

# Jr Newsletter

June, 1992

## New JrConfig.Sys Boosts Compatibility

[Editor's Note: This is a continuation in a series of articles about the new JrConfig, which began last month. For many years jrConfig has been the most useful program for PCjr users. The newest version is more powerful than ever. Developed through the cooperation of its original author, Larry Newcvomb and PC Enterprises, JrConfig resolves many compatibility problems. It is available in the Software Store, pages 29-30, on jr PowerPack III, Disk #140.]

### Racore Compatibility

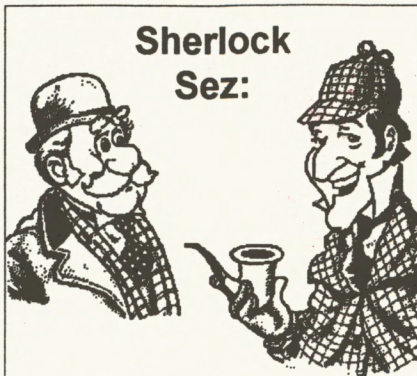
Racore Drive II Enhancement products include models sold under the names Racore, Rapport, and Quadram. These products include a switch labeled "jr" and "PC" which can be found on the rear of the two high sidecar. This switch changes

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### PCjr Lives!



*"It's no mystery now: Get the new JrConfig and read jr Newsletter. It makes PCjr compatibility elementary."*

## VGA Card for PCjr Is Popular

According to Pat Calabria of PC Enterprises, their VGA card for the PCjr is one of their most popular products. With this card installed, PCjr owners can use almost any EGA program without buying another monitor. The cost is slightly less than \$200 and the product allows you to continue to use the standard PCjr monitor. Calabria says the card will also work with SVGA and VGA monitors, but the card allow PCjr to run most EGA programs. Calabria reports that nine out of ten of their customers keep their jr monitor, and just add the

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## Beginner's Corner

### Organizing Files in Sub-Directories

By Randy Stowe

If you can think of a sub-directory as a separate disk, it will make it easier to understand and easier to explain how they work. For example, if you erase all the files in drive A, none of the files are affected on the B drive. The same goes for sub-directories. If you delete all the files on a sub-directory, all other subdirectories remain intact.

A disk drive has to be connected to the computer in order to work and you have to change to that disk to be logged onto it. The same for a directory, you must make your first directory off the root directory, the second directory off the root directory or off the first directory. In other words, they must be attached to something. To remove a directory,

it must be empty and no directory attached to it. (more about this later).

Now if you take a disk with only one directory ( the root directory ) and delete all the files with the command `del *.*` you will delete all the files in that directory. If you only have one directory, then all files will be deleted. The current directory is the only thing that delete works on, not the disk itself. So if you have a disk with more than one directory, `del *.*` will not delete those directories or the files within them, only the current directory, or the directory specified.

Lets play with some commands that deal with sub-directories

MD make directory

CD change directory

RD remove directory

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Take a blank formatted disk and place it in drive A, type the command `DIR` and press the return key. You should see file not found. Good, now type in

`MD DIR1 <ENTER>`

`MD DIR2 <ENTER>`

`MD DIR3 <ENTER>`

`DIR <ENTER>`

You should see a directory that looks like this:

Volume in drive A has no label

Directory of A:\ DIR1

`<DIR>` 9-17-86 9:49p

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## Questions & Answers



By Rene Waldron

**EDITOR'S NOTE:** jr Newsletter gets questions in the mail from PCjr owners every day. So many, in fact, that we apologize for not being able to answer them personally. This Questions and Answers column is our way of responding to the questions readers ask about their PCjrs. We can't answer all of the questions we receive, but we try to answer those that are either asked by several readers or those we feel will be of interest to PCjr owners in general. If you have a question that you do not see answered here, or elsewhere in this newsletter, please feel free to write to us at jr Newsletter, Box 163, Southbury, CT 06488.

Larry P. Mann (Rt. 1, Box 458, Peterstown, WV 24963) would like to know if there are any PCjr owners in his area who would be interested in starting a users' group, a club or would just like to communicate.

**Q. I have had to unattach the keyboard cord from my jr and run with the infra-red system. A small plastic piece fell out of the rear of the jr sometime during moving. Aiming the keyboard and using batteries are a drag. Can this be fixed? M. J. Sewell, New Bedford MA**

**A.** First, UNPLUG the jr. Now inspect the receptacle at the rear of the jr where the keyboard cord plugged in. You should take the cover off and inspect both inside and out for physical damage. If the plastic piece is a broken corner or an edge of the receptacle you might safely plug the cord back in, but you should be careful to see that the plug is properly aligned and will stay that way in the receptacle. Now use some kind of support for the the cord to keep it in place. The use of plastic tie-wraps are a good idea. It's a good idea to control the spider web of

cables back there, even under the best of conditions.

All bets are off, however, if the plastic piece came from the plug at the end of the keyboard cord because of the possibility of shorting the connections inside. You should check with one of our advertisers for a replacement keyboard cable. It won't be expensive and you'll be back in business right away.

If you feel confident enough to try a repair of some kind, such as direct soldering, below are the connections. You should be able to use a common ohmmeter or continuity checker for the identification of the correct wires.

On the keyboard end, look at the plug (it looks like a telephone extension jack) with the spring clip on top. Often, there are no contacts at the two outermost grooved locations, 1 & 6 and of course no wires. The labels are;  
1-2-3-4-5-6

On the other end of the cord, look at the metal-jacketed plug with the widest part on top. It is labelled this way;  
A3 A2 A1\*

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## Questions & Answers

(Continued from page 3)

B3 B2 B1

\*Note that A1 has no connection (blocked as a key)

Here's how the ends are supposed to be connected;

Keyboard ----- Jr Unit End

2 ---- DATA ---- A2

5 ---- +5v ---- A3

3 -- Logic GND - B2 & B3 connected together

Now, do you hire yourself out as a repair person?

**Q.** I am a new user. Six months ago I purchased a PCjr with 256k and after a while realized I'd need more memory. I got this with a Legacy Technologies 640k and second 3.5" floppy drive expansion system. It is as practical as any of my friends' computers. I have a Tecmar 128k Jr Captain sidecar which I am told I must disable in order to operate the Legacy System. Is there any way to use this (wasted) 128k memory?

**L. P. Mann, Peterstown WV**

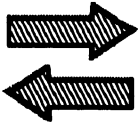
**A.** You should do one of the following: Get a copy of the NEW jrconfig.sys from either the Software Store on Disk #140 Jr POWERPACK III or get the NEW combination booting & configuration cartridge from PC Enterprises. In both cases, the accompanying documentation should get your jr set up OK. Nowadays there should be no excuse for any "wasted" memory in our jrs.

**Q.** Is it possible to change my second drive from being detected as the C: drive so I can address it as B: or D:? Some programs assume the C: drive is always a hard drive and this makes problems for me with this setup. Is it possible to change a program without a lot of programming knowledge? Same reader.

