QLCOMMANDER v2.0

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

QLCis 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 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.

Table of Contents

QLCommander Install....3
Running on QDOS vs SMSQ/E....4
Using QLCOMMANDER....5
Warning:....5
Extensions used....5
The QLC Screen....5
Commands....6
Viewing files....8
View a Font file....8
View Quill document....9
View Zip archive....9
View image document....10
View any other document type....10
Create a directory....11
Copy files....11
Copy a single file....11
Copy a single directory....11
Copy multiple files and/or directories....11
Delete files....12
Show File Info....13
Open a XChange document....13
Edit a document....13
Unzip a _zip archive....14
Load _bas file....14
Load and Run _bas file....14
Compare Directories....16
Known Bugs and issues encountered....17
MAKE_DIR and FMAKE_DIR issue....17
Unzip Issue....17
QPC2 char_inc issue 1....17
QPC2 char_inc issue 2....18
RENAME file issue on Qemulator running on Windows 10....18
Lbytes “image_scr”, 131072 crashes on QL....18

QLCommander Install

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_cfg
   6. qlc_code
   7. qlcconfig_bas
   8. quill_view
   9. unzip

4. Load and run the QLC Congurator program : qlcconfig_bas . Edit the settings it to match your configuration and save them in the directory where you installed QLC.

Observation:

When started the configuration program shows the default configuration, not your last saved configuration !
Edit the "Save config to" value to match the directory where you installed QLCOmmander and press F3 to load the current configuration

5. Make sure that you have loaded the necessary general extensions:
   - Toolkit 2 (On Qemulator use v2.32 – on QL at least v2.88, but v2.32 is recommended)
   - Turbo Toolkit
   - PE environment (hot_rext, ptr_gen, wman – only on QDOS, not needed on SMSQ/E)
   - any other extensions needed by your selected editor (e.g. QD also needs menu_rext)

6. Load the qlc_code: e.g.: LRESPR qlc_code

7. Run QLC using the command (modify the drive and directory name to those in your setup):
   EX win1_QLCOMMANDER_qlc_obj; win1_QLCOMMANDER_

qlc_obj – is QLC executable compiled with Qliberator (with runtime inclued)

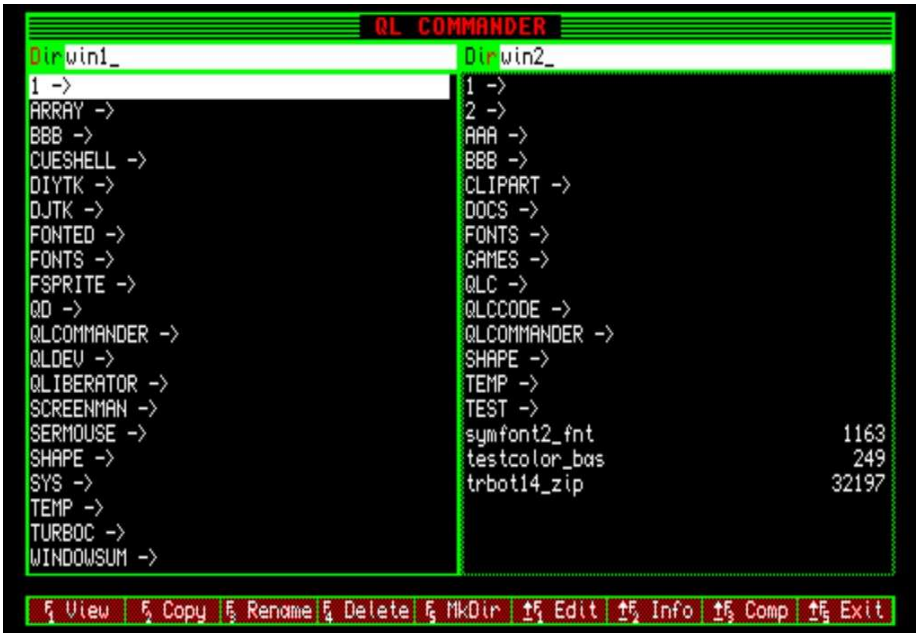
Running on QDOS vs SMSQ/E

QLCommander can run both in QDOS and SMSQE. In QDOS it will run in mode 4. In SMSQ/E it can be configured to run in all modes, including high res and 8 bit colour and high colour modes.

