

The Orphan Peanut

The Chronicle of the Atlanta PCjr Users Group

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May, 1991

New BBS Features

SysOp Corner

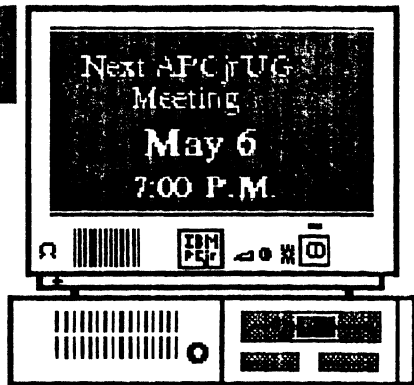
By Terry Markert,

APCjrUG Bulletin Board System Operator

As I mentioned in last month's article, I installed the capability to allow users to download messages through a mail door. The name of this door is called RaMail.

This is the latest concept that bbs'es are going to due to the volume of mail that passed thru Fidonet and PCRelay. Although the WORKSHOP hasn't joined one of these as of yet, I decided to go ahead and install it on the system. The mail door for Remote Access is very noteworthy in comparison with the other mail doors for PC Board, etc. RaMail will allow you to list the file directories and contents, show new files on the system, and will also allow you to download files all in one transmission. The downloading of files is what is unique about it.


RaMail is accessed through the Message Area menu(s). The first time that you login to the door it will ask you to set up your configuration - that's right, YOUR configuration. The menu displayed by the door is self explanatory. There is also a help function available to explain the different functions. Currently the help file is based on v2.1 and the bbs is currently running v2.3 Beta 6, so the help file hasn't be updated to the new levels. I might also add that this software is registered and I do get updates frequently, so



when it comes out of beta test the help file will be current.

The big advantage that this allows you is that you can login to the mail door, browse the file areas, then if you wish you may flag a file or files to be downloaded. Once you have done that you can download your messages. Thus you have done everything from one menu screen. You can't

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Volume 3, Number 9
May, 1991

The Orphan Peanut

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The *ORPHAN PEANUT* is the official newsletter of the Atlanta PCjr Users Group, a distressingly non-profit organization dedicated to the health and well-being of the first Orphan and first "clone" from IBM - the "Peanut". The Group's single purpose is as stated in Article 2 of our Constitution:

"...to provide a forum for members to share information, experiences, and techniques of use that will help other members derive maximum benefit and enjoyment from their PCjr."

The *ORPHAN PEANUT* is designed, laid out, and entirely created on a PCjr with 736 KB of RAM or 8 MHz of clock speed (but not both together), a Microsoft Mouse, a second floppy drive (3.5") from PC Enterprises, and two 20-megabyte hard disks from RIM via Paul Rau Consulting. There's other stuff as well, but we forget.

Software used includes **TEXTRA** word processing (ver. 6.0) and **QEdit** (2.1) text editor, **PFS:First Publisher** (3.0) desktop publishing, and sundry other programs of varying usefulness.

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DUMB QUESTION ?

by Lee Frank

[The author is a member of The Sarasota, Florida, IBM-PC User's Group.]

[Now that I've covered the necessary Club business], I can address the topic: **There are no dumb questions.**

Seriously, I've come to believe it is not possible to ask a dumb question about computing. There are three reasons why there are no stupid questions when it comes to computing. One is the perceptions of others. Two is the infinite variety of computer problems and computer knowledge. And three is the hit and miss nature of people's computer experience and knowledge.

The number one reason you should ask any question without fear of its dumbitude is other people, specifically their perceptions and expectations of your knowledge. For example, if you think that I think that you should know a thing, you won't ask me about it. But, what would lead you to think that? How can you guess what I think you should know?

When I got my first PC [1], I asked what I thought to be a dumb question: How do you create a config.sys file? I could see it was supposed to be obvious, but for some reason it wasn't to me. So I asked. And not without a little embarrassment. But just a little, since I knew from lots of experience that this lack of knowledge was not all my fault. Remember the early documentation? The point is not to worry about what other people might think of your question. Remember the words of Will Rogers: We are all ignorant, only on different subjects.

