SECTION 1: THE VALDOCS+ DISKS

THE DISKS USED WITH VALDOCS

The disks supplied are for use on a QX-10 only. To prepare QX-16 disks for Valdocs+, see the section on QX-16 disks in Appendix L.

DATA DISKS

Data Disks contain information created by you. Information is held in temporary files while you're working on it, or in permanent files if stored away for later use. A "Letter to Uncle Matt in Tibet", or the "Graph of Company Accounts" would both be found on a Data Disk.

DATA DISKS GO IN THE RIGHT-HAND DRIVE.

SYSTEM DISKS

System Disks hold files also, but these are files of a very different sort. The data they contain is meaningless to a human, but tells your computer how to do things. Such files are called *programs*. All the programs that comprise Valdocs are found on System Disks.

SYSTEM DISKS GO IN THE LEFT HAND DRIVE.

THE KINDS OF SYSTEM DISKS

In simple computers, you use a program by inserting a cartridge or a disk, turning the power on, and (hopefully) it works. Such programs are called *stand-alone*. That is, the program does not require much in the way of other programs in order to work.

Valdocs is an integrated system. An integrated system consists of a number of Program modules. Program modules may be complete programs in their own right, but they don't stand alone. They work together with other modules in an organized way. In this manner they provide the user with capabilities which would not be possible otherwise. Much of this program complexity is aimed at simplifying the user interface (making the program easier to use) while increasing its capabilities.

Many of Valdocs' program modules are accompanied by "files" of information which act in a support role for either the program or the user. For example, HELP files do not play an active role in getting a job done, but explain options to the user. Similarly, many programs use an accompanying

"overlay" file which consists of smaller modules used by the main program, allowing more features in limited space.

THE DISKS SUPPLIED WITH VALDOCS

The programs and files which comprise VALDOCS are to be found on the System Disks that accompany this manual. A single blank Data Disk is included to help get you started. A precise description of each disk and the programs and files on it may be found in Appendix J: Disk Organization Chart.

The disks supplied with Valdocs are organized to minimize disk swapping for the typical user. These organizations are by no means the only ones possible. Given an understanding of what files are required by a given module, and an understanding of how modules interact, many different organizations are possible. See Appendix H: Special Disk Configurations for information on preparing customized System Disks.

LOAD DISK

The Load Disk contains the modules that serve as the foundations of Valdocs. These modules are used by all other modules.

For example, a program called GDRIVER (gee-driver) handles character fonts, windows, high resolution graphics, etc. for the entire system. Similarly, a program called SYSINIT (sis-init) handles most printing, the operation of modems, HELP, and the sharing of system resources. Yet another program called INDX (index) provides an indexed filing system, formats files for printing, displays menus, etc.

Whenever Valdocs is started from scratch, all these modules and others are automatically loaded into the QX-10 one after the other. Only then the modules which you can use are loaded. All of the modules on the Load Disk are con-stantly running underneath every other part of Valdocs. They provide many of Valdocs' unique capabilities.

RUN DISKS

After the modules of the Load Disk are in the computer, the Run Disks come into play. These contain the "tools" with which work can be done.

Because the number of tools in Valdocs and their capabilities are continuing to increase, the number of Run Disks you'll have to manage will likewise increase. For example, the new VALPAINT includes a file of special Character fonts, called "Hershey Fonts", which is around 150K! Valpaint can fill a Run Disk all by itself.

(Unlike almost any other integrated system, Valdocs can be used successfully on a floppy disk system. However, to enjoy the maximum benefit from Valdocs a "hard disk" is strongly recommended. The speed and power of Valdocs is primarily limited by the speed and power of its storage devices. More powerful and faster storage = more powerful and faster Valdocs. For more information, see Appendix F: Installing a Hard Disk.)

VALDOCS+ consists of two Run Disks. These are organized around the two main applications of the integrated system: the EDITOR and the SPREADSHEET. To repeat, these organizations are not absolute by any means. Many other combinations are possible and might better suit your requirements.

Many modules are on several disks. For example, the COPYDISK program is useful regardless of what other program you may be using. Thus, space allowing, we include it on each disk.

UTILITY DISK

The Utility Disk contains programs which will be used somewhat infrequently, or which are technical in nature. These include modules for converting Version 1 Valdocs files to Version 2, disk maintenance programs, etc.

HELP DISK

You can get information about the choices available just about anywhere in Valdocs by pressing the HELP key. If the HELP files are not on a disk in the system when you press HELP, the system will instruct you to insert the appropriate disk.

A separate HELP Disk is included because the Help File is too large to fit on many Run Disks. However, the system will search for the Help file, even on the Data Disk.

When a program is new to you, you'll need and want more help than when the program is familiar. A good way to provide this help is to keep the appropriate HELP file on the Data Disk while learning the program. In fact, enough space remains on the HELP Disk provided to allow it to be used as a "practice" data disk -- with all help files present (Use COPYDISK and make a copy of the Help Disk to do this, not the original). This would eliminate a lot of disk swapping while learning your way around the system. You probably wouldn't want to do this all the time because of space restrictions.