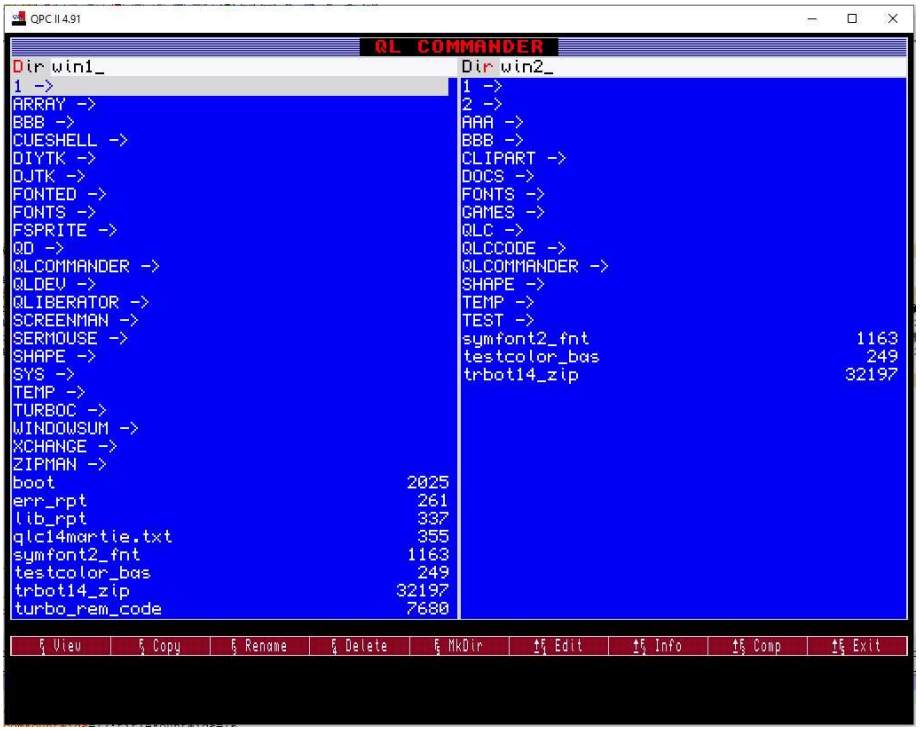
Configuration example for running in 1024x768, 8 bit colour or high colour mode:

Fount	: 3	(or 2, for thinner fount – but use double height characters for better visibility on screen)
Chrs per line	: 50	(we have horizontal space, so let's use it)
No of rows	: 30	(30 rows in a panel – we take advantage of the high resolution)
QL colours	: 0	(will run with a different color scheme that takes advantage of the more colours available)

QL Commander running on QDOS or in SMSQE with QL colors and 512x256 resolution



QL Commander running on SMSQE - 1024x768 resolution and High Colour mode



Using QLCOMMANDER

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.

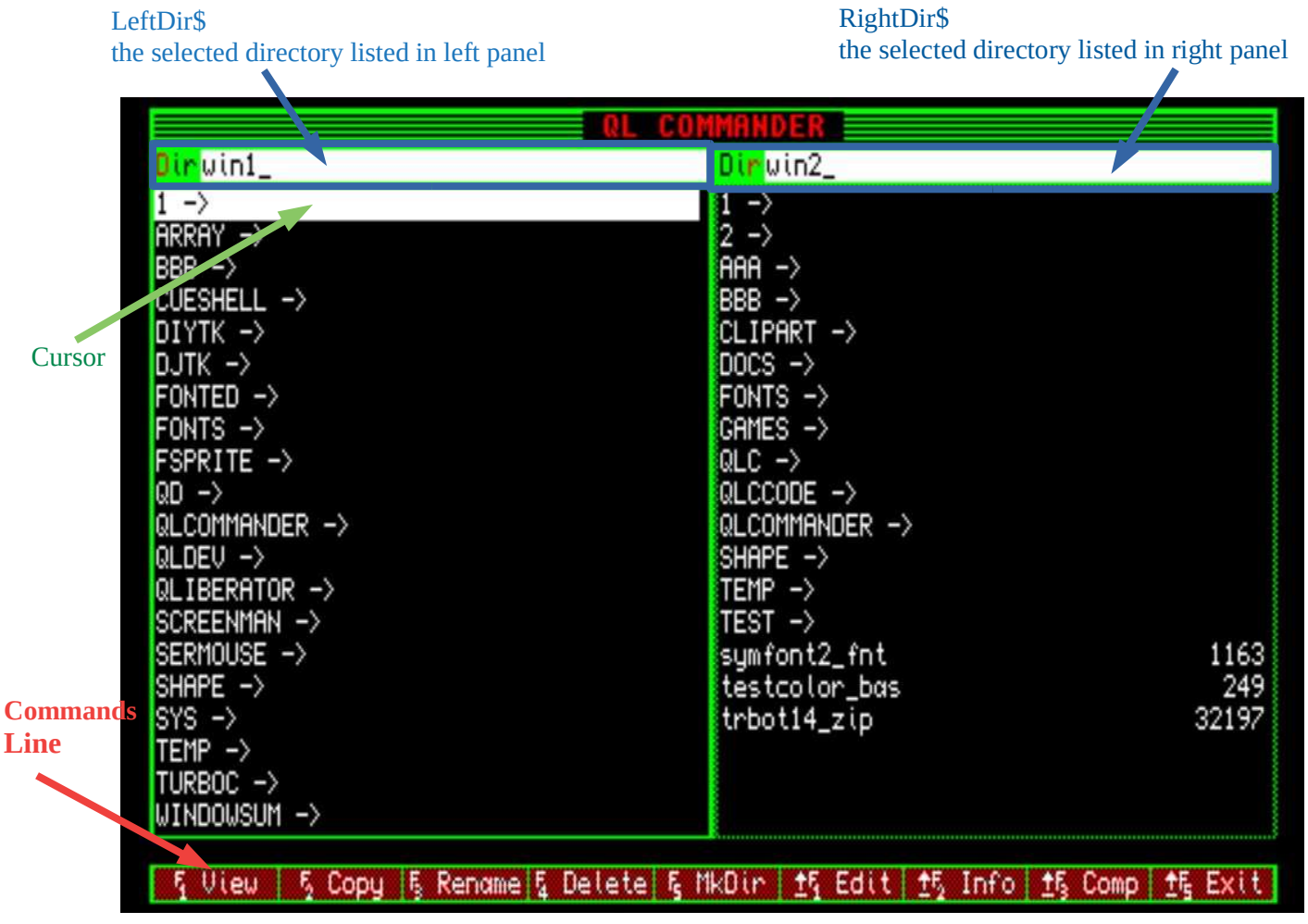
Extensions used

QLC uses the following extensions :