The second reason not be shy when seeking computer knowledge is the infinite variety of computing. No two people have the same computer experience. No two people have the same computer education. No amount of computer experience and education can prepare you for what can happen with

a computer. [Ed. Note: This is especially true of the PCjr - in many ways it's unique, and a lot of people think they know more about it than they do.] One of the first things I learned in this business, is that a programmer's best friend is ignorance. As soon as you admit you don't know, you will ask ... and learn. Without this humility, you will develop a shell of false pride, impervious to knowledge.

The third and last reason to ask, ask, ask is the swiss cheese aspect of computer education. The field of computing expands faster than any one person's ability to keep pace. The most comprehensive computer academic degree will not prepare you for half of what your first job will throw at you. The only way to keep up is to keep learning, the only way to keep learning is to keep asking [2].

There are some exceptions, things we might reasonably expect from a structured computer education. We might assume a Ph.D. in Computer Science knows the difference between a compiler and an interpreter. By analogy, you might assume a doctor stupid to ask what is a sphygmomanometer [3]. But the cheese of academic computer education is riddled with practical holes.

I will go so far as to say that even the same question asked more than once is not stupid. It is possible you did not fully understand the answer the first time around. Or that upon reflection, you now see more ramifications to the problem. There are lots of reasons to ask again.

Of course, the corollary to The Importance Of Being Ignorant [4] is that those who are asked should never treat those who ask as dumb, no matter WHAT the question. Never. To do so, in my opinion, is just another form of prejudice, a real manifestation of dumbness. In conclusion (unless I keep harping on this next month), I can only say: The only dumb questions are the ones you don't ask. And now that I've preached this point, I should be prepared to act

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WHERE'S THE DIRECTORY?

by Lynn L Kauer

[Editor's Note: Lynn L. Kauer, the author of this piece, is a member of the Saginaw PC Users Group in Michigan, and has written the "Ima Klone" saga, which relates the story of a dingbat novice PC User and her pitiful plight in entering the mysterious new world of Personal Computing. The epic struggle of Ima is available as part of the Beginners Kit, and is therefore G-Rated; Ima is always extricated by her mentor, Mr. Guru, and there is a happy ending. But enough frivolity - here's some very good advice.]

A couple of times in the past months I have received a call from someone with the question, "I just erased all the files from my hard disk. (Panic) How can I get them back?"

It can be done with utility software like Mace Utilities or PC Tools. However, if the user would develop one habit it would relieve him (her) of much grief.

THE MISTAKE:

Assume that you are in the process of clearing some floppy disks that you want to copy some other files onto. The easiest way to clear them is to use the ERASE command. But just to be safe you want to look at what is on the floppy disk before you erase it. This is where the problems start. The following is how to effectively screw up and erase data from your hard disk quicker than you can pucker while suckin' on a lemon.

Mistake Step #1: When logged into a directory of drive C the lazy, and most dangerous, way to look at the files in drive A is to type the command

DIR A:

This command shows the user what files are on the floppy in drive A. Unfortunately the user is still in drive C! What the command really says is "Without leaving the directory I am in on drive C I want to look at what is in drive A. (The same problems can occur on dual floppy drive systems if you are in drive A and issue the command DIR B:).

Mistake Step #2: After looking at the files displayed you verify that they are indeed not wanted and issue the command

ERASE *.* or DEL *.*.

Additionally you answer (Y)es to the prompt "Are you sure? Tragedy has struck. You just erased all the files from your hard disk in the directory that you were logged into! The ERASE or DEL command was really directed to the drive and directory you were logged into. In this case, a sub-directory of drive C.

THE RIGHT WAY:

Forget the shortcut DIR A: command. It's a bad habit to get into. Take the time to log into the floppy drive BEFORE issuing the DIR command. Use the following commands:

CD A:

(This tells the computer to change the directory from its current location to the root directory of drive A. For floppy drives issue the command B: to change to the root directory of drive B)

Now that you are logged into the floppy drive you can safely issue the DIR command and erase at your pleasure. The trick is to log in to the drive you want to do maintenance on.

Dumb Question ?

(From Page 3)

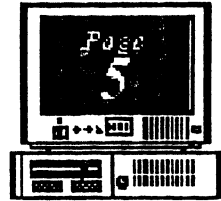
on it. So if I write something in these columns you don't understand ... ask!

1) An excellent label first used by IBM and now so successful it is applied to all small computers.

