



# QLCOMMANDER

**QLCommander (QLC)** is an orthodox file manager (OFM), inspired by the Norton Commander that was widely used in late '80s and during the 1990's on PCs. QLC provides a text-based user interface for managing files on top of QDOS, on expanded QLS

QLC is easy to use because the user has a constant view of two file manipulation objects at once (panels with file lists). Each panel can be easily configured to show information about a drive or a directory. At the bottom of the screen QLC displays a list of commands that are accessible using the function keys. Thus, without the use of the mouse (although mouse functionality is planned to be integrated), the user is able to perform many file manipulation actions quickly and efficiently.

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# QLCommander Install

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To install the program follow the steps:

1. Create a directory for QLC  
e.g win1\_QLCOMMANDER\_
2. Create a directory for temporary files, if you do not already have one  
e.g. win2\_TEMP
3. unzip QLC\_zip into QLC directory. You should have the following files:
  1. 5pixels\_fnt
  2. bold8\_fnt
  3. qlc\_fnt
  4. qlc\_obj
  5. qlc\_exe
  6. qlc\_cfg
  7. qlc\_code
  8. qlcconfig\_bas
  9. quill\_view
  10. unzip
4. load the (very crude) configuration program qlcconfig\_cfg and edit it to match your configuration

Line	Variable	Description
100	ConfigDrv\$	The directory where QLC is installed
150	MaxFiles%	Maximum number of files and subdirs to load from a dir, including the fake dir ..-> that acts as DDUP
180	TempDir\$	Temporary dir used by some viewers
210	leftDir\$	Drive or dir to load in left panel at program start
240	rightDir\$	Drive or dir to load in right panel at program start
270	Qubide%	If you have a QUBIDE drive set this to 1 The QUBIDE interface does not allow you to use MAKE_DIR to create a sub-directory if any files already exist which would fall into that sub-directory
300	ClassicFont%	Accepted values: 0 or 1 1= QLC will use the classic QL font (6 pixels wide) to list the files in the panels 0=QLC will use the narrow font (5 pixels wide) to list the files in the panels
330	linelen%	The number of characters per line in a panel If ClassicFont%=1 then linelen% should be between 36 and 42 If ClassicFont%=0 then linelen% should be between 44 and 50 and even number This permits to scale the width of QLC on monitor
360	XChangePath\$	Path to Xchange directory - it must include the last '_' e.g. win1_XChange_
390	XChangeProg\$	Name of the Xchange executable - normally it is XChange
420	EditPath\$	Path to your editor. The editor must accept the filename as parameter and also must use DATAD\$ e.g. QD editor ; QED editor
430	EditProg\$	Name of the editor's executable

5. Run qlcconfig\_bas. It will overwrite the configuration file file qlc\_cfg  
Observation: You can of course edit the qlc\_file with any text editor :)
6. Make sure that you have loaded the necessary general extensions:
  - QPTR
  - Turbo Toolkit
  - any other extensions needed by your selected editor
7. Load the qlc\_code:  
e.g.: LRESPR qlc\_code
8. Run QLC using the command (modify the drive and directory name to those in your setup):  
EX win1\_QLCOMMANDER\_qlc\_obj; win1\_QLCOMMANDER\_  
OR  
EX win1\_QLCOMMANDER\_qlc\_exe; win1\_QLCOMMANDER\_

qlc\_exe - is QLC executable compiled with Turbo

qlc\_obj - is QLC executable compiled with Qliberator (with runtime included)

**Both are provided for testing ! Please report back all error !**

## Using QLCOMMANDER

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### Warning:

The SBASIC version of QLCCOMMANDER is provided for testing, bug fixing and improvements. On an unexpanded QL the loading of directory lists is quite slow. On a QL+GoldCard it is bearable. On QL+SuperGoldCard or faster computer it runs ok. But still it needs to be compiled.