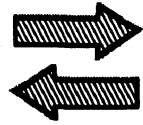
**A.** If you have any DOS version later than 2.10, you can use the DEVICE=DRIVER.SYS (then the relevant switches) command in your config.sys file. Read the DOS manual for the version you have, as there may be subtle differences in the way this works, but you can try the example below for a start. Make sure you make a second EXACT copy of the existing booting disk to do the editing of the config.sys file. Do all the experimenting on this second diskette! That way, if something goes awry, you can use the original to boot with. That said, try this if you have DOS 3.3; DEVICE=DRIVER.SYS /D:1 /F:2 The "/D:1" is the physical number of the drive, otherwise try "/D:2" for an alternate switch. The "/F:2" is for a standard 3.5" HD 720k diskette.

There are other more detailed switches which may be required for this command in your case, but don't be afraid to experiment. Read the DOS manual and try them out. Or you can get Disk #99 "PCJR AUTOSSETUP" from the Software Store which has excellent instructions and descriptions of the various configurations and the reasons be-

(Continued on page 8)



## Reader Feedback



### Reader finds: "There's Trouble in SimCity"

Recently I purchased the commercial program SimCity. Since I already have the patches V.6.0, I figured I could modify it for the PCjr. The patch says to use the proper patch based on the date of the .EXE files. The dates on the patch are 9/9/89 and 10/5/89. My SimCity program .EXE files have the date 4/9/90. I tried using both patches anyhow. The patch 9/9/89 didn't work at all, but the 10/5/89 patch worked until I got halfway through the INSTALL process when my keyboard seemed to "freeze up" and not work. I can get it just to work in black and white right now, but do you have a patch I can use for the 4/9/90 .EXE files in 16-color?

*Michael Spitzer, Lancaster, PA*

### Another Reader Has Similar SimCity Woes

I cannot get the patch for SimCity sent on #56 Disk PCjr Patches V.6.0 to work. Our version of SimCity has the .EXE and SOUND.DAT.PSF file dated 4/9/90 and is called v.1.07.

I have a Racore II with DMA and used the PCjr switch. I cannot get past the INSTALL program. When trying to select the target drive the

computer locks up. I used the original install disk to get by this; but I got the "venetian blind" effect on the screen with computer lock-up.

Please advise if there is a patch for the more recent SimCity program.

*Dave Strandbeg, Fullerton, CA*

The patches on the Jr Patches Disk Version 6.0 will make SimCity run in four colors, and they were never able to run it in 16 colors. We do not know of a patch that will make SimCity run in 16 colors.

### Reader Wants to Use Quicken V5.0

Do you have the set-up configuration to be able to run Quicken 5.0 on a modified Jr. I have a PCE speed-up board, 640K, 80 meg, hard drive plus other features. Quicken will load on the hard drive, but will lock when trying to run the program. NoBeep will eliminate the lock-up, but when running the programs, the steps seem to get out of sequence and the system must be rebooted for another try.

Any help will be appreciated.

*Sue Moore, Lighthouse Point, FL*

**EDITOR'S NOTE:** We have used earlier versions of Quicken on our PCjrs and they have run well, but we don't have V5.0. Since you have P C Enterprise products on your jr, we

*(Continues on page 6)*

## Art & Music

**JR MUSIC MACHINE.** If you want to write and play music on your PCjr, this program allows you to do it. Displays music as you write it using jr's 16 colors, and plays music back in three voice harmony. Features allow you to adjust key, tempo, note values, etc. Color Display required. 128K ok. (Disk #62)

**PCJR MUSIC SAMPLER.** A collection of classical music concerts performed with great precision to produce the highest quality sound you've ever heard on your PCjr. Disk includes a separate program to activate Juniors sound generator before running game software to get highest quality sound. 128K ok (Disk #119)

**ORIGAMI.** Learn the art of Japanese paper folding. This program shows you how, step-by-step, to create amazing animals and other objects just by folding paper. Fun for kids and adults, too. 128K. Requires Basic Cartridge. (Disk #39)

**PC-KEY DRAW.** A powerful graphics program that allows you to draw, paint, produce slide shows, store and print your work. 256K, two drives. (Disk #37)

**PC-KEY DRAW DEMO.** Contains a slide show demonstration which allows you to see the amazing results you can get with PC-KEY DRAW. Helps to learn the many graphic capabilities of PC-KEY DRAW. (Disk #38)

**PCJR MUSIC SAMPLER.** A collection of classical music concerts performed with great precision to produce the highest quality sound you've ever heard on your PCjr. Disk includes a separate program to activate Juniors sound generator before running game software to get highest quality sound. 128K ok (Disk #119)

**PIANOMAN.** A great music program! Allows you to write your own music, store it and play it on jr's terrific sound system. 128K. (Disk #36)

*(Continues on page 7)*

## Reader Feedback

*(Continued from page 5)*

suggest you contact them for the proper setup.

Pat Calabria has been working hard at P C Enterprises to eliminate compatibility problems. He would like to hear from you--and from other jr users, especially those who use the new version of jrconfig.sys which is available on JR POWER PACK III (Disk #140). This is the latest set-up program designed to minimize, if not eliminate, compatibility problems and PCE (which developed the new version) would like to know if there are any areas in which it might be improved. Please call or write them with your experiences at the address listed in their ad. Please be sure to tell them what your system consists of and the setup of your CONFIG.SYS and Autoexec.BAT.

## PCjr Owner Happy With External Hard Disk

I recently purchased an external hard disk drive from Systems Peripherals Consultants in San Diego. The Quarterpounder I got was the 20 Meg special deal for \$295, battery operated and completely portable. It was originally designed for laptops, but works equally well with the PCjr.

Bob Richard was very helpful when I ran into grief over just how the unit was designed to function. When my son-in-law John and daughter Kate and I worked the first Saturday after the unit arrived to set up all the programs that I wanted to put on my new Hard Drive, we couldn't understand why it wouldn't boot when we first turned it on. Assuming that it was just like a normal internal Hard Disk--why

wasn't it doing what it was supposed to?

After a quick call to Bob of SPC, we quickly realized that it was an external hard drive and we were trying to get it to do something that it wasn't supposed to.

When my problem was resolved, I proceeded to setup all the different DOS 3.3 disks that I needed. I used JRCONFIG.NRD on my CONFIG.SYS file with 2 drives needed (-D2) after 1 didn't seem to work. Also put LOWRD.SYS into the file for a RAMDISK on drive D. Bob had suggested setting up a RAMDISK instead of using the Hard Drive for copying files.

All in all I am very happy with a Hard Drive instead of a second disk drive. I have been a jr owner since 1984 when I actually won the jr at a United Way contest at my work. From a 128K jr with no printer and an Amber Zenith monitor to a 640K jr with a Magnavox RGB monitor, a 1200 baud external modem, Seikosa printer. I am a very happy camper. Remember, if you are a PCjr owner and someone asks if your PC has had a computer virus problem, tell them that jr is safe but you are addicted to spending many hours when you could be doing something else. But would you be as happy? I think not. Have a good day, Mate.