- qlc_code (contains More_code, Header_code and Function_code, all from DIY Toolkit)
- QPTR toolkit
- Turbo Toolkit
- Toolkit 2 (On Qemulator use v2.32 – on QL at least v2.88, but v2.32 is recommended)
- PE environment (hot_rext, ptr_gen, wman – only on QDOS, not needed on SMSQ/E)

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

The QLC Screen



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

<table>
<tr><th>Command</th><th>Description</th></tr>
<tr><td>Ctrl-d</td><td>Change the directory listed in the left panel (edit box in place)</td></tr>
<tr><td>Ctrl-r</td><td>Change the directory listed in the right panel (edit box in place)</td></tr>
<tr><td>Tab</td><td>Change active panel</td></tr>
<tr><td>Up arrow</td><td>Move the cursor one item up in the list</td></tr>
<tr><td>Down arrow</td><td>Move the cursor one item down in the list</td></tr>
<tr><td>Shift-Up arrow</td><td>Move the cursor one page up in the list</td></tr>
<tr><td>Shift-Down arrow</td><td>Move the cursor one page down in the list</td></tr>
<tr><td>Ctrl-Up arrow</td><td>Jump to first item in the current panel</td></tr>
<tr><td>Ctrl-Down arrow</td><td>Jump to last item in the current panel</td></tr>
<tr><td>Ctrl-Left arrow</td><td>Open parent directory. If the current directory has no parent (is root of the drive) then it jumps to first item in the panel</td></tr>
<tr><td>Enter</td><td>If cursor is on item ..-> then go one level up on the directory tree
If cursor is on a directory then go one level down on the directory tree, into the selected directory
If the cursor is on file with a known extension then it will perform the following action:

<table>
<tr><th>Extension</th><th>Action</th></tr>
<tr><td>_bas</td><td>Load the file in the SBASIC editor, then calls ED editor</td></tr>
<tr><td>_cde
_code
_rext</td><td>It will LRESPR the file</td></tr>
<tr><td>_doc
_aba
_grf
_dbf
_prg</td><td>Load the file in XChange</td></tr>
<tr><td>_zip</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>
</td></tr>
<tr><td>Shift-Enter</td><td>If the cursor is on BASIC program (Boot or _bas) then the program is loaded and executed (LRUN)</td></tr>
</table>

<table>
<tr><th>Command</th><th>Description</th></tr>
<tr><td>Space</td><td>Select the item under the cursor for further operations.
If the item is selected it will deselect it. Selected items are printed in red</td></tr>
<tr><td>+ or =</td><td>Selects all files and directories from the current panel</td></tr>
<tr><td>- or _</td><td>Deselects all files and directories from the current panel</td></tr>
<tr><td>\</td><td>Invert selection. Deselects all selected files and dirs and selects all unselected from the current panel</td></tr>
<tr><td>Ctrl-a</td><td>Show About box</td></tr>
<tr><td>a.. z
a umlaut..oe diphthong</td><td>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</td></tr>
<tr><td>A.. Z
A umlaut..OE diphthong</td><td>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</td></tr>
<tr><td>0..9</td><td>Move cursor to next file or directory that starts with that number</td></tr>
<tr><td>F1</td><td>View the file under the cursor

<table>
<tr><th>Extension</th><th>Action</th></tr>
<tr><td>_fnt
.fnt
_fat
.fat</td><td>View as font.
Regardless of the extension fnt or fat the program will test if the font is a regular font or a fat font and will try to render it accordingly</td></tr>
<tr><td>_doc
.doc</td><td>View Quill document. QlCommander will check that the file has a valid Quill header. Note: there are no checks performed to test the integrity of the file, so if the document is corrupted a crash might occur.</td></tr>
<tr><td>_scr
.scr</td><td>View as image. Only the file is longer than 32k then only the first 32k will be loaded on screen.</td></tr>
<tr><td>_zip
. zip</td><td>View as zip archive. It will list the content of the archive. QlCommander will check that the file has a valid Zi[p header.
Note: there are no checks performed to test the integrity of the file, so if the archive is corrupted or is a zip archive created on a different operating system and does not conforms with QDOS requirements a crash might occur.</td></tr>
<tr><td>Any other extension</td><td>View as text</td></tr>
</table></td></tr>
<tr><td>F2</td><td>Copy the selected items to the other panel (in the directory currently displayed in the other panel)
If there are no selected items then it will copy the item under the cursor</td></tr>
<tr><td>F3</td><td>Rename the file under the cursor.
It is not possible to rename directories</td></tr>
<tr><td>F4</td><td>Deletes the selected items
If there are no selected items then it will delete the item under the cursor
All delete operations require user confirmation</td></tr>
<tr><td>‘F5</td><td>Create a Directory</td></tr>
</table>

