



EUGENE NEWSLETTER

PCjr CLUB

Volume VII
Number 11
November 1991

1011 Valley River Way, Suite 220, Eugene, OR 97401



FROM THE OVAL OFFICE

Frank Ratti

MEETING

AGENDA

The November meeting of the Eugene PCjr Club will be held in the Ida Patterson School Library, 16th and Polk, in Eugene on the 14th. Set up and disk sales will begin at 6:30 and the meeting will start at 7pm.

OFFICERS

President Frank Ratti
Vice President Cindy Hoffman
Treasurer Phil Janz
Disk Librarian Paul Bonney
Ass't Disk Librarians
Lindsey Hoffman
Cindy Page
Simon Ratti
Documents Librarian Dick Page
Modem Captain Louie Levy
Commercial Contact Warren Hampton
Juanita Hampton
Social Director Elleen Levy
Newsletter Editor Louie Levy
Contributing Editor Dick Page
Founders and First
President Dick Page, Bill Roy
Ginny Dobson



I have just returned from the PCjr promised land, Belmar, New Jersey. That obscure town on the New Jersey shore happens to be the home of PC ENTERPRISES and, coincidentally, my home town. While visiting my parents I stopped by the Enterprises office, and chatted with Roseanna. I wanted to see CEO P. J. Calabria to ask him a question that has burned within my breast since first perusing their catalog. How did the New Jersey shore become the silicon valley for the PCjr? They told me that their company is the last supplier of parts exclusively for the Junior, and their commitment is as great as ever. PC Enterprises get calls from around the world, literally, from Junior owners desperate for support, which they get from this company. Unfortunately, Mr. Calabria wasn't in the day I called, so my question remains unanswered. Maybe one of you can answer it.

Anyway, it was not hard to get back on a plane to come home to the Willamette Valley, which has been my adopted home for the past seventeen years. It will be good to see you again at the next Junior Club meeting on November 14th. We are trying to continue our monthly meetings in the spirit of giving relevant hands-on demonstrations, and trouble shooting your specific problems. We will have a series of demonstrations on Spreadsheets in the next few meetings that will culminate in a Spreadsheet Workshop in January. For example, at the November meeting we will be having a demonstration of an investment tracking spreadsheet created by Curt Greer, a local self-taught entrepreneur. Phil Janz is teaching the next workshop on Writing Assistant in November and will present its outline at the next meeting. There will be some helpful instructions on how to use README files on club library disks, and I am personally making a call for all club composers to bring a piece of music you composed on the library disk, Junior Music Machine. Also, we will make time to work with any bugs you identify in library programs or Junior hardware problems you might have. On Thursday evening, November 14, at Ida Patterson School, there will be the greatest concentration of PCjr brain power west of the Mississippi.

A future date for you to reserve for the club will be the annual December potluck and gift exchange. We hope to set up a modem on that date and sample the various local bulletin boards. . . not to mention cuisine.

FDR

[Yes, here is yet another "add a drive" article. It was in the April '91 issue of *Jr Newsletter*, the May issue of *The Metro PCjr Journal*, and the June issue of *The Orphan Peanut*. We may be last, but here it is!]

ADDING A SECOND DRIVE IS E-Z

Different people have different levels of ability and patience. But for most people our advice would be don't rule out installing a 2nd disk drive yourself unless you are the type of person who couldn't or wouldn't want to learn how to change the oil in your car or change the battery in your smoke alarm.

Many of the second drive kits available now are just about that simple. They require taking off the top of your jr, plugging in some cables and an adaptor card, putting the drive unit in place on top of your initial drive (if the unit is a so-called "internal second drive" with an enclosure that matches the design of the PCjr's case), and copying some files to your DOS disk so your jr will recognize the second drive.