### Extensions used

QLC uses the following extensions : More\_code, Header\_code and Function\_code, all from DIY Toolkit. All 3 extensions have been packed in file qlc\_code

It also uses :

- PE (just Outln function) - this is in QPTR toolkit
- Turbo Toolkit

Your selected editor may use other extensions, so make sure all are loaded

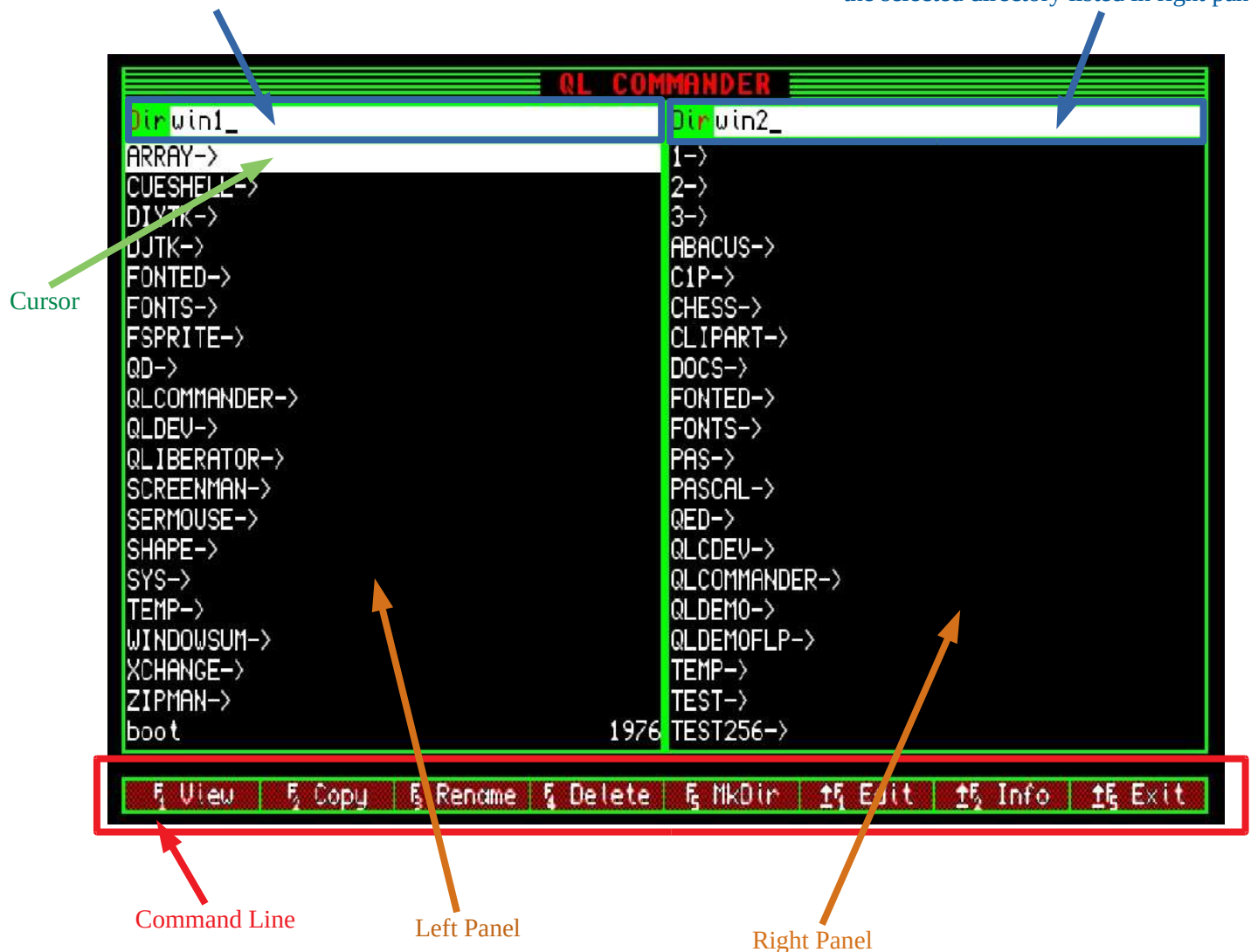
## The QLC Screen

LeftDir\$

the selected directory listed in left panel

RightDir\$

the selected directory listed in right panel



**Convention:** Regardless on how are saved on the QL drive:

- All directories are shown in uppercase
- All directories are marked with ->
- All files are shown in lowercase

## Commands

Command	Description
Ctrl-d	Change the directory listed in the left panel (edit box in place)
Ctrl-r	Change the directory listed in the right panel (edit box in place)
Tab	Change active panel
Up arrow	Move the cursor one item up in the list