2) Sorry, but there I go borrowing again - this time it's from Pericles.

3) Three points for anyone who can pronounce this.

4) With apologies to Oscar Wilde



A DOS Primer

Part 1

[Editor's Note: This article is an amalgamation of several in a series offering a brief rundown of various DOS commands. Look them over, and if you want to know more, get a copy of the primary reference listed below. There'll be more of these synopses published in future issues of the PEANUT.]

This article and those to follow have been taken from a book called "Running MS-DOS" by Van Wolverton. This particular guide covers 2.0 - 3.2. While I realize DOS 4.0 is now available, not to mention 3.3, I hope this is useful to both the experienced user and new users as well.

To start with, we need to learn what a few frequently used terms mean as used in this and following articles:

Drive - A letter referring to a disk drive, followed by a semi-colon. **Filename** - The name of a file, usually followed by

an extension, for example "report.txt"

Path - One or more directory names, each separated from the previous one by a backslash (\). For example "\mkt\reports\".

Pathname - one or more directory names

followed by a filename, each separated by a backslash (\). For example, "\mkt\reports\report.txt". **Switches** -



Controls for commands, each beginning with a slash (/). Example: "/P"

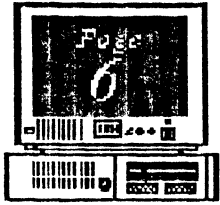
In reading the listed syntax, the choices shown in brackets "[]" are optional, and the "|" symbol means you should choose only one of the options. Never type the brackets or separation mark.

APPEND [drive:][path];[drive][path] Tells DOS to look for data files in the specified drive and directory. Drive tells you what drive you want to search, if you forget the drive specification, DOS assumes the default directory. Path tells DOS what directory and sub-directory to look in. Use the append command without parameters and DOS displays the current

append drive and path to search. Append with a semi-colon removes previously set append commands. While I have not personally used the append command, I can see a couple of benefits of using the append command. For example; If you were storing database files in different sub-directories and did not want to take the time to set the drive and path within the program, you could set the append command prior to entering the program and save a little time. For those of you familiar with the PATH command, the APPEND command works similar, but accesses data files rather than .com or .exe files.

ASSIGN [drive1 =drive2] This command is used to reassign one drive as another. Drive1 in the syntax above referred to the drive you don't want to use. Drive2 referred to the drive you want to use in place of drive1. Multiple drive assignments may be made with one driver assignment. By simply type ASSIGN you will cancel all previous drive assignments. Caution should be used with the ASSIGN command because it effects all drive request, including format, copy, delete, print and everything else. The most useful way that I have found to use this command was when installing a program on my hard disk (d:). The install program was preset to drive c:, by assigning c: as d:, the install routine installed the program on the d: drive.

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A DOS Primer, Part 1

(From Page 5)

ATTRIBUTE

ATTRIB [+r]-r[+a]-a][drive:][pathname]

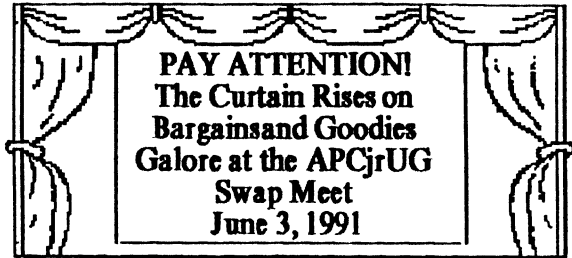
This command lets you protect files by making them read only (unable to change or erase). In version 3.2 you can also change the files archive flag for use with xcopy or backup. "+r" tells DOS to make a file read only and the "-r" removes the read only designation. "+a" tells DOS to set the archive flag and the "-a" tells DOS to remove the archive flag. Drive and pathname is the name and location of the file you wish to apply the attribute command to. If you apply the attribute command with just a pathname, DOS will display the filenames with either a "r" or "a" to indicate the current status for the file. The use for command is to protect files from being erased or changed by someone else using your computer.

BREAK

BREAK [on|off]

The break tells DOS how often to check for the CTRL-C key sequence.

By default, DOS checks for the CTRL-C when reading from or writing to a character device, such as a printer, screen, or auxiliary port. By using the "break on" DOS will check each time a disk read from or write to occurs. To restore the default, simply type "break off". This command could be useful if the program you run requires you to stop them often.