Most makers of second disk drives for the PCjr supply you with step-by-step instructions which are quite easy (even for the non-technical person) to follow. If you already have added memory to your jr you will have to ask your supplier whether the second drive will interface with it, but that should not be a problem. If you have an internal modem, you may have to get a special adapter, since most second drive controller cards plug into the internal modem slot. (A note by the *Orphan Peanut* editor reminds us that the unit from PC Enterprises has a controller card that clips on top of the existing controller card, preserving the modem slot.) When selecting your new drive, you might want to consider a "direct drive" rather than a belt driven drive, since direct drives are quieter.

It really is easy to add a second drive. No tools other than a wide blade screwdriver used to pop off jr's cover are needed. And think of the amount of disk swapping you will save yourself by adding a second drive. (*Orphan*

Peanut editor, David Wilson, adds: "Consider also adding a 3.5" drive rather than the more conventional 5.25" model. It may suit you better."

An addendum from us here in Eugene: If you go with the DSDD 740K 3.5" drive you will need to use DOS version 3.2. (A 740K 3.5" disk holds more data than two of the 5.25 DSDD floppy disks we normally use in Junior; and wouldn't it be nice to be able to use either or both size disks!)

Having installed two different models of 2nd drives on club members' machines, I can vouch for the ease with which this operation can be done. One involved removing the lid from junior, removing and replacing the disk drive signal cable from the controller card with the one in the kit, placing the new drive and housing on top of Junior (just like the old cover goes on), plugging in the new sidecar and then replacing the lid; I didn't even have to move any jumpers on either drive. The other, a "stand-alone" external drive, involved plugging in a small card in the modem slot (next to Junior's internal power supply card), and running the cable from this new card outside the back of Junior to the 2nd drive. It had it's own power supply, as did the first, only this power supply had a switch that had to be turned on before the drive would work. This was my only problem; I didn't know it had a switch! Well, there was another problem. As we stood this drive on it's side next to Junior rather than sitting it flat on top of Junior, it didn't work at first because I kept putting the disks in upside down!



Looking for a way to write music and play it on Junior? *Jr Music Machine*, Club disk E-107, may be just what you need. It only needs 128K and will display your music as you write it; all in Junior's 16 colors, playing it back in Junior's three-voice harmony.

BASIC PROBLEMS

by John King

BASIC poses a bit of a problem when you want to use a ramdisk. We know we can rename BASICA.COM to use on Junior, but disk BASIC doesn't support the PCjr Cartridge BASIC enhanced color and sound commands. If you install a ramdisk with most memory management programs (PCJRMEM.COM, JRCONFIG.DSK, JRCONFIG.NRD, JRVIDEO.COM) you will get an "Out of memory" message and a locked up computer if you give the command BASIC or BASICA.

The Tecmar ramdisk, MEMDISK.EXE, when used with the Tecmar memory management program CONPCJR.EXE is the exception. Cartridge BASIC will run because the Tecmar ramdisk loads at the top of RAM. Of course, the speedup effect on other programs is lost since the ramdisk does not fill the bottom 128K of memory.

The best solution to using a ramdisk with Cartridge BASIC was provided by Randy Van Dyke who wrote the PCJRXTRA.SYS memory management program. PCJRXTRA leaves the first 128K of RAM unchanged while recognizing added memory and forcing programs to load above 128K. BASIC can then use the space it needs in the bottom 128K, and the "Out of memory" message is avoided.

PCJRXTRA is now on Utility disk (U-611, Junior Power Pack, in the Eugene PCjr Club Disk Library). Simply copy PCJRXTRA.SYS to your boot

disk and replace the line for your normal memory management program with DEVICE=PCJRXTRA.SYS in your CONFIG.SYS file. The DEVICE= line for the ramdisk should follow the PCJRXTRA device driver line.

AND...THE VIDEO LIGHT SHOW:

If a 100K or greater ramdisk device driver is installed before PCJRXTRA, part of the memory allocated to the ramdisk will overlap the video buffer at 112-128K. You can see the effect of this by coping enough files to the ramdisk to fill it. As the video buffer region is written to, you will be treated to a spectacular multicolor show of blinking characters filling the screen. Of course, the ramdisk is not usable, but the show is educational and harmless.

