how to use 68000 compiler xtc68 for sinclair ql?

To use the XTC68 compiler for the Sinclair QL, you'll need to follow these steps:

1. Obtain the XTC68 compiler:

You can download the XTC68 compiler from its official repository or any other reliable source. The official repository is available at **https://github.com/xtc68/xtc68**. Download the latest version and extract the contents to a directory of your choice.

2. Set up the Sinclair QL environment:

To work with the Sinclair QL, you'll need to set up a QL environment using an emulator, as the original hardware is quite old and difficult to find. Q-emuLator (**http://www.terdina.net/ql/q-emulator.html**) and QPC2 (**http://www.kilgus.net/qpc/**) are two popular emulators you can use.

3. Prepare your source code:

Write your 68000 assembly or C code using any text editor. Save the file with the appropriate extension (.s for assembly, .c for C code). If you're using C, make sure to include the necessary header files and libraries.

4. Compile your code:

Open a command prompt or terminal window, and navigate to the directory where you extracted the XTC68 compiler. To compile your code, use the following command:

Copy code

```
xtc68 -o output_filename source_filename
```

Replace 'output_filename' with the desired name of the compiled output file and 'source_filename' with the name of your source file.

5. Transfer the compiled code to the Sinclair QL environment:

Once the code is compiled, transfer the output file to the QL emulator. This can typically be done by copying the file to the emulator's virtual disk or directory. Consult the emulator's documentation for the specific process.

6. Run the compiled code on the Sinclair QL emulator:

Load the compiled code into the Sinclair QL emulator and run it. This can usually be done by entering the following command in the emulator:

arduino   Copy code

```arduino
LRESPR "output_filename"
```

Replace 'output_filename' with the name of your compiled output file.

Now, your code should run on the Sinclair QL emulator. If you encounter any issues, consult the XTC68 compiler documentation and the emulator documentation for troubleshooting tips.

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which standard follows xtc68 and which the QL hosted C68 compilers?