COPY

COPY[drive:][path]source[+[drive:][path]source]...[drive:][path]target [/a]/b/v]

This command combines two or more source files into one target file specified by the command line. "drive:, path source" is the name and location of the files to be combined. Wildcards are permitted. Each file is separated by a "+" sign. "drive:, path target" is the name and location of the combined files. If you do not specify the target file, DOS combines the files into the first source file. "/a" indicates the files are ASCII. "/b" indicates the files are binary. "/v" performs a read-after-write verification of destination file(s). As an example, to combine bank.doc and report.doc into a file called bankrpt.doc the command would look like this;

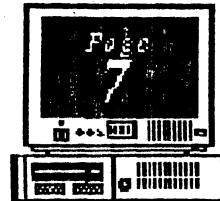
"copy bank.doc+report.doc bankrpt.doc".

COPY - FROM A DEVICE

COPY source target

This command copies the output of a device to a file or another device. A "source" is the name of device whose output is to be copied. "target" is the name of the file or device to which the output is to be copied. An example would be copying from the keyboard (CON) to a file (MYFILE.TXT). The syntax would be "copy con myfile.txt". You must always end the session by typing "F6" and then "CTRL Z" and then enter.

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A DOS Primer, Part 1

COPY TO A DEVICE

COPY [drive:]pathname device [/a]/[b]

This command will copy a file to a device, such as the printer. "drive:pathname" is the name and location of the file to be copied. A "device" is the name of the device to copy the file to. (wildcards are ok). "/a" indicates the file is ASCII. "/b" indicates the file is binary. The copy command cannot be used to send files to either the com ports or auxiliary serial ports. An example of send a file to the printer would be; "copy myfile.txt prn".

COPY A FILE TO A FILE

**COPY [drive:]pathname1 [drive:]pathname2
[/a]/[b]/[v]**

This command is used to copy one file to another. "drive:pathname1" is the source file. "drive:pathname2" is the target file. "/a" indicates ASCII files. "/b" indicates binary files. "/v" performs a read-write verification. An example of this would be; "copy report.doc a:" - this would copy the file report.doc to drive a.

DATE

DATE [month-day-year]

This command sets the system date. "month" is a number 1 through 12. "day" is a number 1 through 31. "year" is a number 80 through 99. If you simply type in DATE, the current setting is displayed.

DELETE

del [drive:]pathname

This command is used to delete files, or a group of files. Wildcards are permitted. If you omit the "drive:", DOS assumes the current directory. Remember, once you delete a file, a special utility program will be needed to attempt recovery. Wildcard examples would be; (del *.* - deletes all files), (del *.exe - deletes all files with the .exe extension), & del face.* - deletes all files with the face name and whatever extension it would have).

DIRECTORY

dir [drive:]pathfilename [/w]/[p]

This command displays a listing of all files in a particular location as specified. "drive:" tells DOS which drive to look on. "path" is the sub-directory. "filename" is the specific file listing requested.

Wildcard characters are permitted. If "dir" is typed without parameters, all files will be listed. "/w" list the files in five columns across the screen. "/p" displays the files in one column, one screenful at a time.

DISK COMPARE

**DISK COMP [drive1: [drive2:]]
[/1]/[8]**

This command compares two entire floppy diskettes. drive1:" & "drive2:" are the drives containing the disks to be compared. "/1" compares only the first sides of the floppy disk. "/8" limits the comparison to the first 8 sectors per track.

You cannot use this command to compare unlike disks, such as 360KB and 1.2MB.

ERASE

ERASE [drive:]pathname

You can erase files with this command. Its command structure is the same as the delete command. Backup a couple of paragraphs and replace the "del" with "erase".

EXIT

EXIT

This command terminates a second copy of the command processor invoked by the COMMAND command. "exit" has no effect if the command processor was loaded with the /p (permanent) switch or if it is the original processor loaded at time of booting the system.