<table>
<tr><th>Command</th><th>Description</th></tr>
<tr><td>Shift-F1</td><td>Loads the file under into the editor (if editor was configured)

<table><tr><th>Extension</th><th>Action</th></tr><tr><td>_doc
_aba
_grf
_dbf</td><td>Load the file in Xchange Quill, in corresponding program</td></tr><tr><td>Any other extension</td><td>Load the file in the configured editor</td></tr></table>
Xchange and/or editor are started as separate tasks. You can go back to QLCommander by pressing CTRL_C</td></tr>
<tr><td>Shift-F2</td><td>Shows the Info window. Press any key to close the window</td></tr>
<tr><td>Shift-F3</td><td>Compare left panel and right panel files and directories.
Files and Directories that are different will be marked and shown in red</td></tr>
<tr><td>Shift-F4</td><td>Redraw screen</td></tr>
<tr><td>Shift-F5</td><td>Exit program</td></tr>
</table>

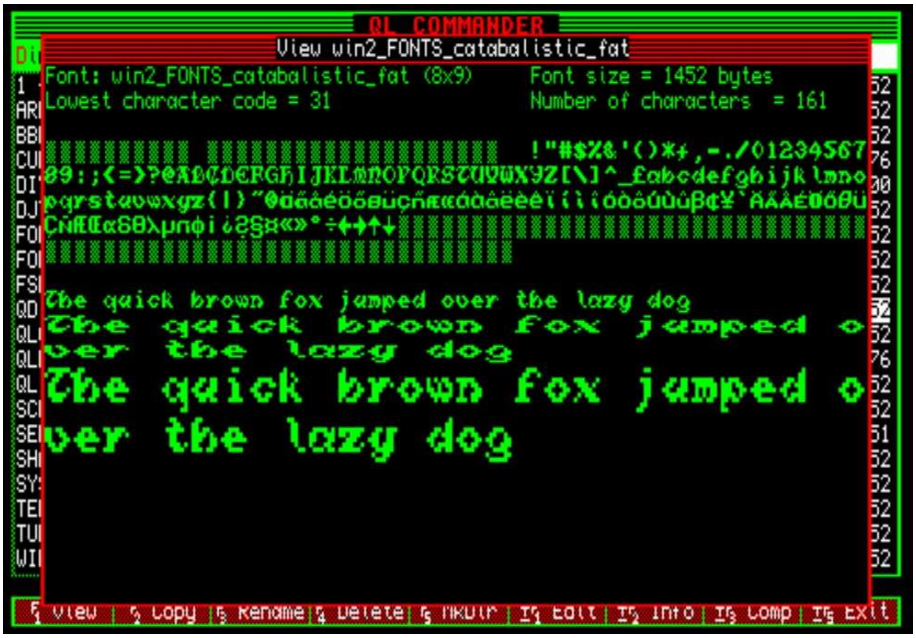
Viewing files

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

- Font files (_fnt, .fnt, _fat and .fat)
- Quill documents (_doc and .doc)
- Zip archives (_zip and .zip)
- Image files (_scr and .scr)
- Text files (all other extensions)

