTOR: A program to aid the selection of numbers for the
UK NATIONAL LOTTERY.

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

BABEL: A glossary of computer oriented abbreviations and
acronyms.

23BULLETS
v1.01: A GERMAN pointer game, all docs and prompts are
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:
v2.00: This program searches through the files on a disk and
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:
v1.5 This is the latest version of this quick re-formatting
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:

P 72.

QEYES v1 & v2
+ Original: Three versions of a pair of eyes that faithfully follow the mouse pointer around the screen. FREEWARE!

SNAPSHOT
CONVERT v1.10: This is a QDOS port of Spconv : the Spectrum emulator 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
DICTIONARY: Do you watch the TV program ER? Have you ever wondered about the medical jargon? WELL FIND OUT WHAT IT ALL MEANS WITH THIS TEXT FILE.

SCRATCH
v1.00£: A "Drag and Drop" Active Scrap Icon for the Button 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
FORMAT: Linedesign 2 File Format.

P 73.

QSPREAD
DEMO v1.41: This is the QSPREAD Demo. It will do anything the full 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
UNZIP v5.3: An updated version of INFO-Zip groups UNZIP. Ported by Jonathan R Hudson. THIS VERSION WAS DOWNLOADED DIRECT FROM JONATHAN R HUDSON'S WWW PAGE.

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

P 74.

WINDS OF
CHANGE: Windraw & Edwin. Windraw is a basic program that permits 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 v1.05: This program came about because a bug in the latest version of LINEdesign stopped it from printing when the QPAC 2 button frame was being used.

VAT CALCULATOR: v1.03 A powerful and configurable VAT calculator.

FILE INFO2 v3.02: This Pointer Utility Is To Assign Data Types 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 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.

P 75.

VIEWER v1.15 & PICE v1.01: Latest Version 1.15 of this file & version 1.01 of the Pic 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 ADDRESSES: The latest list of QL Users email addresses.

PROCMAN_PTR v1.00: This program allows you to extract selected procedures 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:

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 ***

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. T. Godefrey
v3.5

Euro Converter Currency converter for the euro/European. Beginners club
v1.10: *** REQUIRES POINTER ENVIRONMENT ***

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. T. Swenson
Journal no. 27:

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

TextTIDY v2.12: Latest version of this package. D. Walker
SHAREWARE

Discover v4.17: Latest version of this transfer package. D. Walker
SHAREWARE

QL Hackers Issue 28 of this popular QL EMag. T. Swenson
Journal no. 28:

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

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.

FREWARE *** 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

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

01:07:99 P 82

Euro Converter v1.20: UPDATE Currency converter for the euro/European.
*** REQUIRES POINTER ENVIRONMENT *** Beginners club

EasyBase v0.62 Demo: A simple and convenient to use non pointer driven database 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 Journal no. 30: Issue 30 of this popular QL EMag. 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

P 83

Paragraph v1.02: This is the DEMO version of the word processor that runs 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

P 84

Graphic Viewer v1.15: UPDATE Graphics Viewer to allow simple viewing and printing of a 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: UPDATE Assembler for all 68000 to 68060 instructions including 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: UPDATE Latest version 20th March 1999

DBAS v2.13: UPDATE Update to the DBAS suite. 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

P 86

Qroute v105: DEMO QL route finder R. Mellor

Paragraph v1.03: This is the DEMO version of the word processor that runs 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 v5 +3 release: DEMO HIPOWER "intelligent disassembler" for both developers and anyone who wants to learn and understand machine code (assembly language) programming. ERGON DEVELOPMENT

GWdiss v2.21: UPDATE Disassembler program G. Gwilt

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

SoundDemo v1.00: Simple demo to play a sound on the Q40 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 v0.40: This is a copanion utility to QL Toolbox '98 DirList and MakeDir utilities. Available on SP 194 A. Ives

QPAC 2 boot v1.00: Example boot file for QPAC 2 on QDOS classic M. Swift

P 88

DiskUtil v1.21: DEMO This version of Floppy Disk utilities has limited features and will only work with Double Density 80 track standard QL disks, some options have benn disabled. ERGON DEVELOPMENT

Tar v0.04: UPDATE Latest version of tar for QDOS, it has full support for QDOS file attributes (data type, data lenght for executables. Modifications by T. Godefroy see readme_sms. J. Hudson

