



EUGENE

PCjr CLUB

NEWSLETTER

VOLUME XI
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APRIL 1995

1011 Valley River Way 116-B, Suite 220, Eugene, OR 97401

MEETING AGENDA

The April meeting of the Eugene PCjr Club will take place at the Northwest Natural Gas Bldg., 790 Goodpasture Island Road on Thursday, April 13th. This meeting is the Annual General Meeting. Setup and disk sales will begin at 6:30 and the meeting at 7pm.

OFFICERS

- President Rosie Janz
- Vice President. Patti Tanner
- Treasurer and Company Store. . . Phil Janz
- Disk Librarian. Mike Ruiz
- Modem Captain Gordon LeManquais
- Commercial Contact. . . Dick Page
- Social Director Lynn Miles Delker
- Newsletter Editor . . . Louie Levy

Association
of
Personal
Computer
User
Groups

PRESIDENTIAL PONTIFICATING

BY ROSIE JANZ

As predicted, our March club meeting was "Mayhem". . .but in a great way! People had an opportunity to try a variety of shareware from the library and programs that were for sale in the store. Also, a number of the helpers and attendees brought programs to explore and share. With five computers and four helpers available to assist us, there was a great deal of action and inter-action. Everyone agreed we would like to have the same meeting format repeated several times each club meeting season. We owe a big "thank you" to Mike Ruiz for suggesting this great meeting format, and to PJ, Gordon, Louie and Mike for being such great helpers.

April is election month for our club. I have appointed Lynn Miles and Charlie Coury to be the nominating committee. As outgoing president of the only PCjr club in the nation, I have mixed feelings as I write my final newsletter article. Because it is my last chance to "pontificate" presidentially, I want to make sure that I don't forget to include any "admonishments" to you that I feel are important... On the other hand, I am looking forward to being a member participant, and experiencing someone else's leadership.

Great news... Warren and Juanita Hampton have volunteered to help Louie Levy with our newsletter by producing the mailing labels and getting it printed, collated, and mailed each month of our club season. Although Louie consistently has single-handily produced a quality newsletter month after month, I am sure he will welcome Warren and Juanita's help.

You are probably asking yourself, "What can I do to help with the newsletter production task?" Louie will always welcome suggestions of topics for articles about Jr related subjects or software that is compatible with Jr... Articles that will help you to increase efficiency and the ways you can utilize your Jr... Another very simple way that you can help our newsletter editor is to let him know if and what you are reading in the newsletter. He has no other way to discover if the articles he and others are writing are appropriate to your needs. (Oh, boy how I love to lecture!)

The program presentations for our April meeting will be both interesting and varied. Louie plans to tell us "How a Clone Stacks up Against Jr." PJ plans to introduce us to a program called "Print Partner" that is somewhat like "Print Shop," but has more and different graphics. Then, those of us that are familiar with "King's Quest" can look forward to PJ telling us about "Police Quest." Some members had a sneak preview of this great game at our "March Mayhem" meeting.

Rosie

The Keyboard Adventure: Part II (continued from last month)

by Chris Beall

Well, how far did you get last month? If you got one character, you're pretty patient. If you got two, you're a creative thinker. If you got three, you're qualified to do brain surgery. If you got more than that, you probably reverse-engineered the code, the way I did.

First, you need to know WHAT characters solve the puzzle. I'll tell you, though you may have guessed already:

IBM PCjr

Now that you know that, maybe you'd like to try it again. See you in a day or so!

As you may realize by now, knowing WHAT to enter isn't worth much. The key to the puzzle is HOW to enter things. Here we go. By the way, you never need to type the letter O, so if you see something that looks like one in these instructions, it's really the digit zero (0).

Start by pressing Fn and 7, in either order, then Enter to clear the top line. Type Fn 7 to fill in the keyboard, since you can't get into animate mode otherwise.

To enter the "I", type: Shift (i) Enter. They get harder.