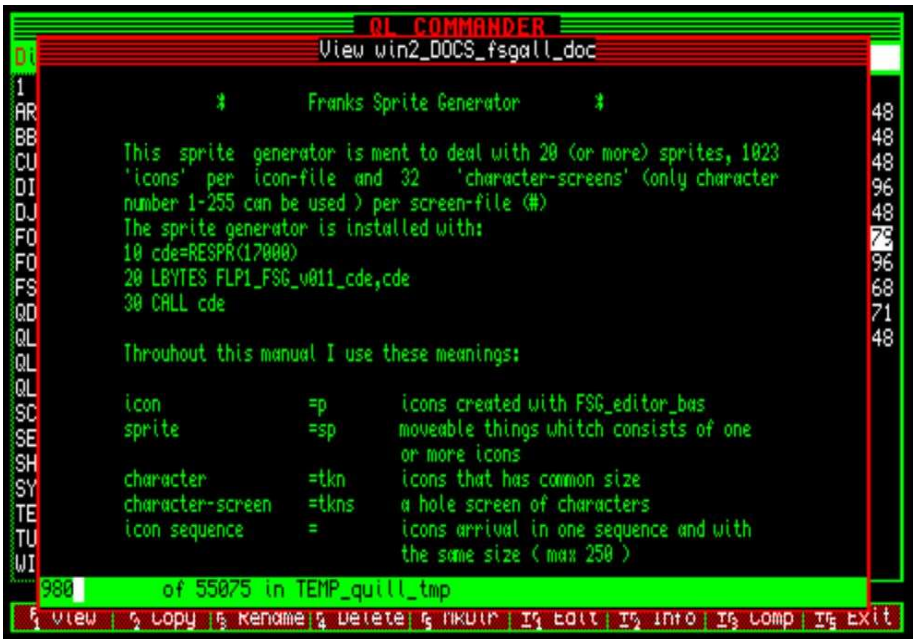
View a Font file

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



View Quill document

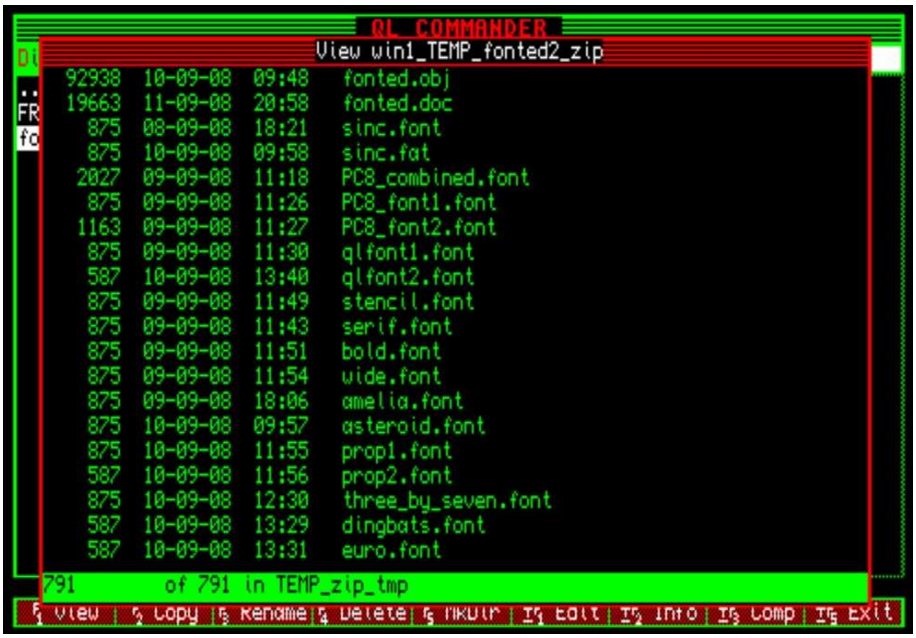
For viewing a Quill document file move cursor over a the file press F1. File must have _doc extension in order to be recognized as a Quill doc, and a valid Quill header. QLC will execute *quill_view* that will create a fair rendition of the document in text mode, in the temporary directory, and than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



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 than 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 !



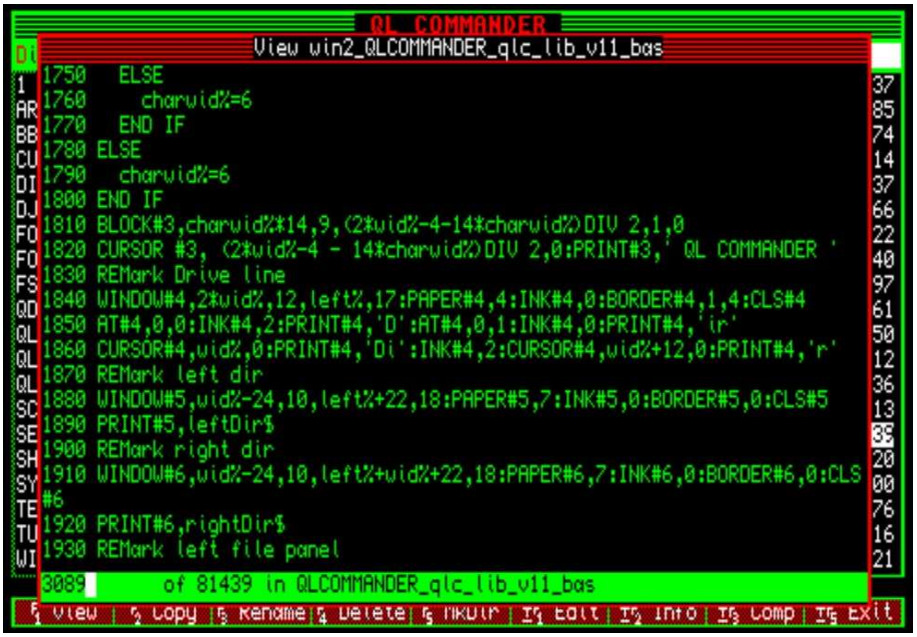
View image document

This feature is only available in classic QL configuration (resolution 512x256 and classic colors) .
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.