Command	Description												
Down arrow	Move the cursor one item down in the list												
Shift-Up arrow	Move the cursor one page up in the list												
Shift-Down arrow	Move the cursor one page down in the list												
Enter	<p>If cursor is on item <code>..-&gt;</code> then go one level up on the directory tree</p> <p>If cursor is on a directory then go one level down on the directory tree, into the selected directory</p> <p>If the cursor is on file with a know extension then it will perform the following action:</p> <table> <tr> <th>Extension</th><th>Action</th></tr> <tr> <td><code>_bas</code></td><td>Load the file in the SBASIC editor, then calls ED editor</td></tr> <tr> <td><code>_cde</code> <code>_code</code> <code>_rext</code></td><td>It will LRESPR the file</td></tr> <tr> <td><code>_doc</code> <code>_aba</code> <code>_grf</code> <code>_dbf</code> <code>_prg</code></td><td>Load the file in XChange</td></tr> <tr> <td><code>_zip</code></td><td>Unzips the file into the directory selected in the opposing panel</td></tr> <tr> <td>Any other extension</td><td>Tests if the file if EXECable, and if it is it execs it</td></tr> </table>	Extension	Action	<code>_bas</code>	Load the file in the SBASIC editor, then calls ED editor	<code>_cde</code> <code>_code</code> <code>_rext</code>	It will LRESPR the file	<code>_doc</code> <code>_aba</code> <code>_grf</code> <code>_dbf</code> <code>_prg</code>	Load the file in XChange	<code>_zip</code>	Unzips the file into the directory selected in the opposing panel	Any other extension	Tests if the file if EXECable, and if it is it execs it
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Any other extension	Tests if the file if EXECable, and if it is it execs it												
Space	<p>Select the item under the cursor for further operations.</p> <p>If the item is selected it will deselect it</p> <p>Selected items are printed in red</p>												
+ or =	Selects all files and directories from the current panel												
- or _	Deselects all files and directories from the current panel												
Ctrl-a	Show About box												
a.. z a umlaut..oe diphthong	Move cursor to first file that starts with the letter. If none found then move to first file that starts with a letter greater than that												
A.. Z A umlaut..OE diphthong	Move cursor to first directory that starts with the letter. If none found then move to first file that starts with a letter greater than that												
0..9	Move cursor to next file or directory that starts with that number												
F1	View the file under the cursor												
F2	<p>Copy the selected items to the other panel (in the directory currently displayed in the other panel)</p> <p>If there are no selected items then it will copy the item under the cursor</p>												
F3	<p>Rename the file under the cursor.</p> <p>It is not possible to rename directories</p>												
F4	<p>Deletes the selected items</p> <p>If there are no selected items then it will delete the item under the cursor</p> <p>All delete operations require confirmation from user</p>												

Command	Description						
F5	Make Directory						
Shift-F1	Loads the file under into the editor (if editor was configured) <table border="1"> <thead> <tr> <th>Extension</th><th>Action</th></tr> </thead> <tbody> <tr> <td>_doc _aba _grf _dbf</td><td>Load the file in Xchange Quill</td></tr> <tr> <td>Any other extension</td><td>Load the file in the configured editor</td></tr> </tbody> </table> <p>Xchange and/or editor are started as separate tasks. You can go back to QLCommander by pressing CTRL_C</p>	Extension	Action	_doc _aba _grf _dbf	Load the file in Xchange Quill	Any other extension	Load the file in the configured editor
Extension	Action						
_doc _aba _grf _dbf	Load the file in Xchange Quill						
Any other extension	Load the file in the configured editor						
Shift-F2	Shows the Info window. Press any key to close the window						
Shift-F4	Redraw screen						
Shift-F5	Exit program						