To enter the "B", type: Fn 8 to enter animate mode. Using the cursor keys, move the little man so he descends onto the "b" key. "B" will appear in the second slot. Type: Fn 8 to return to normal mode.

For the next letter, we need to define a new requirement, MUSIC. MUSIC means that at this point either one of the two musical numbers must be playing. You can start it earlier; the notation shows the LAST place you can start it. The easiest ways to start the music are Fn 1 and Fn 2.

To enter the "M", type: Shift(m) Enter MUSIC Fn 0. Note that Fn 0 acts as a "recall" key outside the puzzle, so you could think of Memory as a mnemonic. Press Enter to get a clean start for the next step.

The next character should be a blank, but it isn't. It's a NULL, entered mostly in the conventional way for keying ASCII values not on the keyboard (and which most of us never used).

To enter the null, type: Alt (Fn n 0 Fn n) Enter Fn 8. Move the man downward and to the right until he is directly below the space between the 7th and 8th dashes of the puzzle. Now, move him UP. As his hat fills the space between the 7th and 8th dashes, the 4th dash will disappear, indicating success. Type: Fn 8 to get out of animate mode.

To enter the "P", type: Shift (p) Enter Fn 8 Alt (Fn 9) Fn 8. Two things to note here: First, you went in and out of animate mode, but didn't DO anything with it. Second, the symphony started playing, because this is the first of the two complicated key sequences described in Part 1.

To enter the "C", type: Shift (c) Enter Fn 8 MUSIC Shift (Fn 3) Fn 8. This incorporates the second of the complex key sequences from Part 1. Note that once you're experienced at this, the music will still be playing from the prior step and you won't have to start it again.

OK, we're ready for the finale. Read ahead a couple of paragraphs before you take the next step.

To enter the 'jr", type: j r Enter WAIT Alt (Fn 1). The WAIT means don't go on until any music from prior steps has stopped. You can ignore this, but you'll miss the final music (it's just the Can-Can again) since new music won't start if something is already playing. Oh, once the finale music starts, you can't stop it.

The final display will all be over very quickly and you'll be back at the start of the puzzle in a flash, unless you type: Shift (t) during the display. This will freeze the final screen so you can show your friends how clever you are. Pressing any key releases the freeze. Why "t"? Perhaps it stood for "test" or for the reputed name of the author, one Tom Mormon.

Well, that's it. A young programmer, given the task of writing an educational game and diagnostic aid (the keyboard-filling portion is also used by the on-board diagnostics) decides to give it the personal touch. Not many people will even find the puzzle. None, except him, will be able to solve it. Good for impressing the girls (sic) and taking the wind out of a fellow nerd's sails. April foolishness, no doubt. And yet . . . >>>>

There are just a few loose ends here. A lot of work went into this puzzle. The code for it is scattered around in the allotted space in ROM (F000:2000 - F000:3FFF). Following the code that produces the final display, a flag is set. There's (at least) one other way to get to this flag-setting code, but it, too, seems obscure. There's a whole table of data that is moved from ROM to RAM, reversing the order of pairs of bits within a byte, yet preserving the order of bits within the pair, a strange sort of transformation. A flag is tested that doesn't seem to be set anywhere.

Perhaps these are wisps of paranoia or an unconscious wish that an interesting puzzle will never truly be solved. Perhaps someone with better tools than a pencil and a rudimentary understanding of microprocessor instructions could prove that all this code is needed for the intended functions. And yet, ...

Chris Beall



Helpful Hint:

Ground yourself before you do anything. Sneaking up on Elleen the other day, I tried to give her a quick kiss. The static electricity zapped us both. I hate to think what this would have done to a computer disk. . .the static, not the kiss!



Helpful Reminder:

At this Thursday's meeting, our club will hold it's tenth election of officers. We will be electing a President and Treasurer to take us into 1996. Our newly elected President will be appointing folks for the positions of Disk Librarian, Contributing Editor and Commercial Contact. These are special jobs and it takes very special people to accomplish all the responsibilities these jobs require. Our Presidents have been fortunate in the past in that we have always had volunteers come forward for these appointed positions. I know that YOU will want to run up and let the new President know that you would like to volunteer. Makes being President of the ONLY PCjr Club a snap!