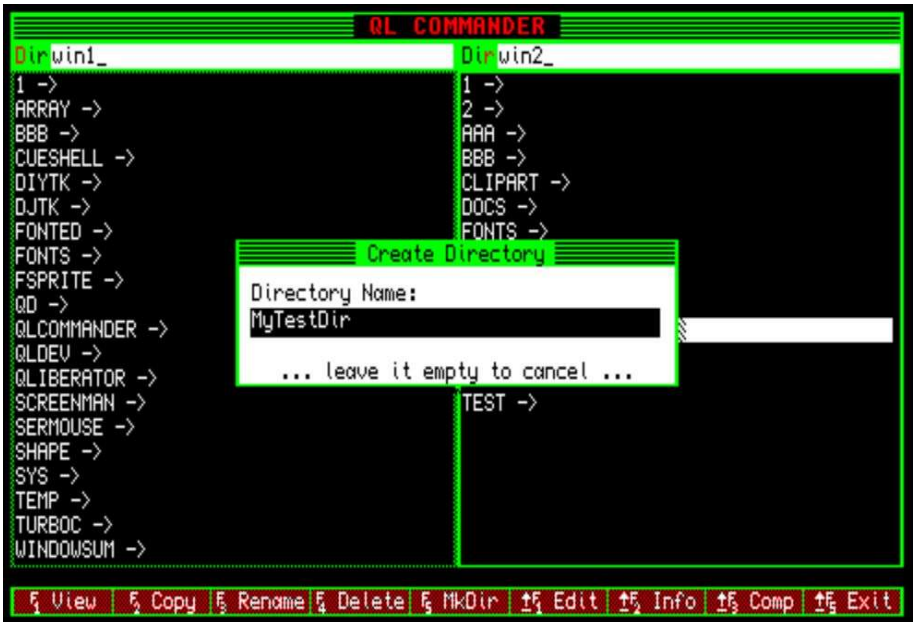
View any other document type

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.



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



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 ion the other panel.
Copying a single file does not require confirmation from the user

Copy a single directory

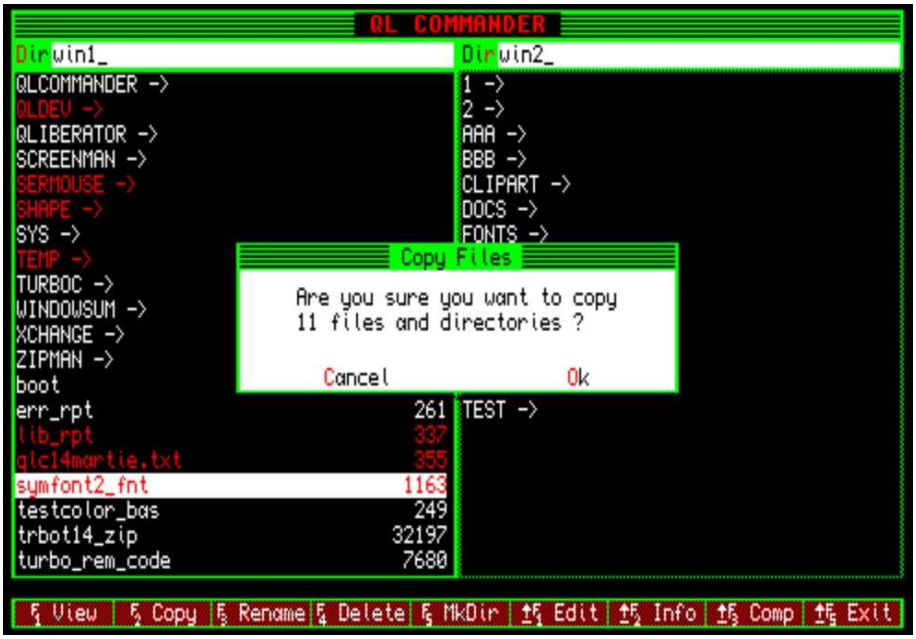
Move the cursor over the directory and press F2. The directory will be copied in the directory currently selected ion the other panel.
Copying a single directory requires confirmation from the user

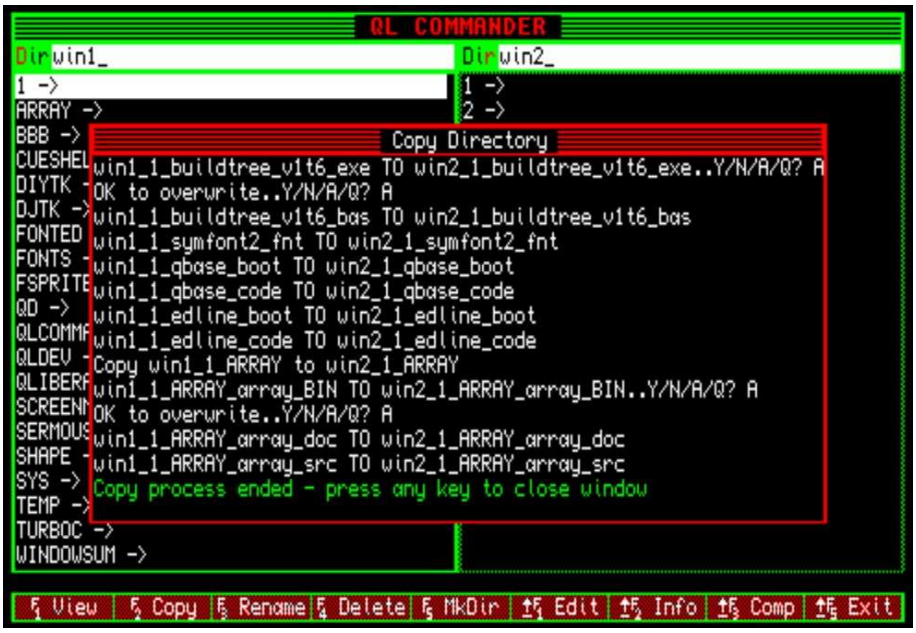
Attention: Copy process will try to copy all subdirectories and files of the directory you are copying! Some subdirectories and/or files might not get copied, if their destination full name exceeds 41 characters (including drive name)