*Michael J. Kennedy, Dellwood, MO*



**PRINTMASTER LIBRARY.** Two disk set full of graphic images for use with PrintMaster. (Disk Set #3 - 2 disks, \$10)

## Data Bases

**3 X 5.** An information management program that works just like a 3 x 5 card file. It offers speed, versatility and simplicity in entering, indexing and retrieving data. Has an integrated word processor, powerful search commands, multiple windows so you can edit in one and search in another, etc. Requires 256K. (Disk #19)

**FILE EXPRESS.** (V4.22) Very easy to use database manager. Extensive menus and prompts to guide you. Excellent choice for maintaining mailing lists, etc. Many powerful features. 256K (Disks #83 and #84)

**MR. LABEL.** Extremely versatile, this software enables you to make labels ranging from the very simple to the very sophisticated. It's the best of many we've tried. 128K ok. (Disk #97)

**NAMEPAL.** An excellent utility program for maintaining and printing name and address lists, address books or mailing labels. Keeps business and personal references and allows user to maintain free-form notes as well. Requires 128K Memory. (Disk #70)

**PC-FILE III.** This excellent database manager will handle up to 9,999 records, such as names and addresses, notes, product descriptions, etc. Uses generic, embedded, soundex and wildcard searches. Global updates and deletes. Sorts on any field. Too many features to mention. (Disk #3 runs on 128K, Disk #4 needs 256K)

**The Software Store (on Pages 29-30) Features Affordable Software for your PCjr!**

**Be sure to get the new JrConfig:  
PCJR Power Pack III (Disk #140)**

## Educational

**CAPSWORLD** Geography Trivia game on capitals of the world, populations, areas, cities, languages and currency. 128K OK. Reviewed 3/92. (Disk #138)

**FIRST AID TUTORIAL** Learn or review your First Aid Lessons with this tutorial prepared by a Certified First Aid Instructor. The time to learn first aid is BEFORE you need it! Reviewed 3/92 (Disk #137)

**ARE YOU READY FOR CALCULUS?** Excellent review of Algebra and Trigonometry skills you'll need before taking Calculus. Provides help in needed areas. Designed by professor in University of Arizona's Math Department. 128K ok Disk #117)

**BIBLE QUIZ.** Excellent quiz game tests knowledge of both the Old and New Testaments. Provides answers and biblical references for each question. For one to three players. 128K OK. (Disk #85)

**BRAIN BOOSTER.** Includes IQ Builder, a program that both teaches and tests your ability to solve number, analogy, synonym and antonym problems like those on IQ and SAT tests. Also includes Algebra and Chemistry programs. For high school and up. 128K (Disk #43)

**COMPUTER TEACHER.** For those who want to learn how to use DOS commands and to understand basic computer hardware terms, this interactive software will help you become computer literate. Helps you better understand those manuals and computer magazines, as well as how to do more with your computer. 128k (Disk #77)

**CROSSWORD CREATOR V3.30.** Make your own puzzles up to 36 columns by 22 rows. Many helpful sorting and placement features. Prints out on virtually any printer. 256K (Disk #71)

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## Questions & Answers

*(Continued from page 4)*

hind them. This disk is quite educational and has answers to many set-up and boot questions.

You should also look into how your programs are configured for their "default" drives. This requires NO programming knowledge. It is more than likely you can re-configure the initial setup so these programs will find whatever drive you choose. Look for some indication in the OPTIONS part of the setup. Generally you will bring up a screen which allows inputs for whatever drives, colors, formats etc. you want for the defaults. The documentation for each program will be your guide for finding this option. Often, as with text editors, word processors and spread-sheets, the desired drive can be changed "on the fly" from a drop-down menu or a selection bar, right at the working screen window.

**Q. I would like to know how to do a Tandy fix. I have noticed in some articles where this fix was mentioned and it seems that it is probably something I should do or have done. Same reader.**

Full instructions for the Tandy Modification to the jr's video subsystem are available from the Jr Newsletter. This is a diskette which has the wiring and parts list. You can purchase this along with the other disk(s) above, just be sure to ask for Disk #110, "JR TOOLKIT version 2.0" and get a pile of other useful fixes and/or improvements.



If you do not feel confident enough to do the soldering on the motherboard of your jr, you can have it done by some of the companies advertising in these pages. Turn-around is pretty quick, too.

**Q. I really need a second disk drive now and want to add something but do not want to tear my PCjr apart to do it. Is there someone who supplies a drive which is simply added? R. X. Law, San Francisco CA**

**A. In no particular order, they are:**

(1) One package sits on top of your jr and matches the existing style and size. You pop the cover of the jr, push a card into a slot or the sidecar receptacle, snap the unit on your jr, plug in a cable, snap your top onto the top of the new unit and

you're done. A single line is added to your config.sys file and the software part is done.

(2) Another package requires that you pop the cover, plug in a card and run a cable to a separate self-contained disk drive then close the cover. Again, a single line in the config.sys takes care of the software.

(3) A new system has a special interface which has a parallel "pass-through" and works like this: Unplug your printer from the parallel port. Push in the supplied pass-through. Plug your printer into the receptacle of the pass-through. A cable runs from the side of the pass-through to an external disk drive. Make the config.sys change to your boot disk according to the docu-

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**EARLY LEARNING.** A collection of colorful educational games for ages 6-8. Sing-along alphabet, letter match, counting game, maze, pattern matching and more. 128K, need Cartridge Basic. (Disk #48)

**EQUATOR.** An excellent way to learn and review 35 basic equations used in math, finance and science. Learn to compute the volume of a cylinder, compound interest, or average velocity and much more. Manual on disk. 128K (Disk #20)

**GAMES FOR EARLY LEARNERS.** Young children like Teach Tots alphabet and counting games. Other activities teach spelling and telling time. For Preschool through grade 3. Cartridge BASIC, 128K. (Disk #63)

**HAPPY GAMES.** Written by a mother to help her own preschoolers learn on their PCjr, this set of colorful educational games makes learning fun. Teaches colors, shapes, logic, eye-hand skills. 256K and joystick required. (Disk #88)

**LANGUAGE TEACHER.** Helpful exercises for both French and Spanish language students. Hundreds of vocabulary words and verb conjugations. 128K ok. (Disk #72)

**MATH FUN!** A great way to get kids learning how to add, subtract, multiply and divide. Includes a program called Math Tutor which has cleverly designed exercises for kids in Grades 1-6. Also Funnels and Buckets, a nifty math game that makes learning math fun. 128K. Need Cartridge BASIC (Disk #42)

**PLAY AND LEARN.** Educational games for kids 5-12. Word match games, find-a-word puzzles, word scrambles, and many more made by teachers. 128K, need Cartridge Basic. (Disk #32)

**SPEED READ.** If you'd like to double or triple your reading speed, and increase comprehension as well, Speed Read can help you do it. It provides instruction and exercises designed to break bad habits and improve reading efficiency. 256K (Disk #90)

## Questions & Answers

(Continued from page 9)

mentation and you're up and running.

