PCjr User Groups Merge to Stay Alive

The trend continues across the country for PCjr user groups with dwindling memberships and tired officers to merge with their area PC User groups.

The latest group to consider a merger is the Atlanta PCjr Users Group. Last year several junior groups including the San Francisco PCjr Users Group, one of the best junior groups ever, became SIGs (Special Interest Groups) of larger PC groups. Such a move usually provided a meeting place, lower overhead, a BBS, and a newsletter in which Junior users could publish an article or two now and then.

Earlier this year another of the most active Junior groups, the Metro

PCjr Users Group which serves the Washington, D.C. area joined the Capital PC User Group. The Junior group has kept on publishing its fine newsletter in spite of the merger.

In defiance of the national trend, you will see on page 5 of this issue of jr Newsletter a letter announcing the formation of a new--that's right new!--PCjr group serving the St.
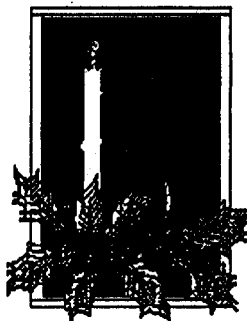
In This Issue:

PCjr Lives!

Are You Ready for Christmas?

Use Print Partner to Make your Holiday Cards on PCjr!

Sign done in Print Partner.
(See review on page 19)

FILES and BUFFERS
Speed Up Processing

Every time you start up the computer, DOS sets aside a small amount of memory for files and buffers. You can change the amount of files or buffers with simple commands in your CONFIG.SYS file.

The number of files any process can have open at one time is controlled by the FILES= line. DOS automatically sets up 8, but uses five of them for itself (standard input/output, error, auxiliary, and standard printer).

It is usually recommended that you add the line FILES=20 to your config.sys file. It only uses 48 more bytes per file and DOS can more quickly and easily access the files your programs use.

A BUFFERS= line in your config.sys file controls the number of disk buffers DOS establishes. When you read data from a disk, it stays in a "buffer." If you need to reread that same data, DOS can take it from the buffer rather than going through the slow process of starting up the disk drive and reading the data off your program disk.

The BUFFERS= line uses more memory than FILES= does. Therefore, depending on the type of program you are using, you should set your BUFFERS= at between 10 and 25.

If your applications do little random reading and writing of records, a low BUFFERS= number is all that is needed.

However, if you use data-base type programs, or ones that perform a lot of random reads and writes of records (such as many BASIC programs do), then you should increase the number of buffers to 20 and see if your program runs faster.

It's Not Only AS EASY AS.....
If you need a powerful, easy-to-use spreadsheet that works just like you know what Lotus software, you need the shareware program As Easy As (Disk #86 in the jr Newsletter Software Store). It's not only "as easy as", it's just about as good as.

Questions & Answers

By Rene Waldron

Q. Can I employ the hard drive on my other standard PC? Is it possible to connect to the hard drive on another PC instead of buying a complete hard drive controller for the jr? Can I set up to network with a PC or '386 etc, and if so, how?

A. Many of you out there have been asking this kind of question in various ways and now we have some good news.

The Jr has always had the ability to network via the "IBM PC Jr Cluster Attachment," a card which was specifically designed for the Jr. It originally came with its own software and was intended to link with any other PC with a compatible cluster card. These Jr cluster cards are still available, if one wants to go that route. It IS a very efficient set-up once you're linked up.

Another system which we (Q&A) have just made some preliminary tests on is Lantastic by Artisoft. The system we checked is the one for parallel or serial port connections between computers. This is known as "Lantastic - Z kit for two stations, Ver. 4.xx" and it includes the necessary cables for both serial and parallel connections. No plug-in cards are necessary.

We checked it on a Jr and a '386 16 MHz clone using the parallel printer ports. It was terrific! The jr actually loaded programs from the hard disk of the '386 and ran the data read/write faster than when loading and running its own 20MB hard disk... The test jr we use runs MS-DOS 5.0 at normal speed using a NEC V-20 chip and has a total of 640k.

Once the program is loaded (it is a TSR in both computers) and idling in the background you simply access the other computer's facilities with a chosen name or label such as disk E: or F: etc. and in effect are running the other computer's devices from your keyboard and receiving the results. Your screen shows everything going on so it's quite safe. You don't even need a monitor on the other computer once it has been set up. The other computer is still functioning, however, and can be used as usual. If you choose, all of the above is the same when reversed, i.e. the other computer reading/writing the jr's drives and devices or BOTH ways at once.

Questions & Answers

We didn't test the serial port connection system, except to see if it worked at all. It did, but was slower than the parallel connection, so we recommend the parallel set-up. If one connects a printer to the other computer via a second parallel or serial port there, it also can be accessed by the jr so there's nothing lost. We did not check to see if a modem connected to the other computer would work properly so we can't report on that.