If you don't have PCJRXTRA, you can obtain the same effect by loading a ramdisk without using any memory management program. The ramdisk must be at least 100K in size, and you must copy enough files to nearly fill it. Try using COPY *.* C:, and watch the display go crazy from the top down as a program is copied into the video buffer space.

The useful job of memory management programs is to move the video buffer down and attach it to DOS, so that ramdisks and all other programs will not overwrite it. When this is not done, bizarre things can happen.

(This article appeared in *The San Francisco PCjr Users' Group Newsletter*, October, 1989)

MORE PROMPTS

Here are some prompts for those of you who are adventurous. The first will put the time, date, and a current subdirectory in the upper right of your screen. The second prompt places just the time, day and date in the upper right screen corner; the current path is down at the actual DOS prompt. One thing though: the time changes only when the DOS prompt is redisplayed. In other words, if you want to know the time you must press <enter>. Try them. Just start typing at the A> what you see below.

PROMPT \$E[s\$E[2;53H\$P\$E[1;53H\$T\$H\$H\$H\$H\$H\$H\$H \$D\$E[u\$N\$G (and press "enter.")

The second one is:

PROMPT \$E[s\$E[1;61H\$T\$H\$H\$H\$H\$H\$H\$H \$D\$E[u\$P\$G
Try them both; they're neat.

One more was sent in by Curt Greer from Springfield. Curt's prompt displays a neat cat, by linking his chops, waiting for your mouse!
prompt=\$e[1;32m `o.O'\$_ \$q(____)\$q\$_ \$e[1;5;31mU\$e[0;37m \$p\$g
(Did anyone note that the word "prompt" can be in lower case or upper case letters?)

COMPUTER JARGON

Back last year we printed some words and their definitions to help you better understand some of this computer jargon. Several others have added additional words along with their definitions, so we are printing them here:

Computer Consultant: Someone who has mastered at least one tenth of the dBase III Plus manual.

Systems Integrator: Someone who understands the term "AUTOEXEC.BAT".

Service: Cursory examination followed by the utterance of the phrase "It can't be our" and either of the words "hardware" or "software."

Enhanced: Less awful in some ways than the previous model, and less likely to work as expected.

Memory Resident: Ready at the press of a key to disable any currently running program.

Multitasking: A clever method of simultaneously slowing down the multitude of programs that insist on running too fast.

Encryption: A powerful algorithmic encoding technique employed in the creation of computer manuals.

High Resolution: Having nothing to do with graphics on an IBM computer.

FCC Certified: Guaranteed not to interfere with radio or television reception until you add the cable required to make it work.

American: Korean or Taiwanese, as in "American Telephone and Telegraph."

DOS Shell: An educational tool forcing computer users to learn new methods of doing what they already can.

Artificial Intelligence: The amazing human-like ability of a computer program to understand that the letter Y means "yes" and the letter N means "no."

(Thanks to Jr Newsletter for reprinting these from numerous other publications)

"Those that have continued to maintain and use the jr are to be both envied and admired."

Robert F. St. John in the
jr Newsletter



COMMANDS WE LIVE WITH

by Lynn L Kauer

Originally from the Saginaw
Valley Computer Association
via the Atlanta Orphan Peanut

It's interesting how we, as humans, progress thru our lifetimes giving and accepting commands. Some of you will remember when your first child was born how exciting it was to see it stand. We began training the child with simple commands such as, "Come on, you can do it, stand up now."

Then as the child got a little older and it began to crawl and finally take its first steps we continued to issue the encouraging command, "Come to Daddy (Mommy), you can do it, that's it! See, you can walk!"

Finally the babbling of the baby sounds began to sound a little more like words and we again issued a command, "Say DaDa, say MaMa, that's it, you can talk!"

At last the child is walking (running), talking, and doing all those things we had hoped to see and we again issue the command, "Shut up and sit down!"

