

## QPAC2 Errata

Page QPAC2 21, Using the Files Menu: to "uncommit" a committed Files menu, press F3 and then either ESC or move the pointer to an empty bit of menu and DO.

Page QPAC2 24, Execute Sub-Menu: unless you are sure that you know the effect of passing a command string to a program, do not press F3. Do not select the PSION option if you have already processed your Psion programs with Grabber. Do select the Freeze option if you are going to execute Solution or the Conqueror.

Page QPAC2 25, Sort Sub-Menu: you can now have no sort criterion at all.

Page QPAC2 25, File Action Sub-Menu: for those of you who wish to live a little more dangerously, you can now configure the Files menu so that if you wish to, for example, Delete just one file, then the File Action Sub-Menu (Yes, No, All, ESC) will not be produced: the operation will just be done without further query. The File Action Sub-Menu will still be produced if you select more than one file, or if you have the View option selected. If you wish to Copy or Move a file and change the name, you will need to select more than one file or select the View option.

Atari ST Warning: Atari ST users should load the Qjump Device Drivers for the Atari ST before RUNNING any of the BOOT files. Versions of these drivers before B-13 do not have the 'freeze' option, and versions before B-11 may not be compatible with QPAC2.

## Updates on the Files Menu

The main menu of the FILES menu offers a much better directory handling now:

Subdirectories (marked with a '>') can be entered by DOing them (i.e. selecting them with the right mouse button or ENTER).

You can go up in the directory tree with the new item '<'. It works exactly like the item found in the F2-menu, but also clears the 'Tree' option (found in the F3-menu). This avoids long delays when moving up to the root directory, and on net devices.

The F2 menu can be used as before, but it is only necessary to use it to change the drive or when there are too many files and directories visible at the same time in the main files window.

The new item sXd exchanges the current source directory with the current destination directory. A destination directory exists only if there has been a COPY, MOVE etc. command before. As soon as the directory is changed directly or via F2, the destination is forgotten. Selection keystroke is X (like QRAM).

The F2-menu is a lot faster now when Nx\_ is selected - only the current directory level is scanned. It caused long delays on harddisks over the net, especially on the MIDI net.

Every single-letter device is treated as a network device, not only "N".

## Updates on the Channels Menu

All E-Levels of the ATARI emulator software did not display any parameters for SCR and CON. That's fixed now, but it works only in conjunction with E.31 and higher.

From SMSQ/E V2.77 onwards, all devices are listed in detail. For PAR and SER (and PRT), all important parameters are listed (e.g. SER2HDR or PARTR) even if they are not specified explicitly in the OPEN call. For named PIPES and HISTORIES, the name is given and the direction of a pipe (in or out) is displayed as well.

## Updates on the RJOB Menu

When the left mouse key was held and the pointer was drawn over all jobs to get rid of them, only SuperBASIC and RJOB itself could not be deleted. SuperBASIC cannot be deleted, of course, but RJOB can by pressing the right mouse button while you are over it.

## New CONFIG items

First of all, you need to use MenuConfig V2 to configure QPAC2.

The Button frame may be configured to be put anywhere on the screen. It previously did not work if it fell outside the standard 512x256 QL resolution. This fix resulted in the disadvantage, that there is no size check at configuration time, as the configured QPAC2 must not necessarily run on the same resolution. Now, at load time, the parameters are checked (X\_origin+width and Y\_origin+height), and if one of it falls outside the current screen limit, 0,0 is used as the origin and the whole screen as the size.

You can also configure some more items in the Files configuration block:

- Whether filenames will be converted to lower-case or not. Before, the subdirectories in the destination directory were always converted to lower-case in the F2-menu. When you turn this off, the case stays the same.
- Directories come before the files in the files list. This is very useful, as it allows you to go easier up and down in the file tree without a lot of panning and scrolling.
- EXECUTE can be speeded up by skipping the menu which asks for Psion, Guardian etc. It is not required in most execute cases anyway. You can pass a command string in the menu before, which asks for Yes/No/All. You can enter the command string at the position where usually the destination file appears when you copy.

## Passing parameters to QPAC 2 programs

With Version 1.12 of QPAC 2 it is possible to pass parameters to the various menu programs. As the possibilities offered by parameter passing are very extensive, this may seem very complex. Do not worry, there is no need to do this, if you are in any doubt, please do not read the rest of this note.

The form of the parameter strings is a "key" followed by a value (usually in the form of a string of characters). A key is a backslash followed by a letter, followed by the value. There may be spaces between the key and the value. The keys may be upper or lowercase.

### Standard Parameters

`\Z xpos,ypos` Start off the menu asleep

This key sets up the menu as a sleeping button. If a button position is given, this should be in pixel co-ordinates from the top left corner. If the position is not given, the button will be put into the Button Frame.

`\B value` Button Colourway (value 0 to 3)

This key specifies the button colour for a menu set up as a sleeping button. If you use `\B`, you do not need `\Z` unless you wish to specify a button position.