A DOS Primer, Part 1

(From Page 7)

FILE COMPARE

**FC[/b][/*#][/a][/c][/L][/Lbn][/t][/w][/nnnn][drive:]
pathname1 drive:]pathname2**

This command compares two text files containing lines of ASCII text or two binary files containing data of any type. "/b" forces a byte by byte comparison of binary files - this switch is the default with .EXE, .COM, .SYS, .OBJ, .LIB, OR .BIN. No

other switch except /nnnn can be used with this switch.

"#" is the number of lines that must match to resynchronize during a ASCII file comparison.

"/a" causes a abbreviated output of the differences found in a ASCII file comparison.

"/c" causes case to be ignored

when comparing alphabetic characters. "/L" forces a line by line comparison of two ASCII files, default is set to this when the extension is .EXE, .COM, .SYS, .OBJ, .LIB, OR .BIN. "Lbn" set the size of the internal line buffer. "/n" includes line numbers on the output of ASCII file comparison. "/t" causes tabs in text files to be compared. "/w" causes leading and trailing spaces and tabs to be ignored. "/nnnn" is the number of lines that must match to resynchronize during an ASCII file comparison (default is 2). "drive:pathname1" is the name of the first file to be compared. "drive:pathname2" is the second file. Wildcards are not permitted.

FIND

FIND[/v][/c][/n] "string" {drive:}[pathname]

This command is used to find certain text strings and a text file. "/v" displays all lines for a string of characters specified. "/c" displays all lines that do not contain the string specified. "/n" displays each line found, with its line number at the end. If you enter the FIND command without a switch it will display all lines that contain the string. "string" is the string of characters you want to search for - the FIND command is sensitive to upper and lower case letters. "drive:pathname" is the location of the file to search for the string in.

FIXED DISK

FDISK

"fdisk" is a program that is used to initialize a hard disk. It is menu driven and rather simple to use. Be cautious using this command because it will destroy all data currently stored on the hard drive.

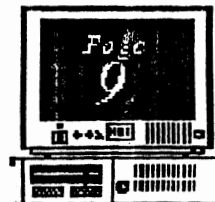
FORMAT

**FORMAT [drive:][/1][/4][/8][/o][/v][/b][/n:xx]
[/t:yy][/s]**

This command is used to make a disk ready to store files on. Either floppy or harddisk require they be formatted. "drive" is the drive to be formatted. "/1" formats only one side of a floppy disk. "/4" formats a double sided, double density disk in a high density drive. "/8" formats a floppy disk with 8 sectors per track. "/o" formats a disk that is compatible with PC-DOS 1.x. "/v" tells DOS to give the floppy disk a volume label. "/b" formats a disk with 8 sectors per track and allocates space for a version of DOS. "n:xx" formats a disk with xx sectors per track. "/t:yy" formats a disk with yy tracks. "/s" creates a system disk {bootable} disk, this must be the last switch on the command line.

[Ed. Note: This article was downloaded from the IBM User Group Support BBS and had no author's name or other credit for attribution. We would like to tell you who wrote it, but we can't. If anyone recognizes it please let us know and we'll be happy to correct our deficiency.]





A: > DIR

by David Blagg, President, APCjrUG

Among the interesting consequences of my participation in the APCjrUG are the several ways I have learned to deal with the not-so-pleasant aspects of owning a computer. Some of these tips have come from one member or another sharing experience at a meeting. Others have come from a newsletter or BBS that I first heard about from another member.

For example, with some regularity my PCjr seems to do unusual things in the Spring. Perhaps I will not show any memory at POST time beyond the basic 128K. This is frustrating because I usually show 640K (although I actually have 736K available).

Something else that I sometimes experience is a disk drive reporting an error reading a sector, or, for that matter, not being able to find the sector in the first place.

These events, of course, always occur as part of the intermediate process aimed at getting something else done, usually with a deadline. There may be a report I brought home to finish, or perhaps I waited until the last minute to write a column for the *Orphan Peanut*. It's always something other than "let's turn the computer on to see if it works."

Now I have some tools to cure most of these problems. My memory shortfall fit the description of similar experiences by owners of Tecmar expansion sidecars. An article I read described a procedure to clean the voltage regulator which sits underneath the heat sink inside the unit. Another article described a relatively easy procedure to clean the rails on the Qume 142 disk drive which was shipped with many PCjrs. In both situations the problem disappeared. Another example comes from a BBS where I first read about the Tandy Mod for the PCjr. I have modified mine and helped several other members to one degree or another. And speaking of BBS (bulletin board system), one of our members helped me solve some compatibility problems which I originally misinterpreted as a reason to beat myself up and not have any fun.