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 try to copy all subdirectories and files of the directory you are copying! Some subdirectories and/or files might not get copied, if their destination full name exceeds 41 characters (including drive name)





Delete files

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

Attention: Delete process will parse subdirectories and will delete all subdirectories and files 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

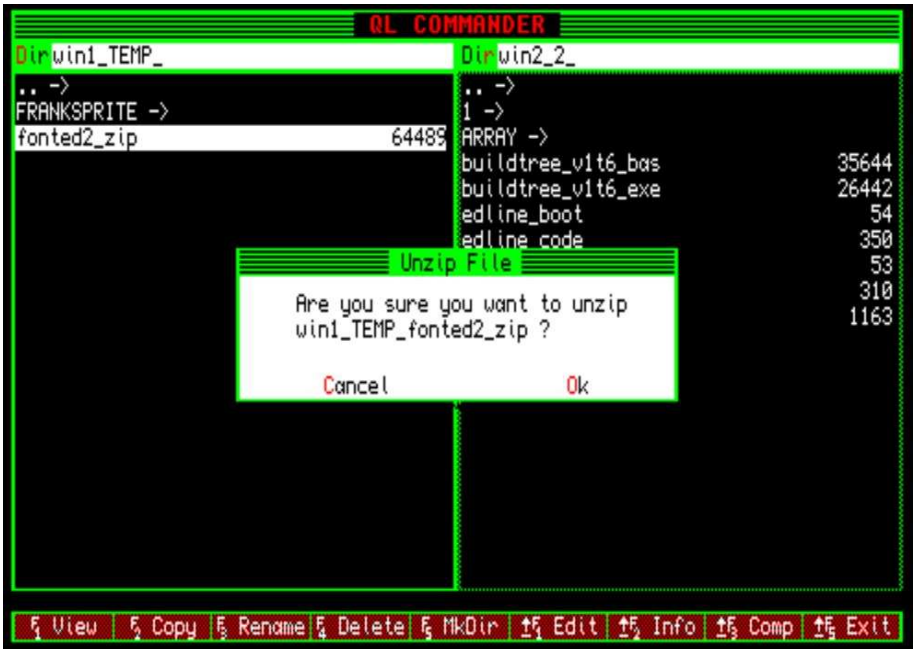
Edit a document

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 unziped into the directory selected in the opposite panel.



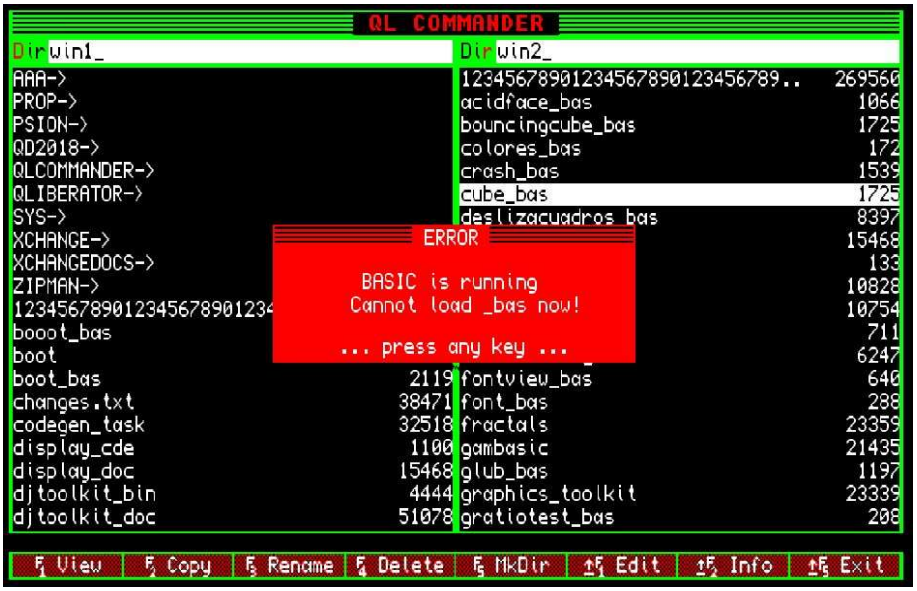
QLCommander uses unzip program that is located in the program's directory. This is an older version - unzip v5.0, as newer version seem unable to list contents of a zip archive into a file for viewing it's content.
QLCOmmander does not checks the integrity of the zip archive so in case of any errors, if unzip crashes, then QLCommander might also crash.