`\N characters` Button Name

This key specifies the name that will appear in the sleeping button. If you use `\N`, you do not need `\Z` unless you wish to specify a button position.

`\C value,value` Colourways

This key sets the main menu border and menu window colourways.

### Files Menu Parameters

`\M command key` Menu (Copy, Move etc.)

The command key should be the selection key for the particular command. This is usually the first letter of the command. If so, you may give the full command name (e.g. C or COPY).

`\O options` Options (V=View, T=Tree, S=Statistics, Z=Sleep)

The option letters should follow the key. If the Z option is given, then when you press ESC, the menu will go to sleep, otherwise the menu will remove itself. If you give any options, then you must give all the options you require as this overrides all defaults.

`\S +/- order` Sort Order

The sort order should be given as + or - and a single letter (N for Name, T for Time etc). The + sign is optional.

`\D name` Directory

This specifies the initial directory. If the name starts with an underscore, it is added to the end of the data default directory.

Example parameters for a PRINT menu

```
\M PRINT \D win1__lst \O STVZ \S N
```

This will set up a Print menu, of all files ending with \_lst, in all sub-directories (\O T), showing the file length etc. (\O S), viewing each file before printing (\O V), ESC puts the menu to sleep and the files are sorted in name order.

```
\MP \D __lst \O \S N
```

This will set up a Print menu, of all files ending with \_lst, in the current default (sub-)directory, without statistics and not viewing each file before printing, ESC removes the menu and the files are sorted in name order.

Example parameters for an EXECUTE menu

```
\ME \D flp1_ \S N
```

This will set up an Execute menu for files on FLP1\_, sorted in name order. The default options for Statistics etc will be used.

Example parameters for a VIEW menu

```
\C 1,1 \O V \S -T
```

This will set up a (black and red) View menu, of files in the current default (sub-)directory, without statistics and sorted with the most recently updated file first. ESC removes the menu.

## How to set up QPAC 2 parameters

The HOTKEY System 2 (V2.21 onwards) can be used to pass parameters to the QPAC2 menus. The parameters should be in a string (or string variable) after a semicolon.

```
ERT HOT_THING('p','Files';'\MP \D win1__lst \O STV \S N')
```

This sets up a Hotkey to Execute the Files menu and pass it a parameter string to set up the Files menu as Print menu. You need to be a little more careful if you are going to set up a Wake Hotkey, because the Files Menu changes its own Job name when an operation (such as Print) is selected. So, in order to Wake the menu, you need to specify a Wake name after an exclamation mark. (Note that spaces are not very important!)

```
ERT HOT_WAKE('p','Files';'\MP\Dwin1__lst\OSTV\SN!' 'Print')
```

This will try to Wake a "Print" Job. If this fails, it will Execute the "Files" Thing with the parameters to set up a "Print" Job.

```
EXEP 'Files';\B3 \MD \OV \S -T
```

This will set up a Black and Green button to View and Delete files from the current (sub-)directory, with the most recently updated files first in the list.

## HOTKEY System 2 - Version 2.24

The functions to set up Hotkeys to execute files or Things and the EXEP procedure have been extended to include parameter passing and to allow for programs which change their own Job names (e.g. QPAC2 Files).

You can now follow the filename or Thing name by a parameter string which will be passed to the Job when it is started. The parameter string should be preceded by a semicolon.

For those functions which incorporate a Wake Hotkey (HOT\_RES1, HOT\_CHP1, HOT\_LOAD1 and HOT\_WAKE) it is possible to specify a name for Waking the Job which is different from the filename or Thing name. The effect of this differs from the Job name previously allowed, in that using this variation does not add the name to the front of the Job, but merely notes that the Job will be different from the filename. The Wake name should be given after the filename (and parameter string), preceded by an exclamation mark to distinguish it from the Job name. You should not specify both a Job name and a Wake name.

A Job name is now allowed for both HOT\_THING and HOT\_WAKE.

All parameters except the key and the Thing name or filename are optional.

**HOT\_RES(key,filename;params,Job name,options)**

**HOT\_RES1(key,filename;params,Job name!Wake name,options)**

**HOT\_CHP(key,filename;params,Job name,options)**

**HOT\_CHP1(key,filename;params,Job name!Wake name,options)**

**HOT\_LOAD(key,filename;params,Job name,options)**

**HOT\_LOAD1(key,filename;params,Job name!Wake name,options)**

**HOT\_THING(key,Thing name;params,Job name)**

**HOT\_WAKE(key,Thing name;params,Job name!Wake name)**

**EXEP filename;params, Job name, options**

## Examples

The meaning of any parameters you give will depend on the application being invoked. These are not necessarily representative examples.

**EXEP QD;'flp1\_boot'** - start QD editing flp1\_boot

**HOT\_WAKE ('d,Files;\MD!'Delete')** - set up a Delete Hotkey

**HOT\_WAKE ('D,Files;\MD\OV\D\_ERR','DERR')** - - called DERR