Best of all, participation in the APCjrUG gives me an opportunity to share these tips with other PCjr owners. And that's what our user group is all about.

SysOp's Corner

(From Page 1)

view your messages from the door, the idea is to allow you to download them for offline reading on your system; you can then compose a new message or reply to one address to you using an offline mail reader. After you have replied or entered a new message you just simply log back onto the system, then go to the message menu, login to the RaMail door, which is option "O" on the Messages Menu, and upload your reply file that was prepared by your offline mail reader program.

There is available on the system an offline mail reader called **Silly Little Mail Reader** which I highly recommend. This is what you would use to read the messages offline and reply to them, etc. The file is called **SLMR105.ZIP** on the system and is currently available in the Recent Upload file directory.

I would like to encourage those who have modems to log on to the system and try this new feature out. David Wilson and I have been using it regularly for the past eight weeks or so and it works like a charm.

Other happenings on the bbs: the latest and greatest version of the famous Yankee Trader online door game. The bbs software has been upgraded to version 1.01. Please leave me a message or comment on the system if you encounter any problems with the new upgrades. I am strongly considering dropping back on the hours that the bbs is up during the summer months, since that is normally a slow period, although it is a high period for kids that are out of school, etc. It will be a wait and see type issue. I have also asked for feedback on changing the ForSale/Trading door to just a message base to allow for more of a description of what people are trying to sell. So think about the above, let me know by logging onto the system and leaving me your views or even giving me a call to voice your opinion. The voice number is listed in the list of officers in the PEANUT.

Enjoy and let's light up the modem on this end !

*The PCjr WORKSHOP's number is (404) 740-1916
Settings are N, 8, 1; 24 hours a day, every day. - Editor*



Volume 3, Number 11
May, 1991

The Orphan Peanut

GOOBER PEAS
EDITORIAL PAGE

RANDOM ACCESS: Ravings From A Disordered Brain

This month's meeting will be of especial interest to members who want to know what to do when their Junior starts sounding like it's mixing up a particularly lumpy batch of concrete when it boots, or what's happening when you keep getting those alarming Error Messages about not being able to access a sector (you know: *Abort, Retry, Ignore?*).

Our guest speaker is a man who's been a friend to PCjr owners for some time now - Karl Hedger, the chief Technician at Micro Center in Marietta. Karl gave us a presentation last spring, and it was one of the best I remember, even though the turnout wasn't overwhelming. I learned several things about PCjrs in particular and computers in general that have been helpful to me since then, and I'm sure the other attendees did as well. Plan to come out and find out some of the things that make your Orphan tick...and how to improve its performance or diagnose a problem before it cripples your little friend. Believe me, this is a golden opportunity for beginners, so come on out to STANCOM on the night of May 6.

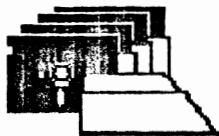
And speaking of upcoming events, don't forget that we've set up the June meeting as a Swap Meet. The last one was in October, but we had a horrendous rainstorm that day that really prevented a good turnout. It's a good chance to pick up that extra framis or a game for the kids at rock-bottom prices, so mark down June 3 (I think) on your calendar.

In getting cranked up for this issue of *The PEANUT*, I ran across a couple of disks that I thought many of you would be interested in. The first is offered by that jewel of a national publication, *The jr Newsletter*, and is designed to help you get the absolute maximum from your system when you boot it up. The disk is called "**PCjr AUTOSETUP**", and it completely automates the process of creating a Boot Disk for your varying requirements. Just put the disk in your computer after booting with your normal disk and

answer the questions, follow the directions, and Voila! you have a RAMdrive installed in the size of your own choosing, or you have a large video buffer for games, or you have a telecommunications disk that unscrambles the COM1/COM2:tangle painlessly every time you start it. Lovely. This is *jr Newsletter's* Disk #99, and they have a multitude of others, all guaranteed to run on your Orphan if you have the memory. Each costs \$5.95 plus a \$3.00 S&H fee per order. The address is: **jr Newsletter, Box 163, Southbury CT 06488**. Subscriptions to the newsletter are \$20.00 a year, and are worth much more than that.