(4) A complete multi-disk controller is supplied as a part of the Hotshot 512k memory card as a very reasonable option. You remove the 8088 or NEC V CPU chip from the motherboard, (if it isn't soldered in!) plug in the Hotshot, plug the CPU into the card, run a flat cable from the card to the external drive and close it up. Config.sys is changed and you're going.

The point is that none of these systems is really too difficult for the average person to install. In all of the above examples, the documentation is very well done. The ONLY sticky place is if the CPU is soldered to your motherboard and you would like to add the Hotshot memory card along with another drive. In this case, send your jr out to one of the companies advertising that they do the work or have a local technician do it.

Considering normal computer uses, you might be a candidate for a hard drive. They install just as easily as any of the above and, of course, hold an immense amount of programs and data which is speedily accessed. We could never operate without our hard drives. If you do work which requires copies of your work or others, you can always copy to the hard drive then to a floppy. Make no mistake about this it IS quick! Also, if you need exact copies, hidden files and all that, you can always type DISKCOPY with-

out any A: or B:, follow the on-screen directions and you'll get a clone of the original.

**Q. I have just acquired (almost free) a Panasonic 24 pin printer in good operating condition. My only problem is getting the built-in fonts to print out. Must I always go through the button presses routine on the front panel to change fonts - it's a pain. If this printer will accept software instructions I will have an excuse to try my hand with the ASIC Compiler. Help! R. Bolger, Persippany NJ**

**A. If you can take the time to write a little program in ASIC (Disk #122) or QBASIC or QuickBASIC, we can show you how it's done in software for an Epson and you can adapt this for the Panasonic. Note: all of these WILL work on the Panasonic! Re-**

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member, you can add all the "tailoring" you wish by simply looking up the ASC and/or Control (CHR\$( )) characters for your particular printer and adding them to the menu selections. The example below runs quickly and should suffice.

```
REM * * * * *
REM * Program for printer utilities *
REM * (C) 1992 by R. P. Waldron *
REM * Use with ASIC COM compiler as-is *
REM * All ``IF`` must have ``THEN`` added *
REM * in the MS BASICs *
REM * * * * *
DEFINT A-Z
DSS$ = `[ 4 Return to DOS ]`
FRM$ = `[ 3 Form Feed paper ]`
NRM$ = `[ 2 Normal print ]`
CND$ = `[ 1 Condensed print ]`
Chs$ = `* Choose the utility by number. *`
```

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## Questions & Answers

(Continued from page 11)

UTIL\$ = "\*\* Printer Utilities. \* "

BL\$ = "\*\* \* "

ESC\$ = CHR\$(27)

FF\$ = CHR\$(12)

ONE = 1

TWO = 2

THR = 3

FOU = 4

REM \*\*\*\*\*

CLS

LOOPIT:

COLOR 14, 4

LOCATE 2, 19

PRINT BL\$

LOCATE 3, 19

PRINT UTIL\$

LOCATE 4, 19

PRINT BL\$

COLOR 0, 7

LOCATE 6, 15

PRINT Chs\$

COLOR 1, 7

LOCATE 8, 20

PRINT CND\$

LOCATE 9, 20

PRINT NRM\$

LOCATE 10, 20

PRINT FRM\$

LOCATE 11, 20

PRINT DOSS\$

LOCATE 13, 20

PRINT " "

REM \*\*\*\*Selection\*\*\*\*

LOCATE 13, 24

INPUT CH\$

LOCATE 13, 25 PRINT CH\$

C = VAL(CH\$)

## PCjr Owners!!

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```

IF C < ONE THEN LOOPIT:
IF C > FOU THEN LOOPIT:
IF C = ONE THEN COND:
IF C = TWO THEN NORM:
IF C = THR THEN FORM:
IF C = FOU THEN QUIT:

```

LUPE:

```

COLOR 4, 7
LOCATE 13, 20
PRINT " Done! "
GOSUB DELAY:
COLOR 1, 7
LOCATE 13, 20
PRINT " "
IF C > 0 THEN LOOPIT:

```

REM \*\*\*\*\*

COND:

```

LOCATE 8, 20
COLOR 4, 7
PRINT CND$
A$ = CHR$(15)
LPRINT A$;
LPRINT ESC$;
LPRINT "Q";
A$ = CHR$(136)
LPRINT A$;

```

IF C > 0 THEN LUPE:

REM \*\*\*\*\*

NORM:

```

LOCATE 9, 20
COLOR 4, 7
PRINT NRMS$
LPRINT ESC$;
A$ = CHR$(64)
LPRINT A$;

```

IF C > 0 THEN LUPE:

REM \*\*\*\*\*

FORM:

```

LOCATE 10, 20

```

(Continued on page 14)



**SPELLING BEE.** A game that builds spelling skills from Grade 3 level to adult. You are an Olympic athlete representing your country. Excellent color graphics. Four skill levels from very easy to very difficult words. Fun way to become a spelling champ! 256K ok (Disk #82)

**STUDY AIDS.** Three great programs to help students. PHLASH - a computerized version of flashcards which you make and use for any subject. Multiple choice, true/false, and/or fill in blanks. FRACTIONS - a series of interactive exercises in fractions (many levels). And PHRASE - a program that picks out examples of bad writing in any document and suggests improvements. 128K ok (Disk #92)

**THE WORLD V.2.6.** Fascinating way to see the world on your PCjr! Just use the pointer to move over full screen map of world and press Enter to zoom in on any region, country or city. Many features. Even shows you hurricane tracks by year. 256K Reviewed 2/90 (Disk #105)

**TIME TRAVEL IN HISTORY.** A maze adventure game in which you have to answer questions about different periods of American History in order to get gold pieces and save your life! 128K (Disk #21)

**TYPING INSTRUCTOR.** Disk contains both PC-Touch, a great typing exercise and speed testing program, and Touch Typing Tutor, a combination of lessons, including finger positions, speed tests and a typing game. 128K ok. (Disk #18)

**WIZQUIZ.** The Wizard keeps track of your progress in solving math problems that range from elementary level through fractions and negative numbers. Extensive exercises, with scores and times recorded under each players name. Compete against your personal best as you improve your skills. Grades 4 through adult. 128K ok. (Disk #95)

(Continued on page 14)

**WORD PROCESSING FOR KIDS.** Simple, fun and easy-to-use word processor designed especially for beginning writers. Allows children to express their ideas easily and then print them out in largetype on your printer. Colorful opening menus make learning the simple commands very easy. Parents/teachers manual is on the disk. 128K. (Disk #41)

**WORDCRAZE.** Create your own word search puzzles and print them out for friends and family. Just make the list of words you want in the puzzle and its printed out for you. Or try Quotefall, a unique type of scrambled word puzzle. And then theres a high-level version of Hangman. Just try escaping from the noose in this one! 256K (Update review 8/90) (Disk #87)

**WORD GALLERY.** Help your child learn to read with this colorful program that presents pictures and words to match. Its fun to use, has four levels, the last with a missing letter for the child to fill in for beginning spelling. 256K (Disk #125).

**MATH & LOGIC GAMES.** Designed for kids in Grades K-6, but fun for kids of all ages. Six different games can be played against the computer, or with another human. Each game teaches a different logic and/or math skill. 256K required. (Disk #126)

### Spreadsheets

**AS EASY AS.** Excellent, easy to use, spreadsheet program. Works like Lotus 1-2-3, with all spreadsheet functions. Can load and operate 1-2-3 files. 256K ok (Disk #67)

**AS-EASY-AS V.4.00** This is a MAJOR upgrade of the popular, powerful Lotus 1-2-3 look-alike spreadsheet software. Many useful features have been added to an already full-featured program. Earlier 256K version (2.05) is Disk #67. This upgrade requires 384K. Reviewed 2/90 (Disk #107)

(Continues on page 15)

## Questions & Answers

(Continued from page 13)

