

The Orphan Peanut

The Chronicle of the Atlanta PCjr Users Group

Volume 3, Number 12 Newsstand Price \$1.00 June, 1991

SWAP TIME!

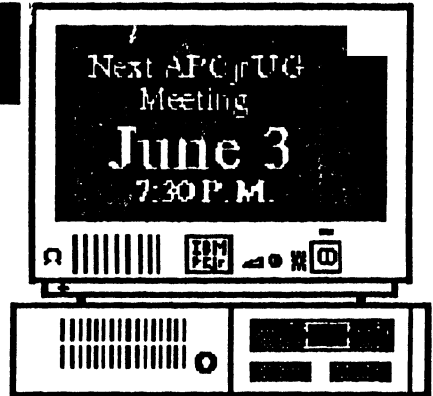
by David Wilson

Okay, here it is. By popular demand, the June meeting of the APCjrUG will be another Swap Meet- just in time for summer. Here are some details:

WHAT IS IT: You bring in your working but no longer used parts, accessories, software, or anything else that is still PCjr usable, put a (ridiculously low) price on it, and offer it to your fellow APCjrUG members. With luck, you clear out your closet and make a few bucks - if you're a buyer, you pick up that widget you've been wanting but couldn't justify spending a large amount on at a price that won't cause domestic strife. Everyone benefits.

WHERE: STANCOM, Inc., our regular meeting place at Shallowford Road and I-85 (that's Exit #33). See the map for more details.

WHEN: June 3, at 7:30 PM - we'll have a minimal General Meeting and then get into a trading mode until things run down.



WHY: Because sources for PCjr parts and PCjr-compatible programs at a reasonable price are drying up, and you can get this stuff at a price you can afford.

COME AND ENJOY! You'll meet some good people even if you don't buy or sell anything.



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Volume 3, Number 9
March, 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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But is it Compatible?

Overcoming PCjr Compatibility Problems

(from jr Newsletter)

The most important step to take when you have problems running software on a PCjr is to use a CONFIG.SYS file on your boot disk that reserves at least 32k for video. This is done in different ways depending upon the brand of memory expansion unit on your PCjr. Here are some examples:

IBM Expansion Units -- If you have expanded your PCjr with IBM sidecars, try using a CONFIG.SYS setting: `device=pcjrmem.com /c` This creates a video buffer of 96K and makes all graphics modes operable. Using this setting does, however, mean you will have about 128K less memory to run the software. Some software, especially when paging is involved, will run better with the /c setting.

Other Expansion Units -- For other brands of memory expansion, use the CONFIG.SYS setting that does the same as the IBM description above. (check your manual) Or use JRCONFIG, which is available on the *PCjr WORKSHOP* or from the Disk Library. JRCONFIG is easy to install and works well with all types of memory expansion units. Installation instructions are on the disks.

With JRCONFIG use -t3 and either -v32 -v64 -v96, depending upon how demanding the software is. You may have to experiment a little. Try making a few boot disks with different CONFIG.SYS and AUTOEXEC.BAT files. You'll soon learn which to use for which types of software.

With large database or integrated software, it sometimes helps to add `FILES=20` to your CONFIG.SYS file. If you don't know what a CONFIG.SYS file is or don't want to make these changes yourself, PCjr Autoseup (Disk #99 in

the jr Newsletter Software Store) will automatically make boot disks with the right CONFIG.SYS and AUTOEXEC.BAT files for you.

NOTE ON DOS: If you are using DOS 2.1, it should be patched to fix a few of its bugs which can cause your computer to lock up. Patches are available from the BBS or Library. Using DOS 3.1 or higher can solve some problems, but takes more memory.

NOTE ON SPEED OF OPERATION: Software will run faster when it's loaded into "high memory" -- that is, above the 128K "lower memory". So, filling up low memory with a ramdisk, or large video buffer can speed slow running programs up considerably.

NOTE ON KEYBOARD/JOYSTICK PROBLEMS: Often, if one has problems, you'll find that the other works ok, so try switching.

NOTE ON MEMORY REQUIREMENTS: As a rule of thumb you can figure that it takes about 128K more memory to run a program on a PCjr than on PCs. Not always, but often enough to be careful when you buy.

NOTE TO HACKERS: For information useful in patching software that won't run right out of the box, refer to the PCjr Compatibility Guidelines published in the Sept-Oct 1989 issue of *jr Newsletter*.