The second little marvel was sent me by the renowned San Francisco Junior guru, John King, and is basically a "patch" to prevent the reboot which occurs in the middle of your initialization with DOS 3.3. It also has a slick startup procedure which sets up a couple of RAMdrives, copies a few files into the appropriate places, and creates a very sophisticated computing environment right there on your 512/640/736Kb, Junior (the more memory, the better, but it'll run on a smaller capacity system as well). I don't have space to describe this treasure, but it's sure fun to look over if you like neat stuff with limited assets. John is one of the nice things about Juniors, and he has one of those minds that love a puzzle or a challenge. This is the kind of stuff that I look at and do my Gomer Pyle impression -- "*Gooallllllleeeee!*". Anyhow, if you'd like to take a look at it and the nifty printer setup program he wrote for his Panasonic KX-P1124, give me a call or leave a note on the *WORKSHOP* and I'll be happy to arrange it. If more than just a couple of people are interested, I'll ZIP it up and post it on the BBS as a downloadable file

Thought for the month: Does a radioactive cat have eighteen half-lives?. Think about it.



APCjrUG DISK LIBRARY



Please Send your orders to:

Leonard Brown, 2139 Crystal Lake Drive, Lawrenceville, GA 30244

Members cost: \$2.00 a disk (\$5.00 for custom Disk); Nonmembers \$5.00 each (No Custom)

LIBRARIAN'S CHOICE: Disk of the Month

Please Call **LEN BROWN** at (404) 822-0113 for Library Information

The Atlanta PCjr Users Group

DISK LIBRARY ORDER FORM

NUMBER	DISK NAME	PRICE

Blank Disks - (5 disks: \$3.00; 10 disks: \$5.00) **Quantity** _____

APCjrUG Beginners' Kit - (\$10 Members, \$15 NonMembers)

Postage & Handling (\$1.00 for each 5 disks ordered)

TOTAL



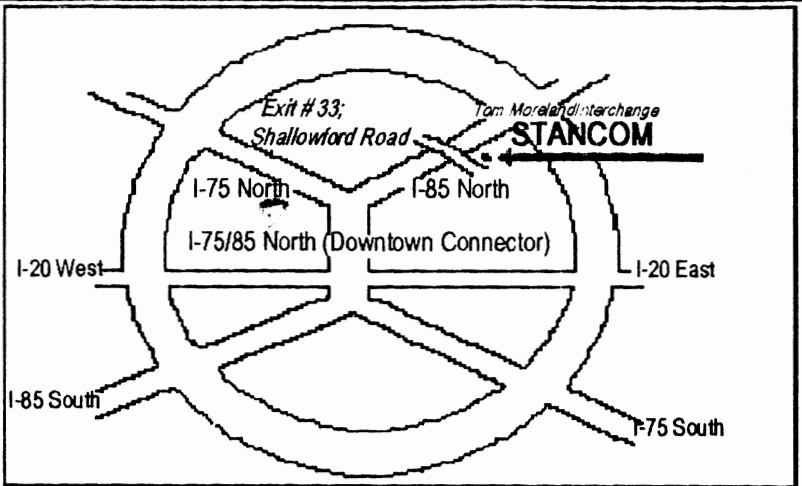
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Note: Disks will be mailed to the address listed on the label on the reverse side of this form unless another address is specifically requested.

GETTING THERE

If you're outside the Perimeter (I-285):

Just follow I-285 around Atlanta until you reach the Tom Moreland Interchange (I-285 and I-85 North). Go South on I-85 toward Atlanta until you reach Exit 33, Shallowford Road. Exit onto Shallowford Road and turn left to cross over I-85. Immediately past the traffic signal on the East side of the overpass you will see a building on the left with **STANCOM** in large letters on the front of it.



If you're inside the Perimeter (I-285):

Get on I-85 heading North from the city. Watch for the Shallowford Road exit, Number 33, and leave the Interstate highway there. Turn right on Shallowford Road, get in the left lane and prepare to immediately turn left into the **STANCOM** parking lot.

The Orphan Peanut

The Chronicle of The Atlanta PCjr Users Group
6575 Amberglades Lane
Atlanta, GA 30328