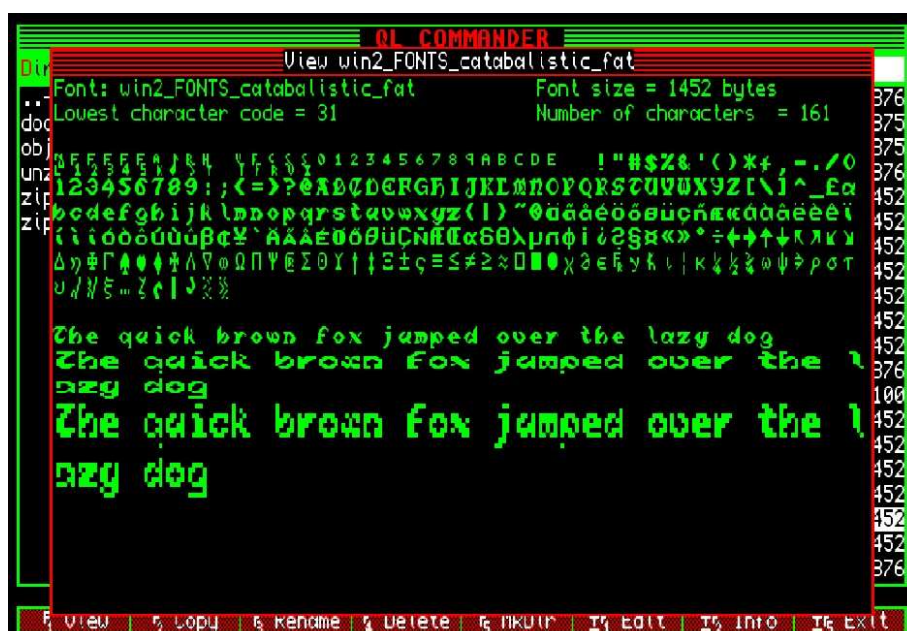
## Viewing files

All files can be viewed, but some have dedicated viewers:

- Font files (\_fnt and \_fat)
- Quill documents (\_doc)
- Zip archives (\_zip)
- \_scr images
- Text files (all other extensions)

### View a Font file

For viewing Font files move cursor over a font file that has \_fnt or \_fat extension and press F1  
Press any key to close the window





## View Quill document

For viewing a Quill document file move cursor over a the file press F1. File must have `_doc` extension in order to be recognized as a Quill doc, and a valid Quill header. QLC will execute *quill\_view* that will create a fair rendition of the document in text mode, in the temporary directory, and then will call *more* extension to view the file. Press ESC to exit the viewer.

```
QL COMMANDER
View win1_ZIPMAN_zipman.doc

ZIP MANAGER
by Dilwyn Jones

Zip Manager is a pointer driven front end program for the InfoZip Group
Zip and Unzip programs for the QL. Zip and Unzip for QL are maintained
by Jonathan Hudson, and the latest QDOS/SMSQ versions may be downloaded
from his website at www.daria.co.uk

Zip Manager was written in SBASIC using the Easyprtr 4 programming tool.
The program was compiled with QLiberator v3.36, and includes the
DJToolkit extensions from Norman Dunbar, the QL Today Display_Cde
extensions and the BasConfig extensions.

Zip Manager requires Window Manager 2, which means either SMSQ/E
version 3 or later, or QDOS with pointer environment version 2.00 or
later. Zip Manager uses the System Palette, which means it will use the
colour scheme implemented for System Palette 0. Toolkit 2 is needed and
although not essential, a ramdisk is beneficial.

919 of 23724 in Temp_quill_tmp
View Copy Rename Delete Mkdir Edit Info Exit
```

## View Zip archive

For viewing a Zip archive move cursor over a the file press F1. File must have `_zip` extension in order to be recognized as a zip document. QLC will execute *unzip* that will create a temporary file in the temporary directory, and then will call *more* extension to view the file. Press ESC to exit the viewer.

**Observation – Probably Unzip bug – This process works only with unzip v5.0 or older. Newer versions do not ever finish creating a file in quiet mode !**

```
QL COMMANDER
View win2_ZIPTEST_basic_lib.zip

4286 21-05-16 14:08 basic_lib_about.mod
1475 21-05-16 14:08 basic_lib_backup.mod
711 21-05-16 14:08 basic_lib_button.mod
334 21-05-16 14:08 basic_lib_centre.mod
1658 21-05-16 14:08 basic_lib_changesize.mod
653 21-05-16 14:08 basic_lib_change_array.mod
1016 21-05-16 14:08 basic_lib_check_array.mod
871 21-05-16 14:08 basic_lib_convertdates.mod
1588 21-05-16 14:08 basic_lib_db_fen_app.mod
355 21-05-16 14:08 basic_lib_docaps.mod
1855 21-05-16 14:08 basic_lib_fen_app.mod
1687 21-05-16 14:08 basic_lib_fen_app2.mod
100 21-05-16 14:08 basic_lib_fp2dec.mod
1656 21-05-16 14:08 basic_lib_get_proveess_printer.mod
8038 21-05-16 14:08 basic_lib_getoptions.mod
2423 21-05-16 14:08 basic_lib_getstr.mod
2231 21-05-16 14:08 basic_lib_make_sprites.mod
889 21-05-16 14:08 basic_lib_replace.mod
1218 21-05-16 14:08 basic_lib_load_arrays.mod
10917 21-05-16 14:08 basic_lib_mk_col.mod

1016 of 2465 in Temp_zip_tmp
View Copy Rename Delete Mkdir Edit Info Exit
```