The ASCII Character Set

The question has been asked about how we make those special characters (▪) at the beginning of some paragraphs in the newsletter. An attorney has asked how to insert the section (§) symbol while a historian wanted to know how to make the English pound symbol (£) with their Junior.

Most word processing software we use with our Juniors allow us to insert, or to use, most if not all of the 256 extended character codes. With Junior, you normally "turn on" the number lock on our keyboard, press and hold the Alt key and then key in the numeric value of the character you wish to use.

If you are using the PCjr enhanced keyboard, and you want to turn on the numbers lock key, you need to press and hold the Alt key, and press the Function key and then the N key. When you release the Alt key, the numbers lock will be on until you repeat these strokes to turn num lock off.

Check out the manual of your favorite word processor to find out how to insert these characters. Look in the index for things like ASCII Character Set or Inserting Printer Codes. On the next page is a listing of the ASCII Character Set; we have edited it so you can just Xerox the page and put it by your computer.

ALT 1	☺	ALT 145	æ	ALT 194	⌈
ALT 2	☻	ALT 146	Æ	ALT 195	⌋
ALT 3	♥	ALT 147	ô	ALT 196	—
ALT 4	♦	ALT 148	ö	ALT 197	⌈
ALT 5	♣	ALT 149	ò	ALT 198	⌋
ALT 6	♠	ALT 150	û	ALT 199	
ALT 7	•	ALT 151	ù	ALT 200	
ALT 8	◼	ALT 152	ij	ALT 201	
ALT 9	○	ALT 153	Ö	ALT 202	
ALT 10	◉	ALT 154	Û	ALT 203	
ALT 11	♂	ALT 155	ϕ	ALT 204	
ALT 12	♀	ALT 156	£	ALT 205	=
ALT 13	♪	ALT 157	¥	ALT 206	
ALT 14	♫	ALT 158	ℙ	ALT 207	
ALT 15	☼	ALT 159	ƒ	ALT 208	
ALT 16	▶	ALT 160	á	ALT 206	⌈
ALT 17	◀	ALT 161	í	ALT 210	
ALT 18	↕	ALT 162	ó	ALT 211	
ALT 19	!!	ALT 163	ú	ALT 212	⌈
ALT 20	¶	ALT 164	ñ	ALT 213	⌋
ALT 21	§	ALT 165	Ñ	ALT 214	
ALT 22	—	ALT 166	ä	ALT 215	
ALT 23	↕	ALT 167	ö	ALT 216	⌈
ALT 24	↑	ALT 168	ı	ALT 217	⌋
ALT 25	↓	ALT 169	ƒ	ALT 218	⌈
ALT 26	→	ALT 170	ı	ALT 219	■
ALT 27	←	ALT 171	½	ALT 220	■
ALT 28	└	ALT 172	¼	ALT 221	■
ALT 29	↔	ALT 173	ı	ALT 222	■
ALT 30	▲	ALT 174	«	ALT 223	■
ALT 31	▼	ALT 175	»	ALT 224	α
ALT 127	◻	ALT 176	⋯	ALT 225	β
ALT 128	Ç	ALT 177	⋮	ALT 226	Γ
ALT 129	ü	ALT 178	⋯	ALT 227	π
ALT 130	é	ALT 179		ALT 228	Σ
ALT 131	â	ALT 180	⌈	ALT 229	σ
ALT 132	ä	ALT 181	⌋	ALT 230	μ
ALT 133	à	ALT 182		ALT 231	τ
ALT 134	â	ALT 183		ALT 232	Φ
ALT 135	ç	ALT 184	⌈	ALT 233	⊕
ALT 136	ê	ALT 185	⌋	ALT 234	Ω
ALT 137	ë	ALT 186		ALT 235	δ
ALT 138	è	ALT 187		ALT 236	ω
ALT 139	ï	ALT 188		ALT 237	φ
ALT 140	î	ALT 189		ALT 238	ε
ALT 141	ì	ALT 190		ALT 239	∩
ALT 142	Ă	ALT 191	⌈	ALT 240	≡
ALT 143	Ā	ALT 192	⌋	ALT 241	±
ALT 144	É	ALT 193	⌈	ALT 242	≥

