embers wishing to submit helpline requests via email can use the email address helpline@quanta.org.uk or if you prefer to use traditional post, please send the helpline request to me via the address printed inside the front cover of the magazine.

Obviously, we cannot guarantee to answer every query we receive, but we will do our best! Where we have been unable to answer the queries, we may print the help request as an open request in the magazine to ask if any of the readers can come up with a solution. And, of course, if readers feel that they have a better solution than we came up with, or would like to correct any errors we make, please write to us!

Quanta Library Online

Now that the new website has settled down, we are able to offer the entire Quanta software library CD and Library Guide online.

Both can be downloaded from the Quanta website at http://www.quanta.org.uk – click on the "SOFTWARE LIBRARY" link (ringed in the screen dump in Figure 1 below) at the top of the page, or go direct to the software library page at https://guanta.org.uk/software-library/

I thought that as this is a fairly new development, I'd dedicate a Helpline column to the subject, to encourage members to download and use the Library.

The Library Guide

The Library Guide is a zipped up version of the lib-guide on floppy disk LG01. To download it just scroll down to the Library Guide section on the page, locate the download icon, a green down-arrow with the word Download beside it and click on it. See Figure 2 below.

The exact action which follows depends on which browser you use. For this article I will be assuming Internet Explorer. It may look different in all browsers, even if it works in a similar manner in principle. All examples assume the Windows operating system, I will not even dare to try to offer advice for Linux or Apple systems.

The browser offers to download the zip file and asks if you want to Open, Save, or Cancel. See Figure 3. To the right of the Save button there is a down arrow – click on this and you get a further little menu with Save, Save As and Save And Open as options. I normally use Save As since it lets me save to a

folder of my choice and if I need to, with a different filename to that offered by the website. The filename will end with 'libguide.zip' by default but you can easily change that. Some browsers will save the file straight into their default downloads folder. In this case, you'll have to find it as appropriate to your system setup. Keep the length of the filename fairly short to enable it to work with the fairly restricted maximum QL path name limit of 36 characters.

Once you've found it, or made a note of where you saved it, you will now need to transfer it to your QL or emulator. The exact method is dependent on the exact system used. There are too many of them to even think of going into the subject of file transfers here - every single QL system seems to need a separate set of instructions these days! A useful source of information on file transfers may be found on my website at http://www.dilwyn.me.uk/gen/pcqlxfer/index.html

IMPORTANT: Do not try to unzip the downloaded file in Windows or other operating systems. It never works, QL file headers get lost or damaged, anything you try to later execute on a QL just gives Bad Parameter errors due to the loss of file headers and expert help would be needed to restore normality. ALWAYS transfer the zip file to a QL or QL emulator first and unzip it on there.

File transfer may take one of several forms, you will need to look up which is most appropriate for your system:

- Put the zip file on a DOS or Windows formatted floppy disk and use QL software such as Discover, Mtools or MultiDos on a QDOS or SMSQ/E system to read and transfer the software into the QL environment. These can be downloaded from http://www.dilwyn.me.uk/files/index.html
 http://www.dilwyn.me.uk/filetran/index.html
- QPC2 users can access DOS or Windows formatted floppy disks directly, and QPC2 and SMSQmulator users can access DOS/Windows hard disks directly using the DOS device on QPC2 or the native directory device on SMSQmulator (as long as the path name – folder plus filename length – does not exceed the QL filename length limits)
- Use Windows or DOS software such as WXQT2

 (www.daria.co.uk/qdos/) or QL Disk Reader
 (http://www.dilwyn.me.uk/filetran/index.html) to move files between the QL and PC environments, depending on the type of media you want to use.
- If the QL has no floppy disk drives, you may need to consider using a serial cable link between the PC and QL to transfer the files. See http://www.dilwyn.me.uk/gen/serial/serial.html and

http://oldmachinery.blogspot.co.uk/2014/01/sinclair-ql-serial.html for articles on this subject.

Having transferred the zip file to a QDOS or SMSQ/E environment you will then need to unzip it. For this we must use a QDOS version of Unzip, which you can get from www.daria.co.uk/qdos/ or

http://www.dilwyn.me.uk/arch/index.html
. If you haven't already got a copy of Unzip, you may find yourself in the situation where you need to download a zipped copy of unzip for which you will need a copy of Unzip to unzip your copy of unzip. To get around this, go to

http://www.dilwyn.me.uk/arch/index.html and look at the Job2Bas utility, where you can download a copy of Unzip saved as a BASIC file which will survive Windows to QL transfer and when run on a QL will "create" a temporary copy of Unzip to help you access zipped download files initially, until you can get the full zip and unzip packages for your QL. There is something called a "self-extracting archive" of unzip which ought to solve the problem at a stroke, but sadly it's quite an old program which doesn't always work on all systems.

QemuLator users have an extra option – you can attach the zip file directly to one of the emulator's 8 drive slots – right click on a spare drive slot and choose the "Zip/QLPAK Archive..." option and navigate to the location where you stored the downloaded zip file and attach the zip file to that slot. Let's say it was slot 3. DIR MDV3_ or DIR FLP3_ should now give a list of files which you can copy to wherever you want them stored.