Load _bas file

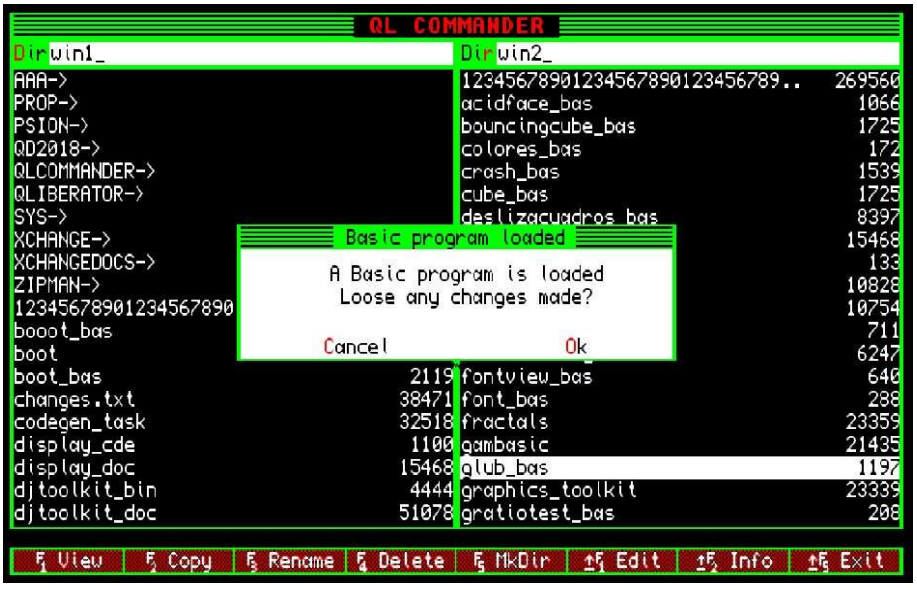
Move the cursor over the _bas file and press Enter. If no BASIC program is currently running then the file will be loaded in ED editor
See Load and Run a _bas file for more info

Load and Run _bas file

Move the cursor over the _bas file and press Shift-Enter.
QLCommander will first test if a basic file is already running in the interpreter.
If a Basic program is already running the following message will be shown:



If no BASIC program is running QLCommander will test if a basic file is already loaded and not saved, and if it is will show the following message:



Pressing c or C cancels the loading of the program
Press o or O to load the program

Compare Directories

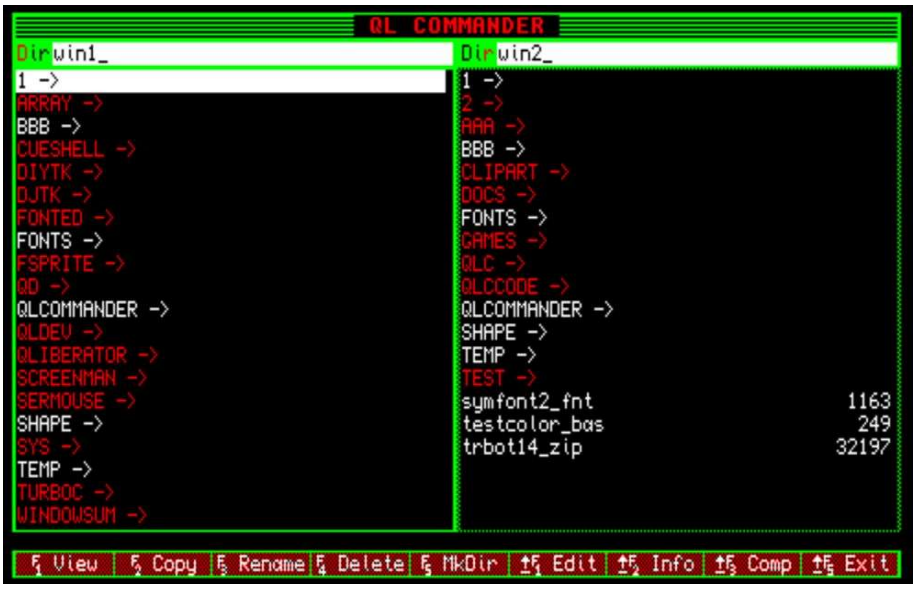
Press Shift-F3 to compare the directory displayed in the left panel to the directory displayed in the right panel.
All different directories and/or files will be marked and displayed in red'

A directory is considered to be "the same" if it has the same name. Name comparison is case-insensitive, and the contents of the directory are not checked, so they might be different

A file is considered to be "the same" if :

- it has the same name (name comparison is case-insensitive)
- it has the same size

File contents are not checked, so they might be different



Known Bugs and issues encountered

MAKE_DIR and FMAKE_DIR issue

Creating a directory uses FMAKE_DIR function, and this needs at least Toolkit v2.23 (we recommend to use Toolkit 2.32 or SMSQ/E)

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 extraction process if set to list the contents of the archive to a file. The process seems to halt just before closing the 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

RENAME file issue on Qemulator running on Windows 10

On my Win 10 system, on Qemulator, RENAME command always returns error “Already exists” and rename fails, even if no file actually exists with that name !

Lbytes “image_scr”, 131072 crashes on QL

On one of my QLs loading a full screen (32k) with Lbytes “image_scr”, 131072 crashes the QL !
The QL has the following configuration:

- QL-SD
- Gold Card (tetroid clone) or SuperGold Card (original) - crash happens with either card
- Minerva ROM

This QL originally had a very early AH Rom , that needed the AH conversion to install the QL-SD

On a second QL loading a full screen (32k) with Lbytes “image_scr”, 131072 works in mode 4, but changing to view the image in mode 8 freezes the program.
The QL has the following configuration:

- QL-SD
- Gold Card (tetroid clone) or SuperGold Card (original) - crash happens with either card
- Minerva ROM
- Hermes

This QL has an issue 5 motherboard

Will have to do further tests with my other QL :(