Why is it that in the beginning all our commands are positive and then when we get what we want they turn towards the negative? I've noticed that DOS books are a lot like that. When you start reading the book there are lines in it such as "This manual is written so as to allow the new user to completely understand the proper usage of the commands in the reference section" and then a few pages later - WHAMMO - it becomes Greek or a mixture thereof. The intent of this article is to offer some degree of understanding to the Greek language used in the DOS reference manual.

Consider the simple copy command as it is illustrated in the IBM DOS manual:

```
COPY [[/A][/B][d:][path]filename[.ext]
[/A][/B][d:][path][filename[.ext]][/A]
[/B][/V]
```

For some strange reason the writer of the book thought the above command was very simple and easy to understand. I didn't find it that easy when I started

Continued on next page...

to operate these tin lizzies but after a while, and much frustration, a light bulb does come on and what the book is really saying is simple. Let's dissect the command line a bit.

COPY is a command word which is easy enough to understand. Notice that it is followed by a space. The [bracket only acts to enclose the entire command line and serves no purpose toward understanding the syntax except if you will notice there is a] bracket which follows the [.ext]] toward the end of the command line (13 characters from the right). Think of it as a bracket enclosing an algebraic equation and it will start to make sense. Actually the [] brackets serve to separate the real command characters and are not part of the command line at all.

The [/A][/B] command characters can be ignored if you choose as they act to serve as option switches. The (/) forward slash is the first hint that it is an option switch. These options tell your machine how to treat the files when they are copied. The /A causes the file to be treated as an ASCII (text) file. The /B causes the entire file to be copied. It's simpler to ignore these options as it is unlikely the average user will ever have to use them. The next confusing element is the [d:]. When I first looked at this I thought the writer was telling me to use the D: drive. The only problem was I only had drives A and B. What the [d:] means is (d)rive. It represents any drive you specify from A thru Z.

[path] means the subdirectory name where the file you want to copy exists. If you are copying from a floppy disk without any subdirectories you can ignore the path. The machine automatically assumes the path as the directory you are in. In your case the path would be the root directory of your floppy disk as that is where the file resides.

filename[.ext] means the name of the file you want to copy with its extension. For example: You have a file called THISDUMB.TXT. filename represents THISDUMB and [.ext] represents .TXT.

Finally the command line asks where you want to put the new file. Think of command lines asking FROM WHERE (drive) AND FROM WHAT (name of the file) TO DESTINATION (drive) and TO WHAT (name of the file). Up to this point the command line looks like this (as the manual

explains it) with the option switches /A /B ignored:

```
COPY [d:][path]filename[.ext] [d:]
As you would type it:
COPY C:\DOS\COMMAND.COM A:
```

To simplify: [d:] means the same thing as C: [path] means the same thing as \DOS filename[.ext] means the name of the file COMMAND with the extension COM.

And finally [d:] as it is used at the end of the command line means the destination drive such as A:.

If you were going to copy the file from one subdirectory (DOS in our example) to another subdirectory we will call IMA, you would have to specify the [path] so the machine would know where to put it. Otherwise you would be telling it to copy itself on top of itself, and that doesn't make any sense, so the machine will give you a message FILE CANNOT BE COPIED ONTO ITSELF DUMMY. (Sometimes DUMMY is implied.)

In the manual, the command line instructs the user to specify the filename with the extension to the destination drive or subdirectory. Unless you wish to rename the file, you can ignore this step. To conclude, let's look at the command line whereby we copy the file COMMAND.COM from the DOS subdirectory to another subdirectory we have called IMA. It would look like this:

```
COPY C:\DOS\COMMAND.COM C:\IMA
```

If you wished to copy the file to the ROOT DIRECTORY of the A drive it would look like this:

```
COPY C:\DOS\COMMAND.COM A:\
```

In this case the \ following the A: signifies the root directory of drive A.

[Ed. Note - the \ is not necessary unless you have subdirectories on your disk. Using it is not a bad habit to get into, however. The backslash is achieved on a PCjr keyboard by holding down ALT and hitting the Slash- Question Mark key.]