General information on using Unzip and Zip may be found on my website at http://www.dilwyn.me.uk/gen/pcqlxfer/index.html (scroll down that page to the section on Unzip). There are also articles about using Zip and Unzip at http://www.dilwyn.me.uk/docs/articles/index.html

The Library Guide as supplied is designed to run from floppy disk FLP1_. To use it from another device such as hard disk, you need to read the documentation to see how to adapt it. As long as your QL or emulator has access to a floppy disk, use that first, it will prove easiest. If not, unzip all the files to a folder on your QL hard disk and read the _doc files supplied. If your system has a device driver called DEV (many disk interfaces from Miracle Systems Ltd and some emulators such as QPC do have this) there is a little trick you can use to fool the system to run software configured for floppy disk from a directory on a hard disk system. Let us suppose that you've put the Library Guide into a directory called WIN1_LIBGUIDE_ on the hard disk. Point the DEV device driver's devices 1 and 2 to this directory as follows:

DEV_USE 1,WIN1_LIBGUIDE_ DEV_USE 2,WIN1_LIBGUIDE_ DIR DEV1_ now shows a list of files from the Library Guide.

Now rename the DEV device to have a name of FLP instead of DEV.

DEV_USE "FLP"

This "steals" the FLP device name from the floppy disks and gives it to the DEV device. DIR FLP1_ now gives a list of files on the Library Guide directory. You can no longer use the floppy disk drives, although you can give them a new name with FLP_USE like this:

FLP_USE "flo"

After which, DIR FLO1_ gives a list of files on the original floppy disk drive (well, as long as it contains a floppy disk). To restore normality later, use the two commands:

DEV_USE DEV FLP_USE FLP

Assuming you have successfully got this far, you can now run the Library Guide software to see what's in our software library. Just LRUN the BOOT program from the disk:

LRUN FLP1_BOOT

This will load the DBAS database extensions which are needed to run the Library Guide program. If already installed on your system, just REM out the three lines which contain the RESPR, LBYTES and CALL statements (1095,1100 and 1105 on my copy, it may vary from version to version). The device name from which everything is loaded is set in an earlier line of the BOOT program, containing code such as device\$="FLP1_" – see the listing in Figure 4.

Running the BOOT program should bring up a green window, the introductory screen of the Library Guide program, written by Norman Dunbar. See Figure 5. It first asks you to specify which device it's running from, which will be FLP1_ by default (this is why I suggested the use of the DEV device trick in the tip above). You can change it to something like WIN1_LIBGUIDE_ or wherever you stored the unzipped Library Guide.

It also asks for the printer device name. If you are unsure, leave this blank. You may find that if you specify an incorrect name here, the program gives an error and just stops.

All being well, you should have the screen shown in Figure 6. And look who's name is on the first program listed in the Library. Clue: who is the Editor of Quanta magazine?

From here, you should be able to browse the Library Guide just by following the list of commands at the bottom, e.g. press N for Next to step forward to the next entry, or B for Back to go back one.

Happy browsing – it may take a while, there are almost 800 entries in the database!

The Library CD

Downloading the CD itself is a rather bigger task, but not too difficult once you've mastered the Library Guide.

Actually, although I refer to it as the Library CD, it is not actually a CD image or anything like that, it's simply a copy of the files on the original Library CD which have been zipped up and can be run from hard disk. Be warned, it is a VERY large file at about 50MB in size even when zipped.

To download it, simply go further down the Library page and locate the green arrow and Download button below the Quanta Library CD Download heading (see Figure 7). Click on it and save it as before to your hard disk on the PC.

The Library is meant to be for use by members only. Many authors gave their permission for the software to be made available for use by members only, not for non-members. We are no longer in touch with many of these authors, so are unable to make the entire library publically available. Accordingly, we have had to make it password protected and the password will be changed from time to time to maintain security at a reasonable level. Members can apply to the Librarian (currently David Buckley) for the password required to Unzip the Library once downloaded. David's contact details are inside the front cover of the magazine, and there is a message form on the bottom of the Software Library page on the website.

This copy of the Library is in what is known as a QXL.WIN format. A QXL.WIN is a QDOS/SMSQ file container format. In other words, a QXL.WIN is a single massive Windows file, which contains all the QL files inside it. QXL.WIN containers can be read directly on emulators such as QPC2, SMSQmulator, uQLx, QXL and the registered version of QemuLator. Some other systems such as Qubide, Q40 and Q60 can indirectly read a QXL.WIN using software such as QCDEZE from Duncan Neithercutt or QXLWIN from Wolfgang Lenerz, and some may require the Atapi-IDE extensions of Thierry Godefroy, all available from my website at http://www.dilwyn.me.uk/files/index.html.