What is it
that makes
our
PCjr
Club so
GREAT??



YOU!!

Last Workshop For The 1994-95 Club Year

APRIL WORKSHOP

TITLE: MAKING SELF-BOOTING DISKS

INSTRUCTOR: Louie Levy

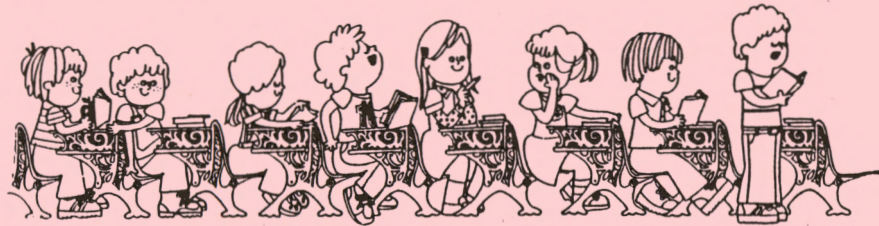
DATE: April 22 (Saturday)

TIME: 1:00 p.m.

HOST: Elleen and Louie Levy

PARTICIPANTS: Darlene Gotzman, Charlie Coury, Helen Fry, Pauline and Brandon Bacon.

CLASS SPACES STILL AVAILABLE: 1 <One participant had to drop out due to a date conflict. If you are interested in taking advantage of this great opportunity to learn at the "feet of our very own guru," contact Phil immediately at 343-1059.>



WORKSHOP COORDINATOR'S NOTE: WE ARE BEGINNING TO SEARCH OUT MEMBERSHIP NEEDS AND IDEAS FOR WORKSHOPS THAT COULD BE OFFERED NEXT YEAR. WHAT KINDS OF PROGRAMS WOULD YOU LIKE TO HAVE "HANDS ON" INSTRUCTION FOR? PERHAPS WE HAVE COVERED EVERYONE'S NEEDS WITH PREVIOUS WORKSHOPS AND THIS SERVICE IS NOT NEEDED FOR NEXT YEAR. . .THERE WILL BE A SIGN UP SHEET AVAILABLE AT OUR LAST TWO MEETINGS OF THIS YEAR SO THAT YOU CAN OFFER IDEAS ON POSSIBLE WORKSHOPS FOR THE 1995-96 CLUB YEAR. THE SIGN UP WILL DETERMINE IF WORKSHOPS ARE TO BE OFFERED OR SET ASIDE. IF YOU ARE UNABLE TO ATTEND THE MEETINGS, BUT WOULD LIKE TO SUGGEST A WORKSHOP, PLEASE LET PHIL KNOW (343-1059) AND IT WILL BE ADDED TO THE "SUGGESTED WORKSHOP SIGN UP SHEET."

Phil Janz

Are You A Crook? Part II

Louie Levy

I need to apologize to several of our members. The article on software piracy in February's Newsletter was taken by several members in the light that I was writing it especially about them! This was far afield, as I was only talking in generalities and, truthfully, plagiarizing another article on the subject!

Still, this has been a good topic as it brought out some comments; sometimes I wonder if anyone actually reads some of the articles in the Newsletter. Now that I know this is a topic of concern, I'll beat the dead horse more.

In a "letter to the editor" in a Portland newspaper last month, a gentleman wrote that software piracy in China may be exaggerated. He said that computers in China are not as sophisticated as our computers are, meaning that, like Junior, most of the newer software won't run on their machines anyway.