PlayScale v1.01: Demonstrates the musical capabilities of the BEEP command. 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 WorkBench patch: Patches to make Assembler workbench 1.3 or 1.4 compatible with QPTR B. Coativy

P 89

Hotkey Control v1.0: Is a standard extension to the QL's operating system and allows to connect a variety of actions to (ALT) key combinations, that can be manipulated *** REQUIRES POINTER ENVIRONMENT *** F. Herrmann

Prt Manager v2.3: Printer Manager program in french.
 *** REQUIRES POINTER ENVIRONMENT *** T. Godefroy

P-E-F Utilities: A suite of programs including CLock, ESCstrip, Label,
 UPDATE OpenFile and Snapshot. All above files have text files.
 (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 Date 01.09.95: Editor. Load And View SuperBASIC, ASCII & M/Code. An
 UPDATE Updated Version Of This Powerful Disk Editor. Now
 Qliberated and uses PE menu extensions. A. Borretzen

P 90

Paragraph v1.04: This is the DEMO version of the word processor that runs
 UPDATE under PROWess system.
 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.

T H E L I B R A R Y
 ASSORTED PD
 SOFTWARE SECTION
 PART FOUR

Last Updated 28/01/02

V0.50:

Dilwyn Jones

Doc 2RTF

Converts a Quill _DOC file into a Rich Text Format file.

V1.00:

Mark J Swift

P 95.

Debug
V1.00:

A small pointer driven csm server to display some debugging information.

*** REQUIRES POINTER ENVIRONMENT ***

Thomas Roesner

AddCR & RemCR
V0.10:

Two very simple inline filter programs
AddCR replaces every Line Feed with a Carriage Return/Line Feed.
RemCR removes all Carriage Returns

Adrian D Ives

P 96.

P 97.

P 98.

P 99.

P 100.

T H E L I B R A R Y

SPECIALIST

SOFTWARE SECTION

PART ONE

Last updated 28/10/02

PRESS "C" TO RETURN TO MENU PAGE

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.

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.

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

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.

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.

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]

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.

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.

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

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

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.

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.

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

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.

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).

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.

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.

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.)

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

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

SP 21: Computer Library.

A Slide Show Of Over 40 Computer Related Screens.

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 tailor 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, Steenberg, 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 ***

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.

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.

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.

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 minimum required release of C68 for the CPORT library.

Distribution Changes

None

Bugs Fixed

None

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.

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

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!

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.

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.

SP 32: Lyapunov Space. Version 0.74

A Fractals Disk With Over 20 Screens And A Generator Program. By Per-Erik Forssen.

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.

SP 34: As Above (SP 33) But Is Not Minerva Compatible. Needs JS Rom, Toolkit 2 And An Expanded QL To Work.

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.

SP 36: Pic Show.

A Slide-Show Of Over 40 Screens In Pic Format From A Digitiser.

SP 37: Assorted Text Files In ASCII Format.

Most Of Them Are Humorous Type. Some Are A Little Naughty!!!!
QED Text Viewer Included.

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.

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.

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.

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.

SP 42: A Disk Of Screens Created By "Qractal" By Progs Of Belgium

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.

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.

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.

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.

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.

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

- 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?

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

SP 50: Some C Programs From Richard Kettlewell.

Y.A.C.C.

YACC Was Written By **Stephen Johnson** At Bell Labs. The Name Means
fYet 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.

SP 51: More C Programms From Richard Kettlewell.

Flex. VERSION 2.3 PATCH 8.

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.

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
TextTIDY 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
TextTIDY 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
TextTIDY	£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

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 ("quill", "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 "raml_psion_xch" replaced by "raml_Xnnnn_XCH" where nnnn is the jobnumber in hex.
 - 11b. File "raml_taskname_tmp", used by Quill, replaced by "raml_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 can 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 must 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 its 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 exist 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 QUIL 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

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"

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.

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. Cowlshaw 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.

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.

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

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 Flpl_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

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.

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.

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

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.

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 Than 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.

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.

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.

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.

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...

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.

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 'fHacker 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 'fnormal' 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.

SP 71: GNU Text Utilities.

2 D/D DISK PACKAGE

GNU Text Utilities 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.

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

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 perfect 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 between 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 efficient 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 slightly (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 - particularly those concerned 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.

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

SP 74: QFAX. Release 2.82. UPDATED 29/03/97 4 D/D DISK PACKAGE
FREWARE.