## View image document

Only \_scr images can be viewed. The image will be loaded on the screen at address 131072., so this option only works on standard QL screen (mode 8 and mode 4)

On SMSQ/E with higher resolution or more colors it will not work.

If you want this option to work please setup your SMSQ/E system in 512x256 resolution and QL colors.

The image is first loaded in mode 4 You can press 8 to change to mode 8, or 4 to change to mode 4. Any other key will close the image.



## View any other document type

For viewing, as you already guessed, move cursor over a the file press F1. QLC will call *more* extension to view the file. Press ESC to exit the viewer.

If the file is a plain file (a \_bas file, text file etc) then it will be readable.

```
QL COMMANDER
View win2_fontdefiner_bas
100 SETWIN 4:SVAR 3,ALCHP(900):DIM pix(9,8)
110 IF SMODE<>4:MODE 4
120 XSTEP 1,1:LIMXY 0,0,7,8:SETXY 0,0
130 window:gridlines
140 PRINT#6," Font no.1 or no.2 ? ";CURSEN#6:in$=INKEY$(#6,-1):CURDIS#6
150 IF in$="2":start=127:ELSE :start=31
150 do_Cset
160 move_ROMset
170 display
180 instruct
190 REPEAT loop
200 RECT#3,11,11,10*XP,10*YP,255
210 IF KEYROW(0):adjust
220 IF KEYROW(7)=4:OVER#3,-1:RECT#3,10,22,185,0,4:OVER#3,0:install:AT#5,1,
13:PRINT#5,CHR$(char):OVER#3,-1:RECT#3,10,22,185,0,4:OVER#3,0:sizes
230 IF NOT KEYROW(1):colour=6-PCOL(10*XP+30,10*YP+25):GO TO 210
240 RECT#3,11,11,10*XP,10*YP,0
250 MOUXY
260 IF SPA
270 BLOCK#3,9,9,10*XP+1,10*YP+1,colour
662 of 6247 in fontdefiner_bas
View Copy Rename Delete Mkdir Edit Intro Exit
```

## Create a directory

To create a directory just press F5 – the Create Directory window will appear and you will be able to enter the directory name., then press Enter.

If you leave the edit box empty and press Enter the creation is canceled

**Possible Bug:** Creating a directory uses FMAKE\_DIR function.  
The SBASIC/SuperBASIC Reference Manual Online states:

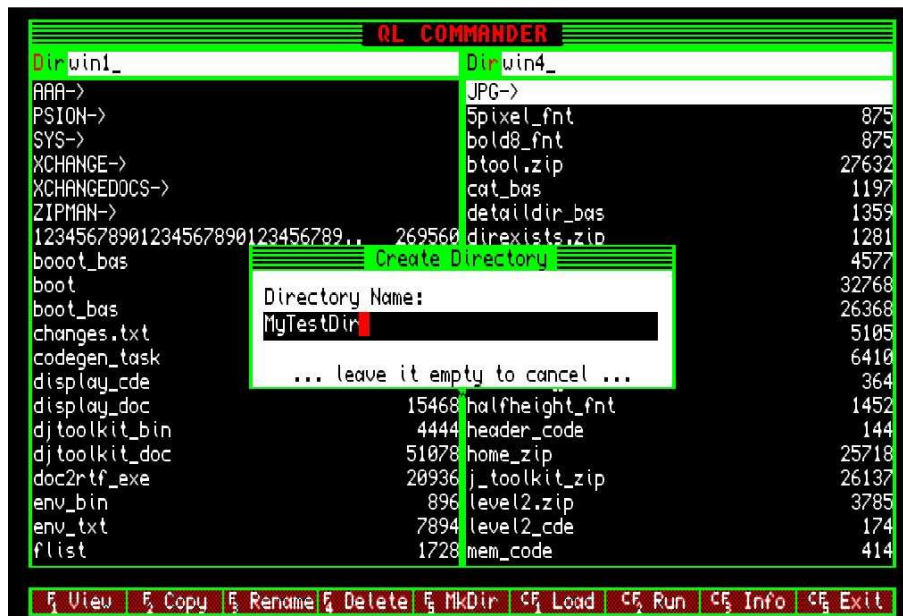
FMAKE\_DIR is identical to MAKE\_DIR except that it is a function and does not stop a program if an error occurs, instead it returns the code of the error concerned.