The writer mentioned that most American software displays English text

and characters and implies that this would cause the "average pirate" in China problems. Unfortunately, most of the pirated software isn't being made for use in China; it's for the US market via the American Tourist.

This editorial writer correctly says that piracy of entertainment video and music is very pervasive in our country; possibly far more than software piracy. While being true, this nonetheless is not a good reason to keep it up.

Somewhere there must be middle ground. I don't feel it is immoral to use my copy of Writing Assistant on my Junior, my "Junior clone" and on my laptop. After all, the only place I can get another copy is from a garage sale or Goodwill. Isn't that a violation of the shrinkwrap agreement and is illegal?

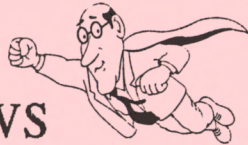
How do you feel about this? Let us know what you think about using that copy of ProComm Plus you purchased "slightly used" from the local software outlet in town who is known to sell programs they have previously "rented." How do you feel about "borrowing" a book

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from the library instead of purchasing it? How do you feel about Xeroxing articles from other publications? Kinko's got sued for doing this, didn't they?

I would write more on this subject, but I have to go! I promised my neighbor that I'd tape *Chicago Hope* for her tonight!

Louie



THE MODEM NEWS

by Gordon LeManquais

What does it take to run a computer bulletin board? I wasn't sure, so I asked Dr. Rom II. He gave me a lot of information and here it is. . . I think.

The computer that the Doctor uses has 4 Megabytes of memory. Not storage space, but working memory. This is about the same as six PCjrs with 640K of memory. (I would like to have 4 Megs of memory on MY jr.) This is what Dr. Rom uses to run the system that is used when you call and log onto the BBS.

With all the information it takes to run the BBS, Dr. Rom has very little of his 4 Megs left over. Don't get me wrong; this is memory and not hard drive storage space.

A hard drive is like a floppy disk that you don't take out--it stays in the computer all the time and you copy programs onto it. The computer that the Dr. Rom II Bulletin Board uses has two hard drives, each one has a capacity of 540 Megabytes. Having two 540 mb drives gives a total of One Gigabyte plus.

I have had problems trying to figure out what the difference is, and here is the way it was explained to me: To start with, most of us have 640K PCjrs.

1K (or 1KB) = 1,024 bytes

1Meg (or 1MB = 1,024 kilobytes (roughly one million characters)

1GB = 1024 MB (roughly, a whole lot more)

With all this space that the Dr. has for storage on his computer, the physical size is about the same as two PCjrs put together. Even with all of this, the Dr. ROM II BBS is not the biggest in the area. It is actually about the average size for a BBS in our area.

I hope this gives you some idea of what it takes to have a BBS. But, would you believe that a PCjr could do it too? Yes, a Junior! Well, if you have a friend with a modem call up your PCjr, and you have information to give, you have a BBS. Not as large as the Doctor, but you still are doing the same thing. You are holding information and passing it on; maybe not as much and you may not have the space for very many programs on your floppy disk, but you still are doing the same as a BBS.

Happy Moteming!

Gordon

PCjr Operation & Expansion Guide

"Everything you always wanted to know about your IBM PCjr Computer."

This is what it says on the cover of a booklet produced by PC Enterprises. After looking over this pint-sized manual, I think they have great reference source for most any PCjr owner. This 112 page booklet was sent to our member because he had made a purchase within the past two years, so I guess this is why the Club didn't get a copy. About the only thing lacking was a "review" for our newsletter, so here it is.

The *PCjr Operation & Expansion Guide* is very well illustrated. Most Junior owners will recognize the original cartoon character that was used in IBM's *Guide to Operations: Personal Computer - PCjr*, the "Red Book." Like IBM's guide, this new handbook from PC Enterprises is written in non-technical terms and is a welcome addition to anyone's bookshelf.