The PCjr WORKSHOP

The Official BBS of
The Atlanta PCjrUG
(404) 740-1916
300/1200/2400 at N,8,1





From Elsewhere

Items of interest from other PCjr Groups

[The following articles were happily lagiarized from the May, 1991 issue of The Metro PCjr Journal, the newsletter of the Metro (Washington, D.C.) PCjr Users Group, the largest one anywhere]

ADDING A SECOND DRIVE IS E-Z

(excerpted from the April 1991 jrNewsletter)

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 casing), and copying some files to your DOS disk so your jr will recognize the second drive.

Most makers of second 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 adaptor, since most second drive controller cards plug into the internal modem slot. [O.P. Ed. Note - the PC Enterprises version has a controller card that clips on top of the existing controller card, so you don't lose a precious 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. [O.P. Ed. Note - Consider also adding a 3.5" drive rather than the more conventional 5.25" model. It may suit your purposes better.]

PCjr GOODIES AVAILABLE

(The following is from the May 1991 issue of Computer Shopper)

Mendelson Electronics, 340 E. First St., Dayton, OH 45402. Phone (800) 422-3525. Mendelson continues to be a surprising source of original IBM or other brand PCjr add-ons at closeout prices. Some of these prices are real winners! They have PCjr joysticks for \$9.95 (III) [O.P. Ed. Note - III] and IBM PCjr external power supplies for only \$19.95. These items are (presumably) new and in the original packaging. The external power supply is most useful when you add extra memory cards or internal cards such as modems and it comes with its own power transformer (the black "brick"), a very good piece of insurance to have around. Mendelson's also features the Keytronics Numeric Data Entry Pad (separate numeric/cursor keys, something the PCjr's keyboard sadly lacks) for only \$19.95. PC Enterprises has this item at a similar price; try them also at (800) 922-PCJR.)

Shreve Systems, 2421 Malcolm St., Shreveport, LA, is a relatively new entry in the PCjr field but has been advertising PCjr things in Computer Shopper for some months now. They offer PCjr motherboards for \$97 on an exchange basis and keyboards and cluster cards for \$29 each. Also, repairs and purchase of used equipment. Call them at 1-800-227-3971.



DOS PRIMER

Part 2

(This article is the second of two parts. Both it and the first part were pieced together from a series of ten columns which were downloaded as a group from IBM's User Group Support BBS. As we mentioned last month, the downloads unfortunately didn't include the author's name or the publication in which they originally appeared. We'll be happy to provide the credit due the author when we find out who he/she is.)

FILE COMPARE

`FC [/b][/*][/a][/c][/L][/Lbn][/t][/w] [/nmmn][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 /nmmn 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. "Lb n" 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. "/nmmn" 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 (Go to page 6)





DOS Prim

(From Page 5)

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.

GRAFTABLE (Graphics Table)

GRAFTABL

This command enables DOS (Version 3.0 and later) to display special graphics characters. (ASCII characters 128 through 255) when a Color/Graphics adapter is in the graphics mode.

GRAPHICS

GRAPHICS [printer] [/b]/[c]/[f]/[p=port]/[r]

This command enables DOS to print graphic images on any of several printers. {printer} is a IBM or compatible printer. Options are: color1 for black ribbon, color4 for a red-green-blue-black ribbon, color8 for a cyan-magenta-yellow-black ribbon, compact for the IBM computer compact printer, and graphics for the IBM personal graphics printer. {b} tells DOS to print background colors as well as foreground. {c} centers the printout on the printer. {f} rotates the image 90 degrees. {p=port} allows you to select the printer port. {r} tells DOS to print the screen as you

see it.

Once this command is entered, Shift-PrtSc will print everything on the screen as you see it. You needn't enter the graphics command for each application, only once each time you boot the system. This command is only available in version 3.2

JOIN

JOIN [drive1: drive2:path] /d

This command allows the entire directory structure of a drive to be joined, or spliced, into a empty subdirectory of a disk in another drive. After a join, the entire directory structure of the disk in the first drive, starting at the root, together with all the files, appears to be the directory structure of the specified drive on the second disk. The first drive letter is no longer available. {drive:1} is the entire drive

KEYBOARD

KBXX

This command changes the keyboard to match a specific language. All the commands begin with the "keyb" and the last two letters designate the country; keybuk - United Kingdom, keybgr - Germany, keybfr - France, keybit - Italy, and keybsp - Spain.

LABEL

LABEL [drive:][label]

This command is used to put a volume label on the disk. This not a paper label, but a magnetic label that your system can read. "drive:" is the drive to be labeled and "label" is a 11 character or less name you choose.