Another option is to use software such as Jonathan Hudson's QXLTool to read and transfer individual files – get that from http://www.daria.co.uk/qdos/, I think it's available in QDOS, DOS/Windows and Unix/Linux versions, although I don't know how many of these versions still work on modern systems.

If you want to make a CD out of it, just copy all the files to CD using your CD burning software – just make a standard data CD out of it. As long as your emulator can see the QXL.WIN at the end of the day.

Assuming your system can read a QXL.WIN directly, you may have attached it to WIN drive slot 3 for example. In this case, DIR WIN3_ will give a list of folders and files (a folder is simply the Windows term for what we on the QL call a directory). If you want to see what's on disk ML01, simply DIR WIN3_ML01_. And so on.

The QXL.WIN contains individual Library disks categorised mostly by 4-character names. For example, disk or directory number LG01 contains the Library Guide mentioned above. ML01 contains some magazine listings from past issues of Quanta magazine, such as those from Steve Poole's long running series of articles. GG01 contains general games. And so on.

There is a list of these categories in the file called GUIDE_DOC within the Library Guide. Have a look – you may be surprised how much there is!

For those who would rather not download the entire Library for whatever reason (e.g. members who do not have broadband for whom a 50MB download would be far too long) the Library CD or even individual disks are still available direct from the Librarian by post – details will be in the new Members Guide circulated to members this year, or of course you can contact the Librarian directly to get an idea of how to go about it and what postage costs to your country might be.

The individual disks of the Library will remain available, as long as the disks remain readable. In theory the copies on the Library CD have the same content, but over the years the various Librarians have split some disks into individual program sub-directories, so some work might be required to recover individual disks, please contact the Librarian first to ascertain availability of a particular disk if ordering individual disks.

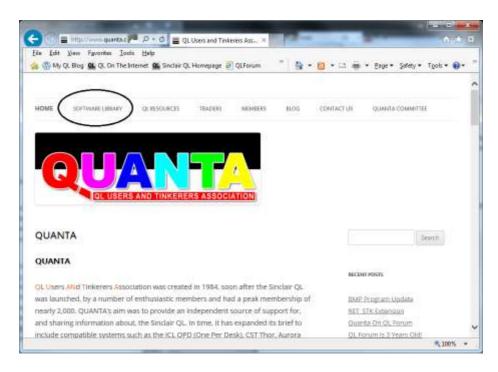


Figure 1 - accessing the Library page on Quanta website

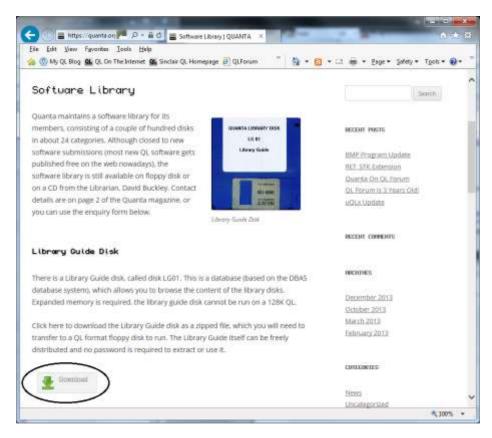


Figure 2 - Download link for the Library Guide



Figure 3 - Download save options in Internet Explorer

```
1030 REMark *-
1035 REMark * This program is for Members' use only *
1040 REMark * as it does NOT allow
1045 REMark * changes to be made to the database.
1050 REMark *-
1055 REMark * PS. Don't forget to send the disk
1060 REMark ≭ to the Librarian for regular updates
1065 REMark #-
1070 :
1075 REMark Change the next line to suit your system
1080 device$ = 'flp1_
1090 REMark The next three lines need to be done only ONCE
1095 addr = RESPR(11558)
1100 LBYTES device% & 'data_bin', addr
1105 CALL addr
1110 :
1115 REMark The next line can be called as many times as you like
1120 EXEC device% & 'libguide_exe'
```

Figure 4 - The BOOT program from the Library Guide.



Figure 5 – Opening screen of Library Guide

```
1 of 784 [ UNSORTED ]
DISC NAME : CD 01
TITLE
             : CAD
CATEGORY
             : C.A.D.
SUBMITTED : 87/08
AUTHOR
             : PRIVETT .L
REVISED
  One of the best CAD's we have, & just about the easiest to use. Design your
  circuit diagrams with this, auto-drawing of most components I/C's,
  terminals, resistors, etc. plus all the normal save, load & printer dump facilities. Associated files: Cad_exts, Cad_exe, Cad_font, Cad_scr, Cad1_doc, Cad_config_exe, Cad2_doc, Dump_install_bas, Dump_code, Cad_clone,
  Cad_boot.
   J-Back_10 B-Back F-First G-Goto O-Order
                                                               R-Reset
                                                                             Q-Quit
                                                                                       T-Locate
                                         Z-Scan
                                                   P-Print
                                                                             I-Find
                 N-Next
                             L-Last
                                                               S-Select
```

Figure 6 - The Library Guide, first entry in the database



Figure 7 – Downloading the Library CD