There is one option I would like to discuss in a little greater detail. You will notice in the DOS manual there was a [/V] option. What this option tells the machine to do is to verify that the file is copied correctly. It is a good habit to get into to use this option. The correct syntax for use of this option would be:

```
COPY C:\DOS\COMMAND.COM A:\ /V
```

Now for one last command.

SHUT UP, SIT DOWN, AND PRACTICE!

ERROR READING DRIVE A



There have been several articles in computer club newsletters about problems encountered using DSDD 360K floppies in PCjr's or other PC or XT class computers, that have been formatted in, or have had files saved to them by high density drives from AT type computers. To most Junior users none of this means much. We use "normal" double sided, double density (DSDD) diskettes in Junior's disk drive which is a "normal" 360K double sided, double density drive. Our disk drives format, or initialize, our diskettes just by typing in FORMAT or FORMAT A:. What this does is make store-bought disks ready so they can be used when we need them. For most of us, this is enough to know.

For those who are becoming more computer literate (that may not be the correct term) in that they are using newer computers at work that have high-density drives, the above problem does arise. We may format a disk on an AT machine and then bring it home to continue working on a project with our Juniors. If you are involved with AT or PS2 computers, you know that you would format the disk as a 360K disk; you would use the FORMAT command with the /4 switch. As long as you use this disk at work, or on other computers that have high density drives, you should have no problems. The problem may only arise when you try to read the files on this disk at home on Junior or on a PC or XT computer. The 360K double sided, double density drive on these computers may give you the old "error reading drive A. Abort, Retry, Ignore?" message.

Logic tells us why we have these problems. While both disk drives use the same diameter floppies (5.25 inches), the HDDS (high density, double sided) drives on AT and PS2 computers have smaller read/write heads as they must write smaller tracks than those used on Juniors. Even the DOS manuals (DOS 3.0 and higher) stress this fact: "A disk formatted with the /4 switch might not be able to be read on a double sided, double density drive." While you may be able to get by many times having Junior read files that were made on other computers, you would be well advised to format your disks on Junior if you plan on reading these disks on Junior. In fact, it may not hurt to format a couple of disks, label them "Junior," and take them to your office to have there just in case.

PARTS SOURCE

There is a gentleman in Dodge Center, Minnesota who has a storehouse of PCjr parts. Elmer Hungate has everything from used chips to new jrHotshot boards for your computer. His prices are very competitive, his merchandise is of good quality and he is a "nice guy." What more could someone want?

We received Mr. Hungate's sales sheet in the mail the other day and right away found many items we really needed, both new and used; items we "just couldn't live without." All it took was a phone call (and money) and they were on their way. He has all the old standard parts plus a few that are getting really hard to come by these days:

- Used Qume disk drives - \$20
- Used 512K side cars - \$100-140
- Keyboard cables - \$10
- Socket protectors - \$5
- Thermal printers - \$15
- PCjr color display - \$85
- Power cards - \$15-25
- Writing Assistant - \$30

If you need something, or have something that needs fixing (Mr. Hungate also works on Juniors), you may want to give him a call (507) 374-2795. We will be passing his "catalog" around at the meeting this month and may get up a group order. For those living out of the area, you may want to get your own listing. Mr. Hungate's address is below. If you enclose a stamped self-addressed envelope, it will speed things up and would be appreciated, but be prepared to spend money when you see what he has! Elmer has many goodies on his shelf.

Elmer Hungate
R.R. #1, Box 324
Dodge Center, MN 55927

U-608 in the Club disk library is Jim Button's Baker's Dozen. The disk has 13 utilities that will make your life much easier. There is one program so you can print sideways, one to sort your disk files, locate text, a pop-up calendar and much more.

user friendly!

COMING WORKSHOPS

The October Club Newsletter provided a partial description of our coming workshops. Please refer to that issue, along with this one, if you are interested in workshop participation.