The following errors need some explanation:

Error -9 (in use) : There is already a sub-directory with the same name;

Error -8 (already exists) : File (not a sub-directory) exists already with that name;

In Qemulator it returns -8 in both cases !



## Copy files

### Copy a single file

Move the cursor over the file and press F2. The file will be copied in the directory currently selected on the other panel.

Copying a single file does not require confirmation from the user

### Copy a single directory

Move the cursor over the directory and press F2. The directory will be copied in the directory currently selected on the other panel.

Copying a single directory requires confirmation from the user

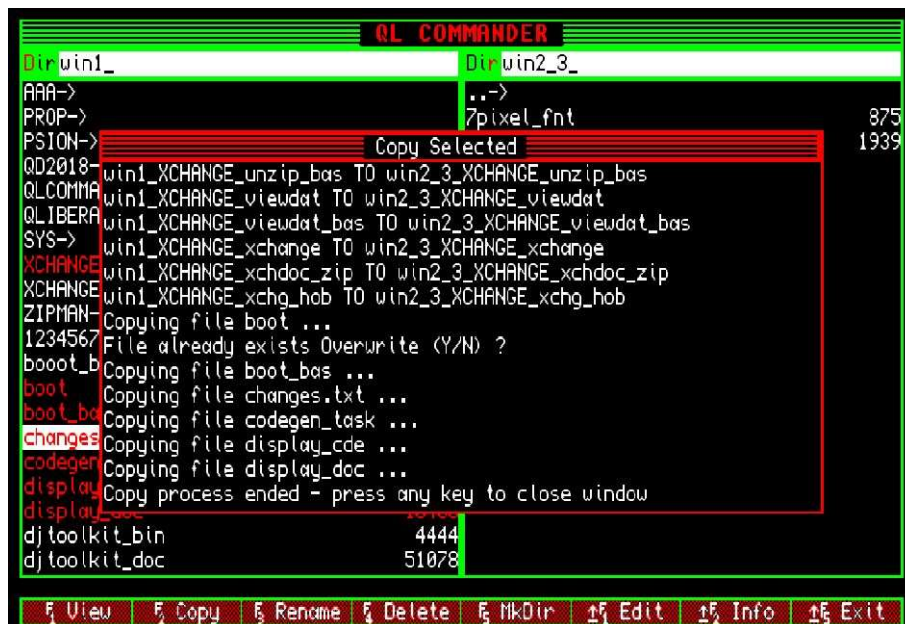
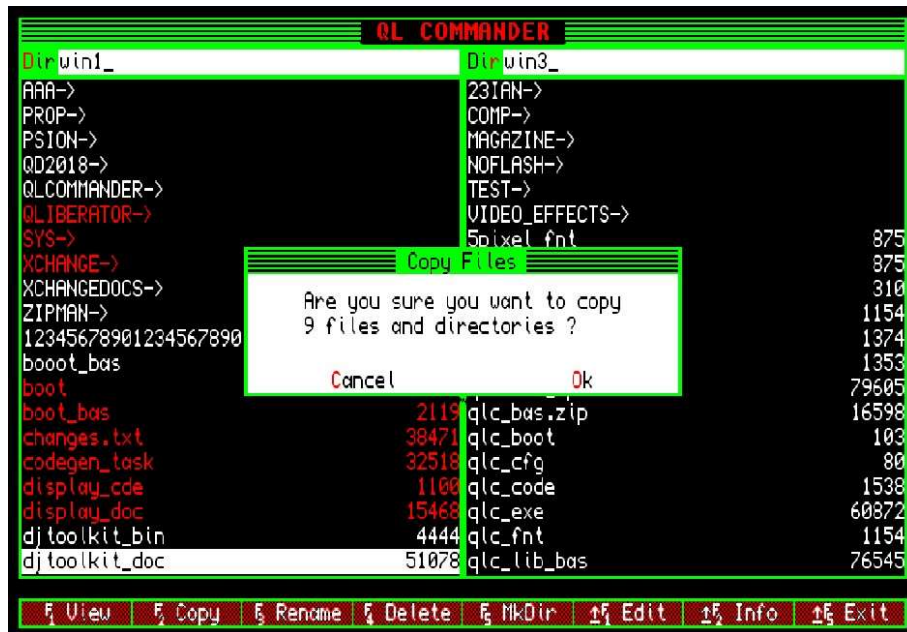
**Attention:** Copy process will not copy any subdirectories of the directory you are copying !