```
COLOR 4, 7
PRINT FRM$
LPRINT FF$
IF C > 0 THEN LUPE:
REM *****
```

```
QUIT:
LOCATE 11, 20
COLOR 4, 7
PRINT DSS$
GOSUB DELAY:
COLOR 14, 1
CLS
END
REM *****
```

```
DELAY:
SOUND 20000, 10
RETURN
END
```

### What Memory Numbers Mean

As you may know, when you type CHKDSK you get more than a check of your disk. You also get a tally of your memory. And you've probably been surprised at the total. It seems to be higher than you thought, doesn't it?

For example, if you have expanded your PCjr's memory to 512K, you will see a line which says: 524,288 bytes total memory. Wow! That sounds like more than 512K. Maybe I got a little extra, like 524K. Great!

Sorry, that's not the case. Since a K, which stands for kilobyte, is 1024 bytes (not 1,000 bytes as you might think), you multiply 512 times 1024, which equals 524,288 bytes.

## MAXI gives you more disk space.

Are you tired of running out of space on your floppy disks? How would you like to fit 420k on a 360k disk, 800k on a 720k disk, 1.4 meg on a 1.2 meg disk, or an incredible 1.6 meg on a 1.44 meg disk?

Sound impossible? Well not any more!! If you are using DOS version 3.2x or later, then the innovative new shareware program from Herne Data Systems called MAXI Form is just the thing for you. Using MAXI Form for all your floppy disk data storage needs is like getting an extra one and a half disks FREE with every box of floppies that you buy!!

Even better, it cuts down the number of disks you have to check for that one "needed-right now" program that is somewhere in that stack of diskettes but the question is "Where?"

Using a MAXI-formatted disk will allow you to keep more data on your disks, making it possible to keep more of your data on your word processor or database diskette. It will cut down on disk costs, storage space and clutter, as well as disk costs.

If you also use LZEXE (Disk #112), which compresses .EXE files, you may find MAXI format will enable some of your programs to operate with fewer disks.

MAXI is included on JUNIOR POWER PACK III, Disk #140 in the JrNewsletter Software Store. To order, use form on pages 29-30.



**PIVOT!** Allows you to view and print spreadsheet files. The files can be printed either in landscape or portrait on any Epson compatible dot matrix printer. Can be installed as an Add-In Utility in As-Easy-As. 384K recommended. (Disk #136)

**MINICALC.** A small, easy to use, spreadsheet program. 11 columns by 22 rows. On-line help function and manual on disk. In addition to performing calculations, will generate bar graphs. (Disk #27)

**PC-CALC.** A versatile spreadsheet program that can do up to 26 columns of adjustable size and 256 lines. Features on-screen prompts, many math and statistical functions, hidden column capability, many formatting options, 64 character cells, automatic global recalculation, and more. Has some limits on 128K, but still very useful. (Disk#5 runs on 128K, Disk #6 requires 320K and two drive)

**PC CALC PLUS. V2.0** More advanced than PC Calc (Disks 5 and 6), this is a very powerful spreadsheet program which includes graphing features. Excellent. 512K (Disk Set #2 (2 disks) \$10.)

### Writing Essentials

**GALAXY.** One of the easiest to use word processors we've ever seen, Galaxy has all the features you need to write letters and do most word processing. It has many, but not all, advanced features. 256K ok. (Disk #69)

**MIND READER.** Experience the wonders of artificial intelligence! Use a full-featured word processor that guesses the words that you're about to type. Works like a charm! 128K ok. (Disk #74)

**PC-WRITE LITE.** The most powerful shareware word processor in a condensed but still incredibly useful package. Unless you need things like microjustification, indexing & mail merge, Lite can do what you need. 384K recommended. Reviewed 8/91 (Disk Set #5) \$10 for 2 disks.

## **New jrConfig Offers More Options**

*(Continued from page 1)*

the PCjr's usual keyboard and video routines. Under normal circumstances, this switch should be kept in the "jr" mode for maximum performance and compatibility with all PC software. The only exception is when running DOS 5.0 which will require the DOS patches unless you have a jrExcellerator or Display-Master installed.

### **Software Compatibility**

Prior to release 3.0 there were two jrConfig programs. The JRCONFIG.NRD program was used if you DID NOT want to create a ramdisk, and JRCONFIG.DSK was used if you DID want a ramdisk. These two programs have been replaced with one program now called JRCONFIG.SYS. It always allocates memory for use as a ramdisk, however it never assigns a drive letter to the ramdisk, unless you tell it to. There are two ways to assign a drive letter (and therefore use a ramdisk). You can use the /R option, or the LOWRD.SYS device driver. If you don't mind permitting DOS to assign the first available drive letter to your ramdisk, use the /R option. If you are using a hard disk drive, or an additional floppy drive that uses device driver software installed by your CONFIG.SYS file, you may prefer your hard drive or floppy drive to get its drive letter before your ramdisk. In this case use the LOWRD.SYS device driver.

To maintain compatibility with older versions, a special feature of jrConfig v3.0 allows you to rename the new JRCONFIG.SYS file to either JRCONFIG.NRD or JRCONFIG.DSK. Once renamed, jrConfig operates exactly like the .NRD or .DSK programs (allowing beginners to upgrade to version 3.00 without editing their CONFIG.SYS file).

### **Improved Defaults**

The video mode default is now 80 column color (/T3 no longer needed). This change increases compatibility with PC software. When jrConfig is used with a jrExcellerator in PC memory mode a 32KB video buffer is now set up automatically. This effectively gives the PCjr 32KB of video memory available for the video buffer and does not deduct any memory from the memory available to run programs.

A new feature, the Pause feature, causes system execution to pause when an error is detected in the jrConfig option list. This feature is on by default and can be turned off with the /P0 option.

### **Improved Operation**

Previous versions of jrConfig locked up if the /V option was used with a value less than /V16. Now you can specify as little as /V5. Unlike some previous versions which allowed you to specify numbers that would cause the computer to lock up, if you specify a smaller video buffer than will reliably operate, the new



version will ignore the command and operate at the closest size where performance will be reliable.

The /F option (screen color during boot) which never worked properly and causes a variety of problems has been removed from the new jrConfig.

The "No Parameter" Bug from previous versions of jrConfig sometimes produced error messages when jrConfig was operated without any options. This problem has been corrected.

### System Information Reported

With the new jrConfig installed, when the PCjr is first turned on, it performs the Power On Self Test (POST) to test all of its memory, up to 640KB. Then jrConfig displays the following message:

"nnnKB of conventional memory recognized"