One can't expect that this free manual was produced out of the goodness of PC Enterprises' heart. It actually serves two purposes: 1) It is a catalog that not only shows the products and services sold by PC Enterprises along with their prices, but also tells the "why" and what's it good for" that many of us need when we read about an item. 2) This handy-dandy booklet helps us make the

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decision of whether we really need to make these investments in these new products for our Juniors (or think about moving on). The manual gives a realistic view of just what we can do with our Juniors and suggests that we only purchase options when we need to do something new with our computers.

Beginning with a quick overview of early PC history, we get into the meat of the subject: the PCjr. The manual tells what we need to look for when we purchase software for Junior, and what to avoid.

PC Enterprises moves us right along into DOS and BASIC. Of course, DOS and IBM's BASIC Cartridge are available from them. (\$119 for the cartridge! While this can be a much-needed item, one wonders how they can justify this price when they can be purchased elsewhere in the \$15 to \$20 price range.)

There is a wonderful supply of books from PC Enterprises on the PCjr and related topics. These books are no longer in print and can be very difficult to find at your local used book store. We know of many folks who have started with these basic texts and Junior and are now professionals in the computer industry. Peter Norton wrote three books that I know of on the PCjr. The *Norton Utilities* are the software programs around which our local Symantec Corporation is built. Sierra Software got it's start by creating *King's Quest* for the original PCjr.

Those of us who own and use the PCjr are loyal to IBM and PC Enterprises is no different. They sell several versions of PC DOS on 360K diskettes including PC DOS 6.1 that comes with a PCjr Installation and Startup disk. At the very attractive price of \$49.95, this is an excellent choice for those who have 736K of memory and a hard drive.

PC Enterprises states they are "the authority on DOS and the PCjr." Indeed, they may very well be after reading their comments in the *PCjr Operations & Expansion Guide*. If you are using disk compression on your PCjr, this manual is a must. And, while we do not agree with everything PC Enterprises has to say about some DOS versions, they do share some excellent information with us.

Junior's BIOS is discussed in terms

that could be used in our workshops! I nearly understood it this time. Their descriptions of the PC Enterprises cartridges was more easily understood. And, their discussion on whether to upgrade a PCjr or not is very straight forward. They put it very succinctly when they state, "to run DOS-based software, the only other thing you need is a PCjr and DOS." Wonderful!

"Big Guys" take note. Ever wonder how Junior would perform with an Intel 486 motherboard? If you are interested in this kind of speed-up for your Junior, put your name on PC Enterprises' "interest" list for the PCjr Genesis\PC Motherboard project. While most of us want to keep our Juniors "original," some of you may want to soup things up to their maximum. I thought replacing the 8088 chip with the NEC V20 microprocessor was the great speed-up!

Other PC Enterprise products of interest are discussed in detail. The Diskette Drive Address PROM, the Load High Sidecar, Megaboard Sidecar, the Display-Master Super VGA Sidecar, several external hard drives, 3½ inch high density disk drives, those neat dual floppies (a 5¼ and a 3½ BOTH in the same space of a single drive), and much, much more.

While these neat additions to Junior are nice to read about, the main attraction to the *PCjr Operation & Expansion Manual* is its wealth of information. This material is invaluable, especially if you live outside the area of a PCjr Club. All of us know that it is getting more difficult as time goes by to find anyone to help us with our Juniors. But, unless you are a member of a local club, just where can you get Junior advice?

The *PCjr Operation & Expansion Manual* is available free to recent customers of PC Enterprises. If you haven't purchased anything from them recently, they will enclose the manual free when you place an order with them. If you don't need to order anything right now, but would still like to have the manual sent to you, the cost is \$5. . .and the copy that was loaned to me had a coupon worth \$5 in it!

PC Enterprises, P.O. Box 292, Belmar, NJ 07719 ♦ 1-800-922-PCJR

Printer For Sale

24-pin Toshiba Model P1340. \$50, best offer or trade. Louie, (503) 343-7592.

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