MAKE DIRECTORY

MKDIR or MD [drive:][path]name

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ner, Part 2

This command is used to create sub-directories. As we all know, sub-directories are necessary in order to maintain a hard drive in a functional manner. "mkdir" can be replaced by "md". The "drive:" indicated the drive to create the directory. "path" is the directory you wish to create the new directory in, by omitting the path, DOS assumes the current directory. "name" is chosen by you and can be up to eight characters long.

MODE

The mode command has many uses, five of which I will try to cover for you:

MODE: ALIGN DISPLAY

MODE [display], shift[, t]

This lets you center the image on the screen with a CGA adapter. "display" is one of the values covered under the select listing, this article. You cannot use mono as one of your choices, and if you do not list something for "display", you must still include the

comma before "shift". "shift" is either r (right) or l (left) to shift the image two columns on a 80 column display or one column on a 40 column display. "t" causes MODE to display a test pattern.



MODE: CONFIGURE PRINTER

MODE LPTn[,/chars/[,/lines/[,p/]]

This command controls the line width and spacing of the printer. "LPTn" is the name of the parallel printer. "chars" is the number of characters to print per line (80 or 132 with 80 being the default). "lines" is the number of lines per inch (6 or 8 with 6 being the default). "p" causes DOS to continually retry to send the code until the printer accepts it. structure to be referenced by drive2:path. {drive2:path} is the location of the subdirectory to which drive1: is to be joined. Path must be a subdirectory of drive2: Path must also be empty. {/d} deletes any existing joins the involve drive1:. Simply typing join will display any currant join. This is available in version 3.1 or later.

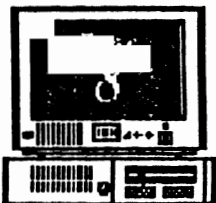
An example of this would be if you had a program that takes up most of a floppy and you need a lot of space for data files, put the application in drive A: and a blank formatted disk in drive B:. You then tell DOS to treat the disk in drive B: as if it were directory named \DATA on the disk in drive A:. The syntax would look like; join b: a:\data

MODE: CONFIGURE SERIAL PORT

MODE COMm[,/baud/[,parity/[,databits [stopbits/[,p/]]]

This command controls the parameters of the serial communications port. "COMm" is the number of the port (COM1, COM2). "baud" is the number of bits per second to be sent. You may abbreviate to the first two numbers (12=1200). "parity" is the kind of error-checking technique used (n=none, o=odd, e=even). "databits" is the number of bits required to define a character (7 or 8). "stopbits" is the number of bits that mark the end of a character (1 or 2). "p" causes DOS to continuously retry to send output if the printer is not ready. Always include the commas even if you don't need to use the parameter.

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DOS Primer, Part 2

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MODE: REDIRECT PRINTER

MODE LPTn[:]=COMm[:]

This command redirects output that normal would go to a parallel port to a serial port. "LPTn" is the parallel port. "COMm" is the serial port. In order to use this command, you must first have use the mode command to configure a serial port.

MODE: SELECT DISPLAY

MODE display

This command selects the active display and controls the number of character per line and whether color is used on a display attach to a color / graphics adapter. "display" has values as follows; (mono) is a monochrome adapter in 80 column, (40) is any color display in 40 column, (80) is any color display in 80 column, (bw40) is a color / graphics display in 40 column with color disabled, (bw80) is a color / graphics display in 80 column with color disabled, (co40) is a color / graphics display in 40 column with color enabled, and (co80) is a color / graphics display in 80 column with color enabled.

MORE

/MORE

This command passes 23 lines of text to the screen and then displays a line that says "More". This command is used to review long files or output from commands one screen full at a time. An example of usage is as follows: **type report.txt | more.** (See note following **TYPE** command)

PATH

PATH [[drive:]path[:][drive:]path...]]

This command tells DOS to look in a specified drive and directory. "drive" is the drive to search, if you admit "drive" the current drive is assumed. "path" is the name of the directory or subdirectory to be searched. When using the path command you may enter multiple paths, but they must be separated by a semicolon. The path command followed by only a semicolon removes any search paths previously set. The path command with nothing following it will display the current path settings.