NOVEMBER:

WRITING ASSISTANT (Word Processing)

This workshop includes two separate sessions, November 21 and 26. These dates can be changed to accommodate class needs. Fee of \$8.00 per person. Instructor - Phil Janz.

WRITING ASSISTANT FOR STUDENTS AND SCHOOL WORK (Word Processing) November 19 and 25

JANUARY:

SPREAD SHEETS

This workshop includes two separate sessions, January 16 and 23. Two programs, PC-Calc and Lotus 1-2-3 will assist in the development of simple balance sheets for home budget use and creation of data that allows loan and mortgage cost comparisons. Fee of \$8.00 per person. Instructor - Frank Ratti.

FEBRUARY:

DESKTOP PUBLISHING

This workshop meets on February 20. This date can be changed to accommodate class needs. The construction of newsletters and special occasions fliers will be the focus of this session. Fee of \$6.00 per person. Instructors - Louie Levy and Phil Janz.

PRINTSHOP FOR KIDS

February 27

Instructor - Cindy Hoffman

MARCH:

GRAPHICS

March 19

Instructor - Dick Page

MEMORY MANAGEMENT PROGRAMS

March 26

Work with JRCONFIG and how to write CONFIG.SYS and AUTOEXEC.BAT files.

Instructor - Louie Levy

APRIL:

PC-FILE III or EXPANDING Jr's MEMORY

April 16

Instructor - Louie Levy

ONGOING MONTHLY:

WORD PERFECT

(Word Processing)

Dates - TBA

Instructor - Louie Levy

.....
WORKSHOP REGISTRATION

"OK, sign me up"

PCjr Club WORKSHOP REGISTRATION FORM

NAME: _____

ADDRESS: _____

CITY/ZIP _____ PHONE _____

Workshop Name: _____

FEE (\$6 per single-night Workshop, or \$8 per two-night Workshop): _____

- * Workshop participants must be Club members in good standing. Club memberships are "family" memberships, and anyone in the family is eligible to participate.
- * Early registration is encouraged to ensure that the workshop will be able to take place.
- * Registration slips may be mailed to Phil Janz, 155 34th Place East, Eugene 97405.
- * Make checks payable to EUGENE PCjr CLUB.

**DO YOU KNOW ANYONE WHO
IS NOT A MEMBER ?
APPLICATION FORM ON THE
BACK COVER !!**

The Eugene-Springfield Norvell User's Group held its startup meeting on the 6th of November. We wish them well. If you use network or related products, give them a call: 341-1876.

The EUGENE PCjr NEWSLETTER is available for \$12/year or as part of the paid-up Eugene PCjr Club membership at \$20/year. Nonsubscribers may receive a free copy of the Newsletter on request. Our Editor accepts no responsibility for the accuracy or reliability of the information, tales, opinions, myths or materials contained in this Newsletter. Reprint permission is freely given; please credit the appropriate author and the EUGENE PCjr CLUB NEWSLETTER. All offerings and contributions are encouraged and are gratefully accepted. Make checks payable to:

< * < PEANUT POWER! > * >

FOR SALE - TRADE

128K Junior complete w/parallel printer sidecar, Panasonic 1080i printer, monochrome monitor, DOS and assorted software. \$275 or best offer. Dana Williams, (503) 757-0696.

640K PCjr, Junior color display, Racore 2nd disk drive, DOS, PCjr thermal printer w/2 rolls of paper, 3 joy sticks, cartridge BASIC, Speech Synthesizer sidecar, many other programs and manuals. Excellent condition, \$500. Ruben, (503) 756-4856.

EUGENE PCjr CLUB, 1011 Valley River Way, Suite 220, Eugene, OR 97401. Please furnish the following:

Name _____
Address _____
City _____ State _____
Zip _____ Phone _____



EUGENE PCjr CLUB

1011 Valley River Way, Suite 220
Eugene, OR 97401

The Page Family ~~8/91M~~
5025 Willamette St.
Eugene, OR 97405



FIRST CLASS MAIL