## Copy multiple files and/or directories

First select all the files/directories to copy using SPACE key . The selected items will be written with red. Then press F2.

Copying multiple files and/or directories requires confirmation from the user

**Attention:** Copy process will not copy any subdirectories of the directory you are copying !



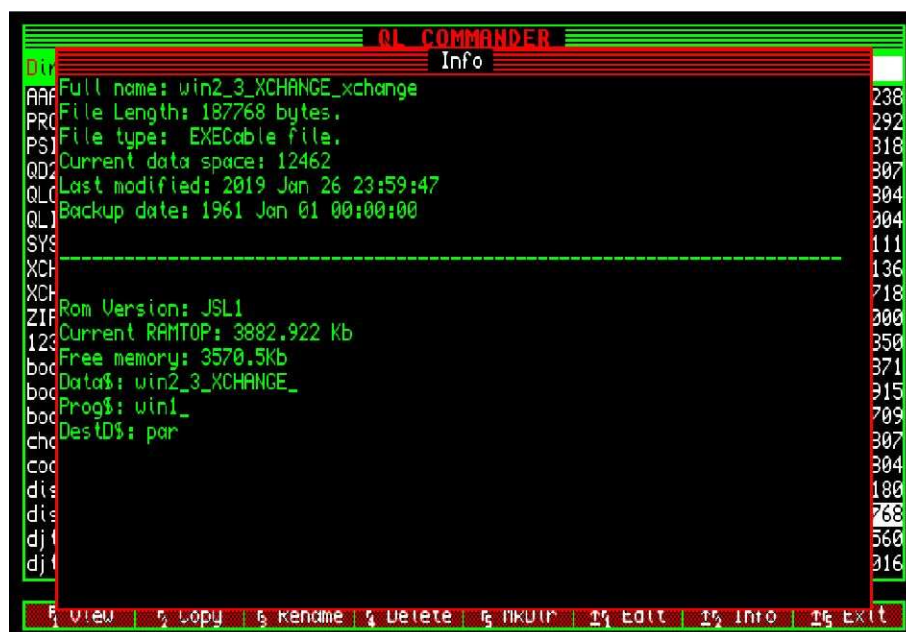
## Delete files

Delete operations are analogous with copy operations, but all delete operations require user confirmation !

**Attention:** Delete process will **not** parse subdirectories and will **not** delete any subdirectories of the directories you are deleting !

## Show File Info

Move the cursor over the file and press Shift-F2. The file info will be displayed. Press any key to close the window



## Open a XChange document

You can open a Xchange document only if you configured QLCommander to use it (you have set the correct path to Xchange and the correct executable name – this generally is Xchange)

The following extensions are associated with Xchange documents:

- \_doc – Quill document
- \_aba – Abacus document
- \_grf – Easel documentation
- \_dbf – Archive document (database)
- \_prg - Archive document (program)

Move the cursor over the file and press Enter. The file will be loaded into Xchange and the correct program will start.

You can use CTRL-C to switch back to QLCOMMANDER or to other task.

After closing Xchange press CTRL-C to return to QLCommander



## Edit a document

You can open a document in the editor only if you configured QLCommander to use an editor - you have set the correct path to editor and the correct executable name when you configured QLCommander.