PRINT

**PRINT [/d:device][/b:bufsize][/u:busytick]
[/m:maxtick][/s:timeslice][/q:size][/t/c] /p
[drive:]pathname]**

This command prints files while the system is doing something else. Lets you maintain a list, called a print queue, that holds the names of a maximum of 32 files to be printed. "/d:device" tells DOS which printer to use, the default being PRN. "/b:bufsize" sets the size of the internal buffer. (range=1-32767, default=512). "/u:busytick" is the number of timer ticks for which PRINT will wait for a busy printer before giving up its time slice (range=1-255, default=1). "/m:maxtick" is the number of timer ticks for which PRINT will keep control during each of its time slices. (range=1-255, default=2). "/s:timeslice" sets the number of time slices per second during which PRINT will be given control of the system. (range=1-255, default = 8). "/q:size" tells DOS the number of files the print queue can hold. (range=1-32, default=10). "/t" stops all printing and empties the print queue, if a document is being printed, printing stops, and the paper is advance to the top of the next page. "/c" removes the pathname from the print queue. If a document is being printed, print stops and the paper is advanced to the top of the next page. "/p" adds a pathname to the print queue. "drive":pathname" is the name and location of the file to be added or deleted from the print queue. The /b:bufsize, /d:device, /q:size, /m:maxtick, /s:timeslice, and /u:busytick switches only need to be entered the first time PRINT is used.

RECOVER

RECOVER [drive:]pathname or drive:

This command reconstructs a file from a disk that has bad sectors or reconstructs all files from a disk that has a damaged directory structure. "drive:pathname" is the name and location of the file containing the unreadable sectors. No wildcards are allowed with this command. To recover a entire drive simply omit the pathname.

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DOS Primer, Part 2

REMOVE DIRECTORY

RD or RMDIR [drive:]path

Remove directory is used to delete a subdirectory from the hard drive. An abbreviated version of the command is simply RD [drive:]path. In order to delete a subdirectory it must first contain no files. Drive: is the drive containing the subdirectory that you want to delete, and path is the name of the subdirectory.

RENAME

REN or RENAME [drive:]pathname filename.

This command changes the name of a file.

Drive:pathname is the current location and name of the file. Filename is the new name you wish to give the file. Wildcards are permitted in both pathname and filename.

SET

SET [string={value}]

This command defines an environmental variable name and its value. An environmental variable associates a value consisting of filenames, pathnames, or other data with a short symbolic name that can be easily reference by programs. string is the name of the environmental variable and value is the string of characters, pathnames, or filenames that defines the string.

SYS

SYS drive:

The system command transfers system files to the specified drive. (System files are the hidden files place on a disk that along with command.com allows a disk to be bootable.)

TIME

TIME [hh:mm:ss.xx]

This command sets the time of your computer. hh=hours, mm=minutes, ss=seconds, & xx = hundredths of a second.

TYPE

TYPE [drive:]pathname

Displays the contents of a file. Used to read ASCII files without a text editor. drive:pathname is the location and name of the file to be viewed.

[Editors Note: Can be used with MORE to read a file one screen at a time, e.g., TYPE filename.ext /MORE (Note that the symbol separating the two commands is NOT a colon, but the DOS "piping" symbol, typed using the ALT + [keys on a PCjr keyboard.)) VERIFY [on/off] The verify command turns on and off a internal switch the verifies the data written to a disk.

VER

VER:

The version command displays the DOS version that your computer is currently booted with.

VOL

VOL [drive:]

The volume command displays the volume label assigned to a specific disk. drive: is the drive to check for a label on.

XCOPY

*XCOPY [drive:]pathname1 [drive:]pathname2
[a][d:date][e][m][p][s][v][w]*

Copies files and optionally copies directories and their sub-directories. Drive:pathname1 is the name & location of the source files. Drive:pathname2 is the name & location of the target files. /a copies files with their archive bit set. /d:date copies source files that you have modified on or after the date specified (mm-dd-yy). /e copies empty sub-directories. /m copies source files that have their archive bit set and then turns off the archive bit in the source file. /p prompts you to confirm whether you want to create each destination file. /s copies directories and their sub-directories, unless they are empty. /v verifies each file as it is written to the target file. /w causes Xcopy to wait for you to press a key before it starts a copy process. Available in DOS 3.x and above.

[Ed.Note - These aren't all the commands available to you, but we've tried to limit the discussion to those you are most likely to use. Naturally, there will be occasions when you'd like to know more than this brief list, so we strongly recommend that you invest in a good book such as Van Wolverton's Running MS DOS.]



RAMblings

by David Wilson

This issue marks the 36th in the life of *The ORPHAN PEANUT* - a full three years. When Terry Markert and I decided that we'd do the SysOp and Newsletter Editor jobs, we really didn't know what to expect. After all, no one had ever offered a PCjr-only BBS in Atlanta (although one Board was the *de facto* home of the Juniorites at the time) and no one had ever published a local newsletter.