The nnn is the actual number of KB available on your system (to convert from KB to bytes multiply by 1024). This is the memory your PCjr has available to load DOS, set up the video buffer, and run programs. To determine how much memory is available to run programs after the PCjr's video buffer is set up, and after DOS is loaded, use the DOS CHKDSK or the MEM utility (MEM is provided with later versions of DOS only).

JrConfig also displays:

"nnKB of PCjr video memory located at segment nnnnh"

This message lets PCjr users who use Tandy software know where the video buffer is currently located.

*(Continued on page 18)*

## PCjr Software

(Order Form on pages 29-30)

**PC-OUTLINE.** Organizes thoughts, notes, lists of just about anything. Powerful features create logical outlines, merge with your word processor, customizing allows you to rearrange and manipulate data. Outperforms many commercial programs, says PC Magazine. 128k. (Disk #17)

**PC-STYLE.** Perhaps the best of many programs that help you make what you write more readable. Jim Button made this a very slick, useful tool for improving your writing. It reads and analyzes what you write, then gives you a detailed analysis based upon several useful standards. Fast, easy to use. 128k (Disk #76)

**PC-WRITE.** This extremely popular word processing software is both powerful and easy to use. A review in PC World said, PC-Write may well be more versatile than WordStar; its certainly more straightforward. Version 2.5 runs well on 128K. Version 2.7 has more features and needs 256K to run without the spell checker, which needs 384K. Version 3.02, the most powerful, needs 512K. (Order Disk #1 for 128K V2.5. Order Disks #2A and 2B for V2.7. Order Disk Set #1 (3 disks) \$12 for V3.02.)

**SHARESPELL V2.2** This update of popular spell checker has 112,000 word dictionary. It checks your word processing documents for spelling errors and replaces with correct spelling. Works fast and has ability to add your own words to dictionary. 384K. Reviewed 7/91 (Disk #94)

### Moving?



Please send your new address to us at least one month before you move. The Post Office will not forward your newsletters. Send notice to:  
jr Newsletter, P.O. Box 163  
Southbury, CT 06488.

## New jrConfig Offers More Options

*(Continued from page 17)*

These programs normally run using TGA graphics in 16-color modes while programs designed to run using CGA graphics run in only 4-color modes. Being able to run Tandy graphics is not only important to people who use the PCjr to run game software. For example, if you run Prodigy on a PCjr in CGA mode, Prodigy runs in black and white (actually, black, white, and two shades of gray). A software patch has been circulated which allows you to run Prodigy in the 16-color Tandy mode simply by changing a single byte in the Prodigy software. When you change this byte your PCjr now runs Prodigy using 16-color, EGA-like graphics. Best of all, this change only takes minutes to make and doesn't cost a cent! Unfortunately, many PCjr users become confused when they try to run Tandy programs which are patched to run on the PCjr. This message should clear up most of the existing confusion. When you patch a Tandy program to run on the PCjr by changing the B8 to an 18, what you are doing is causing the program to write video information to a new location. Before the Tandy patch is applied the Tandy program writes video information to B8000h. Changing the B8 to 18 will cause the program to write video information to 18000h. To run the program after you make this change all you need to do is configure the PCjr to use a 32KB video

buffer (/V32) which is set up at 18000h.

If you are using a Display-Master to operate your PCjr in true CGA, EGA, or VGA mode, video options which are unique to PCjr modes (PCjr-CGA) are not compatible. To avoid conflict with true CGA, EGA, and VGA modes, jrConfig ignores these when the Display-Master Memory Mode is detected and the Display-Master Memory Mode message is displayed.

If you are using a jrExcellerator speed up board and its PC/PCjr Memory Mode switch is set for PC Memory Mode, a recognition message will be displayed. The new JrConfig will then ignore the /V option and a 32KB video buffer is set up in the PCjr's internal memory at 18000h. This effectively gives you the equivalent of 16KB of video memory at address B8000h if you do not have the Tandy Modification installed, or 32KB of video memory at address B8000h if you do have the Tandy Modification installed.

The only way the top 32KB of the PCjr's internal memory can be accessed in PC Memory Mode is through the redirection circuitry. If DOS or any program accesses memory between 18000h and 1FFFFh, it will access the memory on the jrExcellerator (instead of the PCjr system board). Most people prefer to use the PC Memory mode of the jrExcellerator all the time because, in this mode, 32KB of memory is available for video purposes and none of this memory is deducted

from the total memory available to run programs. When a PCjr receives the PCE Tandy Modification its redirection hardware is modified so the PCjr redirects 32KB of information instead of 16KB. This modification offers a big advantage if you are also using the jrExcellerator's PC Memory Mode. When you operate in PC Memory mode you always have 32KB video memory available, however other PCjr's can't take advantage of more than 16KB because that's all the video memory the PCjr's redirection circuit can correctly handle. If your PCjr has had the Tandy Modification, all 32KB of memory provided by jrExcellerator is available through the B8000h redirection circuitry. In this mode programs which need less than 32KB also work correctly. This

release of jrConfig permits jrExcellerator users to set up a 32KB video buffer without deducting any memory from the memory available to programs. When this feature is used your PCjr will have 16KB more memory available than other PCjr's and 32KB more memory available than Tandy computers. In addition, when you use PC Memory Mode the memory that is currently wasted because it is on the same video page as IBMDOS.COM also becomes usable. The only programs which do not run in PC Memory Mode are those designed specifically to use PCjr-CGA (including Tandy programs that are patched to run on a PCjr).

*(To be continued next month)*

**Make your jr More Powerful!  
(and easier to use)**

**Jr POWERPACK III**



**(DISK 140 in the Software Store)**

**Try our newest collection of  
Software Especially for PCjrs.**

**Includes the  
latest version of jrConfig**

## How to Use Subdirectories

(continued from page 2)

```
DIR2<DIR> 9-17-86 9:49p
DIR3<DIR> 9-17-86 9:49p
3 File(s) 359424 bytes free
```

If this is what you get, type the command

```
DEL *.*
DIR
```

You should receive the same files because the delete does not work on directories. To better keep track of where we are in the directories, type

```
PROMPT $P $G <ENTER>
```

You should get a prompt that looks like this

```
A:\ >
```

This tells you that you are at the prompt and at the root directory. Now type in

```
CD dir1 <ENTER>
DIR <ENTER>
```

You should have a prompt that looks like this.