Some editors require extensions in order to run - those extensions must be loaded on your system, preferably in your boot filename

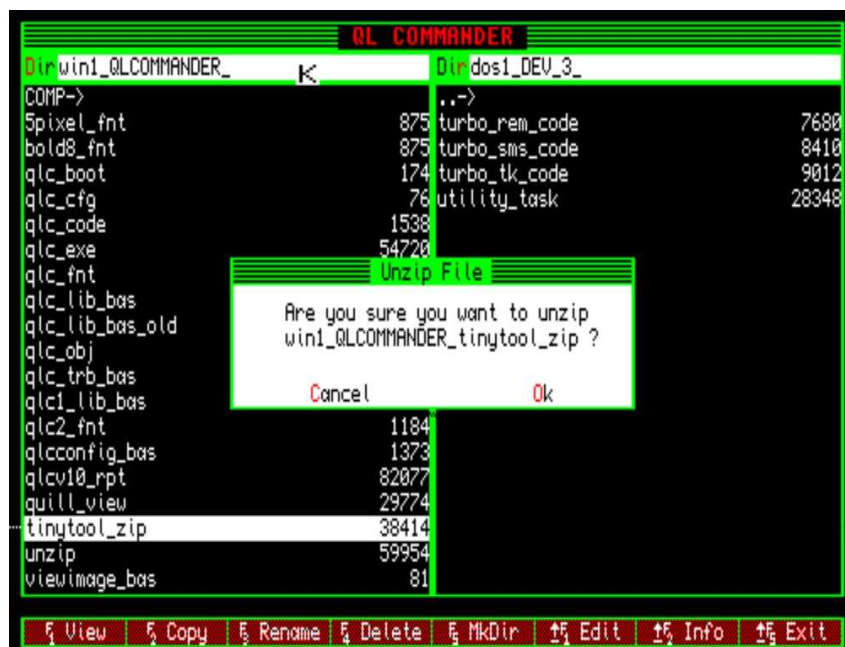
Move the cursor over the file and press Enter. The file will be loaded into your selected editor.

You can use CTRL-C to switch back to QLCOMMANDER or to other task.

After closing the editor press CTRL-C to return to QLCommander

## Unzip a \_zip archive

Move the cursor over the \_zip file and press Enter. The archive will be unzipped into the directory selected in the opposite panel.



QLCommander uses unzip program that is located in the program's directory. This is an older version - unzip v5.0, as newer version seem unable to list contents of a zip archive into a file for viewing it's content.

QLCommander does not checks the integrity of the zup archive so in case of any errors, if unzip crashed, then QLCommander might also crash.

# Known Bugs and issues encountered

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## FMAKE\_DIR issue

Creating a directory uses FMAKE\_DIR function.

The SBASIC/SuperBASIC Reference Manual Online states:

FMAKE\_DIR is identical to MAKE\_DIR except that it is a function and does not stop a program if an error occurs, instead it returns the code of the error concerned.

The following errors need some explanation:

Error -9 (in use) : There is already a sub-directory with the same name;

Error -8 (already exists) : File (not a sub-directory) exists already with that name;

In Qemulator it returns -8 in both cases ! Not tested in QPC2...

## Unzip Issue

Unzip versions newer than v5.0 seem never to complete the if set to list the contents of the archive to a file

## QPC2 char\_inc issue 1

On QPC2 when a fat font is used with **char\_inc** the text is not rendered correctly.

The chars are rendered with the correct width, but the paper under the characters is still set to 5 pixels wide – the other pixels are left as before.

The following code:

```
100 OPEN#3,con
110 WINDOW#3,300,50,10,10: BORDER#3,1,4: PAPER#3,0,4,1: CLS#3
120 PAPER#3,0: INK#3,2
130 a$='win1_bold8_fnt'
140 basefont3 = ALCHP(Lng%)
150 LBYTES a$, basefont3
160 CHAR_USE#3,basefont3,0
170 CHAR_INC #3,9,10
180 CURSOR#3, 20, 5
190 PRINT #3,"THIS IS A TEST abcdefg"
```

will have as result:



## QPC2 char\_inc issue 2

On QPC2 Lbytes "win1\_image\_scr", 131072 resets the characters width to the default 6 pixels in all channels