We didn't know what we were getting into. The PCjr had, of course, been orphaned by IBM in one of their less stellar moves some time before, and we were already experiencing the sneers and "cute" remarks we've grown so familiar with in trying to get anyone to treat us seriously. We felt then - and now - that our Juniors were computers, not toys, and although they were well suited for the games and amusements of the time, they could also function as a "real" computer given the chance. This belief was the underpinning of Terry's and my decisions to try to see what we could do to help things along. I don't know about Terry, but I'm glad I did.

I've learned things about the way a computer works and how to use it that I never would have had I started with a more sophisticated model. I've taken my underpowered, unsupported, unrespected little Orphan and made it into a computer that competes successfully with a considerable percentage of the other computers currently in use. Yes, I've gotten a new 386SX-based machine, but I still use Junior to put this newsletter together and I still could (and still do, on a fairly frequent basis) use it for 95% of what I do with a computer. That's not bad for a model that has been obsolete for five years.

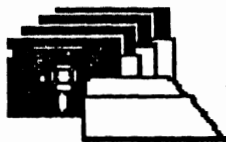
I've met new people as a result of my association with the Atlanta PCjr Users Group, and that's been as great a pleasure to me as any part of my experience. I've spent hours on the telephone talking to perfect strangers who were friends when we hung up, and not all of them joined our Group, either. I've corresponded with people like John King of San Francisco, Carl Haub and John Dimsdale of Washington, D.C., and Tom Crider, the editor of *jrr Newsletter*, whom I haven't met in person; and Louie Levy, the Left Coast leprechaun out of Eugene, Oregon, who I

have. These contacts alone have been worth much of the effort that has gone into my three years worth of *Peanutting*. They and others I haven't mentioned by name have frequently made my day, and I appreciate it.

I haven't even mentioned those of you here in Big A, but you're no less important than the long-distance connection. Folks like Terry, President David Blagg, VP Beth Geiger, and Secretary Carol Burns have been with us from the start and you can believe that I mean it when I say I don't think we could have survived without them. Our later additions such as Treasurer Dick Anthony, Zyg Skrobanski (the most quoted author on PCjr subjects in the US over the last 6 months), Sam Alba, Tom Peary and Suzzie Nash, and a host of others have helped APCjrUG continue to be a success; and I couldn't possibly forget my good buddy and APCjrUG's jovial landlord, Stan Mislow. Thanks, friends.

It's always nice when you learn something new, and I have to say that the past three years has been one long learning experience. I've acquired knowledge and experience in what for me has been a fascinating field in computing - word processing and desktop publishing. True, it's been on a very low level - I mean, **TEXTRA** and **First Publisher** are not exactly state of the art - but then, I haven't had a need to learn anything but what I wanted to and at the pace I wanted to learn it, so it's been mostly pleasant. Now I'm about to change the desktop publishing software from **First Publisher** to **Express Publisher** (more about that in next month's *PEANUT*), and I find that it's yet another challenge. Who knows, I may even change my word processing software one of these days as well.

Anyhow, the point of all this disjointed rambling is that I've thoroughly enjoyed this last three years. I hope the next three are as much fun, and I do hope you'll find them so as well.



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

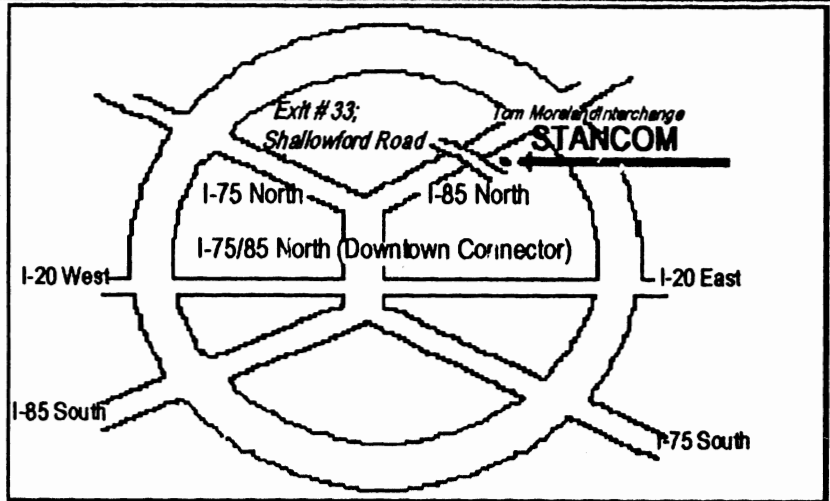
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Note: Disks will be mailed to the address listed on the label on the reverse side of this form unless another address is specifically requested.

GETTING THESE

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

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6575 Amberglades Lane
Atlanta, GA 30328