```
A:\ >DIR1
```

This shows you that you are in the directory DIR1, now type

```
DIR <ENTER>
```

You should have a directory that looks like this

```
Volume in drive A has no label
Directory of A:\dir1
. <DIR> 9-17-86 9:49p
.. <DIR> 9-17-86 9:49p
2 File(s) 359424 bytes free
```

The dot (.) means this directory, the dot dot (..) means the parent directory. Prove it by typing DIR . or DIR ..

The computer will tell you what directory you are in if you changed your prompt command with the command PROMPT \$P \$G.

A graphic display of what we have now would look something like this:

```
-+- Dir1
+- Dir2
+- Dir3
```

DIR1, DIR2 AND DIR3 are attached so to speak to the root directory or to the sub-directory. Subdirectories work the same for floppies as they do for hard disks. On hard disks they are almost a must.

A typical hard disk directory might look something like this:

```
C: .
|
|
+---LISTS
|       2DO.TXT
|       PHONE.TXT
|       SHOPPING.TXT
+---TELOG
|       LOGS
|       TELOG.DOC
|       TELOG.EXE
+---DATA
|       PRINTERS.CRD
|       SUPPLIES.CRD
```

Notice how nice and neat the directories make a disk? Can you

imagine all those files within the directories of one sub-directory? Notice the names given to subdirectories are short but informative. If you have to change to one of the directories, you will appreciate the short names.

To recap the commands for subdirectories, they are as follows:

**MD** Make directory. Makes a directory off the current dir.

**CD** Change directory from the current directory to the chosen.

Examples:

**CD C:\**

Change to the root directory

**CD C:\SK\SKDAT**

Change to the SKDAT directory

**RD** Remove directory. The directory must be empty and you must be in its parent directory to remove it. In other words, you must be able to see the directory when you do a DIR in order to remove it. You can do it by specifying the path to the directory.

Example:

**RD c:\SK\SKDAT.**

Not difficult if you understand the concept.

*(The above article was originally published in the IBM Humbolt PC User's Group Newsletter.)*

.....  
• **The Software Store (on Pages** •  
• **29-30) Features Affordable** •  
• **Software for your PCjr!** •  
.....

## Clever Mom Made "Happy Games"

Learn Ruth Grove of Somerville, Texas, says her three wonderful ("most of the time") children inherited her love for pushing buttons. So she put her programming knowledge to use by creating these **Happy Games** on her PCjr to help her children learn while pursuing their inherited passion. The games are for preschool age children. They teach shapes and colors, sorting, eye-hand coordination and logic.

The first game (and the easiest) is Color Sort. It displays a set of four colored shapes and waits for the child to respond with one of the letters associated with the four shapes. The object is to find the one that's different from the others. To encourage selection of the correct letter, a happy face is displayed. When the child accumulates five happy faces a short song is played. Shape Sort, the second game, follows the same format as Color Sort, but it focuses more intensively on recognition of shapes. The third game, Super Sort, carries the first two concepts a little further. The child has to go through a process of elimination to discover which object is not like the others.

The fourth game, Wiggleworm, is an arcade-style, two-player game written especially for children. It's fun. Playing it will improve eye-hand coordination. To order Happy Games, choose Disk #88, in the Software Store. Requires 256K and joystick.

## What's It Worth?

This question has come up many times during the past few months. Well, to help everyone with prices, here is a list of current "market" prices for Junior and junior components:

128K Junior	\$125 to 175
256K Junior	\$175 to 200
512K Junior	\$250 to 300
640K Junior	\$275 to 350

(includes CPU, Power Brick, Keyboard and DOS)

### Add :

\$75 to 100	for PCjr Color Display
\$25	for parallel printer sidecar
\$50 to 75	for 2nd disk drive
\$10 to 20	for BASIC cartridge

### Individual Components:

PCjr Color Display	\$75 to 125
Other Color displays	\$50 to 100
Mono displays	\$15 to \$30
"Big Blue" Thermal Printer	\$15
9-pin Printers	\$50 to 100
128K Sidecars	\$75 to 100
TV connector	\$5
64K Internal Memory Card	\$15
Disk Controller Card	\$25
Internal 300 Baud Modem	\$10

Cartridge BASIC, w/documentation, \$25 to 35  
BASIC cartridge alone, \$10 to 20

2.1 or 2.11 DOS \$10  
(Read the license agreement (d) inside the cover; you'll have to get rid of all your disks that have

COMMAND.COM on them!)

PC ID Cartridge,	\$5 to 15
QuickSilver Cartridge,	\$15 to 20
Jr Keyboard Cord,	\$7.50 to 10
Jr Keyboard,	\$20
PC Keyboard Adapter, RACORE,	\$20

PC Keyboard Adapter, Synetics (I've never seen a used one for sale!)

Used Disk drive,	\$15 to 25
Parallel Printer Sidecar,	\$15 to 20
"Brick" power supply,	\$15
Internal Power supply, short,	\$20
Internal power supply, long,	\$30
Most PCjr Manuals,	\$5
Technical Reference Manual,	\$25

These prices reflect those shown in various PCjr Club newsletters and in other places during the last six months. Use caution when purchasing used software--especially if you wish to abide by shrinkwrap and licensing agreements of software manufacturers. Many agreements do not allow the sale of software.. which is why we need to support Shareware programmers.

*(This article was published a while ago in the Eugene PCjr Newsletter, but the prices are still applicable.)*

**The Software Store (on Pages 29-30) Features Affordable Software for your PCjr!**

## VGA Card for PCjr Is Popular

*(Continued from page 1)*

display master to their system.

In addition to enabling PCjr to run more programs, another side benefit is that the junior running in EGA mode gets a tremendous speed increase over the existing graphics adapter. This is because the PCjr's built in CGA adds two wait states to every video cycle. In order to display the letter "A" on the machine, it needs 6 clock cycles--4 normal, plus two wait states. With PC Enterprises Display Master VGA card, there are no wait states, so it needs only 4 clock cycles versus 6 of them for every single bit of information displayed on the screen.

Another factor influencing the speed issue is the fact there is a 64K video cache in the VGA board. As a result, even the CGA programs will run faster with the VGA card installed. When operating in the EGA mode, PCjr's monitor not only looks great, it is faster than the CGA which comes with PCjr.

The Display Master supports four modes.

The PCjr monitors cannot do 350 horizontal lines even when you are running EGA on the Display Master. It has to use the 200 line modes. This is not a problem because few programs can use the 350 line mode. Since the IBM AT with the IBM EGA card installed cannot use the 350 line mode, most programmers don't program it. In order to be AT compatible, they

have to be also PCjr compatible in this regard. With the display master you can run all EGA programs that run in 200 line mode without investing in another monitor.

With the Display master, you can set up the PCjr monitor in 16 color Tandy Mode and in EGA. The improvement in speed is very obvious and especially helps when running Prodigy (and other programs where screen re-draws are frequent and detailed). According to Calabria, with the installation of the Display Master, there is as much as a 50% improvement in the speed of Prodigy.

The Display master is compatible with VESAVGA standards. A variety of newer programs have emerged which use this mode, including the popular AUTOMAP. With the Display Master, PCjr runs them with no problem.

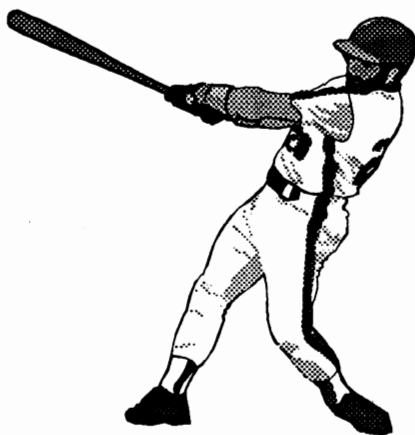
JrNewsletter has made arrangements with PC Enterprises to provide the PROMS and resistor that are needed for the VGA system. Send \$7.95 to Jr Newsletter, PO Box 163, Southbury, CT 06488. This mod will enable you to purchase the PCE Display Master VGA without sending your junior to New Jersey for modifications which cost \$50 plus shipping.

Once you have made the mod, you can purchase the PCE Display Master VGA for \$199 from PC Enterprises.

# Baseball Statistics Programs Track Stats for Teams and Leagues.

Disk Set #6 has two programs for keeping baseball and softball team statistics. The Baseball Statpak will track statistics for up to 250 players on 12 teams. It can be used for one team or as many leagues as desired. The program provides a straight-forward, menu-driven method to keep statistics on players.

Originally designed by the authors to give Little Leaguers a chance to see their names and stats as they appear in the newspapers for major leaguers, the program is suitable for all levels of players.



The program tracks each player's at bats, hits, runs scored, RBI's,

IBM	PCjr	&	Convertible	Specials
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REPAIR SERVICE	CALL		12" Color Monitor	\$ 329

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batting average, on-base percentage, slugging percentage, doubles, triples, home runs, total bases, walks, strikeouts and errors.

The statistics all appear on an 80-column screen display.

The program allows for point-and-shoot updating of data and allows you to:

- \* Set up and maintain teams, listing up to 12 teams and 250 players in a league.
- \* Add, delete and change basic player information.
- \* Update stats with individual game figures. The program automatically calculates stats instantly.
- \* Sort players, alphabetically, by team, or by statistic.
- \* Print reports for entire league.
- \* Print reports by team.
- \* Make team statistical summaries.
- \* Maintain a Coaches' Roster.

The program comes with a well-detailed documentation which makes setting up the teams and maintaining stats on each player a snap.

The other program, Soff Balls, is similar in operation but somewhat more limited in capacity. If you have a more limited set of teams and players to track, this program will do the job and do it quickly. Whatever the size of your league, this package should meet your needs.

The programs, on two disks, are Disk Set #6 in the JrNewsletter Software Store. See pages 29-30 to order the disks.

## Batch Files Make Hard Work Easy

*By Duncan H. Brown*

At a client site recently, I had to transfer eight megabytes of word processing files from an XT computer to a network. Because the machine would not wake up on the network with the installation of a NIC (Network Interface card), I had to transfer the files manually onto diskettes and from there onto the network.

Using the BACKUP command is not always reliable, so I decided to use COPY instead. I positioned myself in the directory to be copied and began. The basic command was:  
COPY A\*.\* A: [Enter]

This command copies all files from the current directory which start with "A" onto the A: floppy drive.

In cases where there are more files than beginning with "A" than will fit on one diskette, I had to specify, for instance,:

```
COPY A1*.* a: [Enter]
```

This copies all files beginning with "a1" to the A: floppy drive.

To speed up this process, I created a little batch file to help out. The file read as follows:

```
File Name: C.BAT
```

```
Contents: COPY %1*.* A:
```

"%1" is a replaceable parameter. Replaceable parameters are variables in batch files which can assume any value. When Batch files execute, replaceable parameters are passed (given) to the batch file from the command beginning the batch file. When you invoke the batch file with its name, you skip a space and

type in the value of the replaceable parameter. For instance, with C.BAT above, to copy all files beginning with "AMAZ" onto the A: diskette drive, I would type:

C AMAZ [Enter]

If I skipped another space after AMAZ and type something else, it would become %2, should I have a need for a second replaceable parameter.

You can see how I copied all those files: I fed in one floppy diskette after another in the A: drive, and simply typed:

C A [Enter]

C B [Enter]

C D [Enter]

Etc., changing disks when they filled up. If there were lots of "N's", I would type:

C NA [Enter]

C NB [Enter]

C NC [Enter]

Etc. In this way, I controlled the copying of each needed file onto the diskettes, without the necessity of specifying each filename in the copying process.

The one situation I couldn't solve with the above system was a 500,000 byte file, which was too big for the 360,000 byte floppy diskettes in the XT. In this case I did use BACKUP typing:

BACKUP C:\WP\BIGFILE.TXT [Enter]

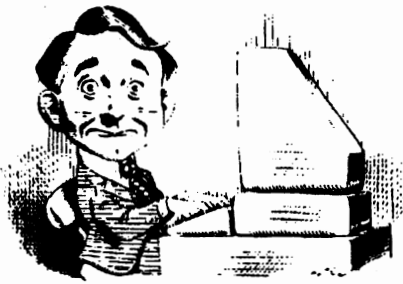
RESTORE and BACKUP are kind of finicky, one of the reasons I don't use them unless I have to. They require that files be restored into the same directory they were backed up from, and RESTORE will only work with the same DOS ver-

sion loaded that the files were BACKUPped with. Type VER for version on the source and destination computers. If IBM Dos Version 3.3 is on both, you don't have to worry. If they are different version numbers, you must prepare a bootable floppy (that is, a diskette with the DOS system files and COMMAND.COM file which is capable of starting DOS on a computer. To prepare the file, put a blank floppy diskette of the proper type (Double density for XT and PC computers, High density for AT computers) in the A: diskette drive and type FORMAT A: /S [Enter]

The /S switch tells DOS to use FORMAT the diskette and then copy the DOS system files onto the diskette from the current DOS system files on the diskette from the current DOS system. After copying RESTORE.COM onto this diskette, you can then take this diskette, put it into the A: drive of the other computer and reboot it. The version of DOS from the original computer will then be loaded onto the new computer, and the Restore command can then be issued from the A: drive: RESTORE A: C:\WP\BIGFILE.TXT [Enter]

You issue this command from A: because if you were somewhere on the C: drive, you would get a "Bad Command or File Name" error. Unless you are in Drive A:, DOS requires a PATH command such as PATH=A:\ in order to find the RESTORE command there.

*(This article was originally published in the Boston Computer Society's PC Report.)*



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The following disks from the jr Newsletter Software Store can help you to get the most out of your junior. To order, see the coupon on page 23.

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