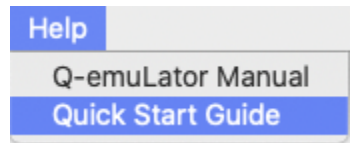


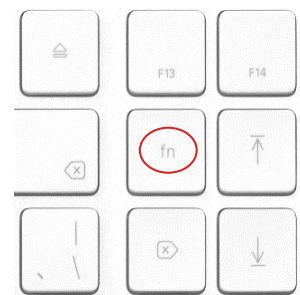
Quick Start Guide



Documentation: Remember that you can always access this Quick Start Guide and the full User Manual from the Help menu.



Start the QL: Start QL emulation by clicking on the picture of the QL keyboard, or by pressing Command-R.



Choose the TV or monitor display modes by pressing F1 or F2. Depending on your keyboard and settings, you may need to also keep the *fn* key pressed while pressing F1/F2.



Type and run a SuperBASIC program: Here is a simple *Hello World* program for the QL (you can copy the line of text from this document, then paste it into the emulator by switching to its main window and pressing Command-V):

```
100 for i = 1 to 100:print "HELLO WORLD number"!i
```

Now press the Return key to store the program in memory, then type the **RUN** command to run it.

It's possible to run programs much faster than on the QL: Select "Full Speed" from the Speed menu, then type **CLS** to clear the screen and **RUN** again.

To get a more authentic experience, similar to using a real QL connected to a monitor, press Command-F to enter full screen mode. Remember this key combination as you will need it to exit the full screen mode, too!



Run a packaged demo: Visit <http://www.terdina.net/ql/software.html> and download and run some of the .qlpak files. Each of them contains a program and the related emulator settings.

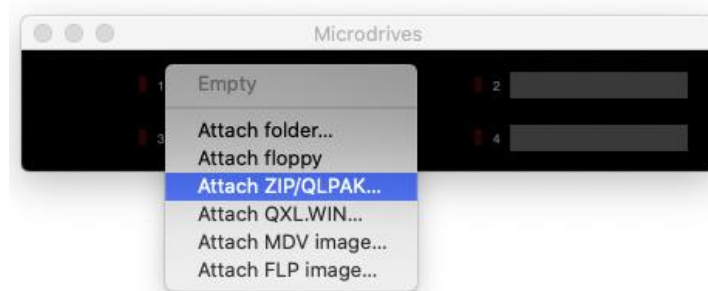


Some packages, like the Chess demo, show programs running on an unexpanded QL. Others, like the Circles demo, emulate more advanced QDOS-derived systems (QDOS is the name of the QL's operating system) that offer better graphics, mouse support and other improvements, but are usually not compatible with early QL software.



Download a QL program and run it: For example, visit this [page on Dilwyn's site](#) and download the Cavern game. QL programs usually come packaged as ZIP archives. It is important to avoid expanding them from the Finder or browser, otherwise the QL-specific file metadata will be lost. To avoid Safari auto-expanding the ZIP file, press the Option key when you click on the Cavern link on the web page.

Mount the .zip file to the first Microdrive Slot by clicking on it and selecting "Attach ZIP/QLPAK..." :

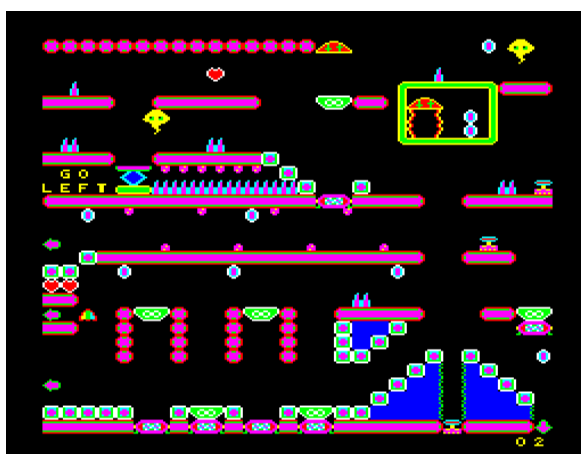


(If you have not registered Q-emuLator, mounting .zip files is not available, but you can download the [QDOS version of Unzip](#) to expand the .zip archive, using a command like: **EW mdv1_unzip;"-x mdv2_archive.zip -d mdv3_"**)

In general, Q-emuLator offers 8 microdrive slots. They can be accessed by using (interchangeably) any of the MDV, FLP or WIN device names. For example, the

command **dir mdv1_** (or **dir flp1_**, or **dir win1_**) can be used to list the contents of the first microdrive slot.

To start the game, type:
LRUN mdv1_cavern_bas



For other programs, the entry point is often in a file named boot. QDOS automatically looks for it at startup and executes it if found.



Save a QL configuration: You can save the current emulation settings and Microdrive Slot assignments to a file with a .QCF file extension, to quickly recall them later.



Before saving the configuration for the Cavern game, you may want to stop emulation, open the Configuration window (QL menu), go to the Start-up tab and check all options there and set the initial key to F2. This way, loading the QCF will immediately start the QL command interpreter where you can load the game.

Select “Save As...” from the File menu to save a QCF file.

Next time you start Q-emuLator, you'll be able to quickly recall the configuration for this QL program by opening the corresponding QCF file, for example by selecting it from the “Open Recent” list in the File menu.



Transferring files: The traditional way to transfer files from a QL was to use floppy disks, although more recently users have had mixed success when using USB floppy disk drives on their Macs. Security changes by Apple also mean that direct access to floppy disks is disallowed by default and requires manually changing permissions.

Nowadays there's a choice of hardware devices for the QL that allow mounting either floppy disk (Gotek + QL disk interface), microdrive (vDrive) or hard disk (QL-SD) images stored on SD cards or USB flash drives.

If you'd like to preserve the contents of your QL microdrives and use them in the emulator, one option is to copy them to a floppy or other device. An even better option for preservation is to use the [mdump_task utility](#) to generate an accurate microdrive image (including any copy protections).

Before accessing old microdrive cartridges, even just once to list their contents, it is better to restore them by replacing the piece of anti-static felt that pushes the tape against the microdrive heads. Over time, the original felts become brittle and likely to disintegrate and ruin the cartridges.

Whether your files come from a QL, the internet or elsewhere, it's easy to transfer them to different containers and file systems by using Q-emuLator: Just attach the source and destination to different Microdrive slots, then use QL commands to copy the files between them.

For example, with the Toolkit II installed (the Toolkit II is an add-on ROM that provides extra commands and is installed by default by the emulator), you can use the following command (then choose 'A' at the prompt to copy all files):

```
WCOPY mdv1_ to mdv2_
```

When copying files between Microdrive Slots, they are automatically converted to the correct format needed by the destination file system.

QL text files and SuperBASIC programs stored in folders on your SSD or hard drive can be directly read and modified by Mac text editors. Executable files have extra QL metadata stored in them, so in general if you need to copy them to a different type of container, you should do that from inside the emulator to ensure correct results.

Zip files are read-only. If a program needs to write to the drive, you can first copy the files to a writable location like a folder on your Mac's drive. Copying from a .zip archive automatically extracts the files and preserves the QL-specific file metadata.