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 with 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 formatted 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@jrudson.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 .....
```

```
^^^^ special key for 200dpi, no scaling
```

2. qfaxthing would not save files due to a program bug; now fixed.

Jonathan Hudson, jrh@jrudson.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 .....
```

```
^^^^ special 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@jrudson.demon.co.uk

16/11/1997

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.

T H E L I B R A R Y

SPECIALIST

SOFTWARE SECTION

PART TWO

Last Updated 28/01/02

PRESS "C" TO RETURN TO MENU PAGE

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 buy 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.

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 proposed 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 transferred 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 if 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 were 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.

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.

SP 79: Mandelbrot 3. Carl L. Cronin's Work. Now With A 17 Screen Zoom Feature.

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.

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.

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.

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.

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 Messages Its Output.

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.
-

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.

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.

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.

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!

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.

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.

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.

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.

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.

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 Than 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 Raml_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.

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.

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.

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:

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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.

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.

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.

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.

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.]

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.

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

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)

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!!

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:)

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.

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 Revised⁴ 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.

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.

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.

SP 113: TEXT 87 VERSION 4 DEMO.

REQUIRES POINTER ENVIRONMENT.

The Demo Version Of This Popular Word Processor from Software 87.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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

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.

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>
LONDON
SE12 0JJ
United Kingdom
```

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
fststersch_plot.....Logic diag with pinout etc

The Layout file is
fstser0_plotLayout of components on board

The pcb files are

fstser1_plotComponent layer
fstser8_plotsolder layer

SERPLOT_ZIP

The _plot file is for a HPGL Plotter with .3mm pen Plot size x 1

The schematic file is
fstersch_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
fstersch_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

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.

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. In 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

SP 134: REMOVED FROM LIBRARY

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 automatically 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

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

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.

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.

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

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.

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.

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

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.

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 is 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.

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

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-ASSEMBLY.

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.

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.

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 previously 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.1" listing file giving you a total of 329 pages. A system calls reference only may be formed using the "sysref.1" listing file. All operating system calls have been organized into separate documents for easy loading on the Z88.

T H E L I B R A R Y
SPECIALIST
SOFTWARE SECTION
PART THREE

Last Updated 28/01/02

PRESS "C" TO RETURN TO MENU PAGE

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? ;-)

SP 152: Business Letters

A NEW Collection of over 320 business letters and selected forms for a variety of business situations.

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.

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.

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

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.

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.

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!)

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).

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.

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.

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.

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 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.

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 copied 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 names weren't the same and I didn't spot the similarity, or because they have a few extra characters.

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.

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.

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.

SP 168: REMOVED FROM LIBRARY.

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

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.

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.

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 Easypttr 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 "flpl_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 awoken/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).

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_qtqi_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 qtqi;"-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 were ignored (these were not appropriate for the previous 'local' modes on which 'pipe' is based). (i.e. PBOX console mode).

Menu

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

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.com/~jrHUDSON/>

The QTPI manual is fully readable using the QDOS port of the lynx HTML reader.

Distribution

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

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

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

SP 203: KBASE v2.23

A cardfile database program, now with additives file,

Updated 02/2000 By M. Knight

SP 204: ProWesS

1 DD ZIPPED

Progs new windowing system is now free software.

By Joachim Van der Auwera

SP 205: C68. Release 4.24f. Runtime Version Only.

3 D/D DISKS
By D. Walker

SP 206: C68. Release 4.24f. FULL PACKAGE.

6 D/D DISKS
By D. Walker

SP 207: C68 Support Programs.

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

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 chunks of 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 make 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

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

SP 211: GhostScript v5.10

3 H/D DISKS
By J. Hudson

SP 212: Heartbeat v3.00

By M. Knight

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 overridden by CTAGS environment variable.

By T. Godefroy

SP 214: BZIP2-095d

2 H/D DISKS
2nd DISK SOURCES
By T. Godefroy

SP 215: GhostScript v6.00 - Incomplete Bzip2?

By J. Hudson

SP 216: Bible Companion v4.31 Converted by D. Jones

By P.P. Kapusta

SP 217: Blank

SP 218: Exuberant ctags v4.0.2 Dated Jul 11 2000

By T. Godefroy

SP 219: BZip2 1.0.1 Dated Jul 29 2000

2 H/D DISKS
2nd DISK SOURCES
By T. Godefroy

SP 220: Exuberant ctags v4.0.3a Dated Aug 08 2000

By T. Godefroy

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