If you have some networking experience you'll be up and running in an instant, but with NO experience, you'll find the documentation terrible. This is only partly because of some new terminology. Even then you'll eventually get it to recognize which computer is which and to select the proper drives and do its thing. You can call up configuration menus at any time and we got going by starting with the supplied defaults and names and fooling around from there. You MUST read the documentation all the way through before starting because some of the information you will need first is in the middle of the book!

Q. Can you explain the BASIC terms "AND, NOT, OR, and XOR" for me? I'm a beginner and they seem to have a complicated explanation everywhere I've read. Are they necessary? P. B. Blackstone, GA

A. These and the rest of the "Boolean" terms are the same in all the programming languages and they are definitely worth learning about.

They are commonly but not exclusively used with "IF - THEN" routines in which case False = 0 (zero) and TRUE = -1 and sometimes any other value, positive or negative.

For the explanations which follow, we decided to have you think of only TWO numbers or words (strings) to keep it simple. Also for our purposes, think of -1 or anything else as True and think of zero or a null string as False or Not True. Don't worry about the -1 part of the explanation yet. You can use these expressions in your BASIC programs right away without it.

"AND" - This is used to test for BOTH conditions being so, or TRUE.

Example: IF Cat AND Dog THEN noise. Or, "IF C AND D THEN Beep"

So we have: If C = zero and D = zero then no beep. If C = something other than zero, no beep. If D = something other than zero, no beep because BOTH C AND D must be other than 0 to beep.

A note here; it is NOT necessary to state IF C = 0... or IF C = -1... or IF C = 10 when the test is ONLY for True or False because our programming languages are internally set up to trigger on these two values. Any specific values are for values to compare and match! The above "IF C AND D THEN BEEP" is really correct (and faster) because we're only testing for the
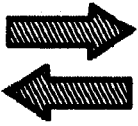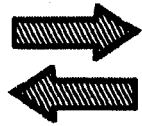
Reader Provides New Patch for Sim City

(Editor's Note: *This letter is in reference to a letter from Michael Spitzer, Jr. & Sr., published in the June and September issues.*)

Here's a patch to make the 4/90 version of Sim City come up in 16 colors:

First., copy a fresh backup of the disk (#1) containing the SIMCITY.EXE file. You'll also need a copy of DEBUG.COM from your DOS disk handy.

Here's the procedure:

After booting up DOS, type after the prompt as follows:

```
A> RENAME SIMCITY.EXE
   SIMCITY.XXX
A> DEBUG SIMCITY.XXX
-E 7894 18
-W
-Q
A> RENAME SIMCITY.XXX
   SIMCITY.EXE
```

(If DEBUG.COM is not on the same disk as SIMCITY, you'll have to enter DEBUG B:SIMCITY.XXX and let the system prompt you for the B (SIMCITY) diskette.)

On the diskette you use to boot up to running SIMCITY, you need to set DEVICE=PCJRMEM.COM / C in your CONFIG.SYS file (if you use the IBM sidecar(s)). I understand this is equivalent to the V32 option in JRCONFIG. For any other memory driver you must specify 32KB for the Video buffer.

Now run the SIMCITY INSTALL utility, specifying Tandy graphics (16 color, 320 x 200) as the video option and IBM sound. That's it!

Stan Bartnikowski, Carrollton, TX

St. Louis Now has PCjr Users Group

While it is not a big issue at this time, I would like to have a phone number that I could call. I and John Maki started the IBM PCjr Users Group here in St. Louis. John, along with my help has started the JR BBS and it is doing quite well, and all of the Jr Users are happy with the system. We all use our PCjrs every day.

I own half of a computer store and it would be a lot easier and faster for us to be able to call and get an answer rather than wait 10 to 14 days by mail. So, if there is a number where I can reach you, please let me know.

Here at the store we custom build computers and I could have any size I want, but the PCjr does everything I need to do and I still use it. I am always looking for ways to

Games

ADVENTUREWARE. Six different text adventures with titles like Island of Mystery, Terror in the Ice Caverns, and Moon Mountain Adventure, all test your wits and take you to strange mysterious places. 128K (disk #14)

ARCADE GAMES. Includes Kong, Pango, PC-Golf, Pyramid and other exciting, colorful games for hours of fun. 128K. (Disk #30)

BOARD GAMES. Eleven different games on one disk! Hours of fun with Monopoly, Yahtzee, Cribbage, Backgammon, Othello, and others. All run great on your PCjr! 128K. Need Cartridge BASIC (Disk #31)

BUSHIDO. Test your skills in martial arts combat. Fighters kick, spin, duck, punch, etc. Requires 256K and keyboard with function keys (Disk #16)

CASTAWAY/S. AMERICAN TREK. Test your survival skills as the survivor of a shipwreck in the South Pacific. Or as an explorer of South America. Two novice text adventures from Jim Button. Ages 12 and up. 128K. (Disk #53)

COMPUTER JOKER. Disk full of jokes, wisdom, and visual tricks to play on your computing friends. 128K ok (Disk #64)

DOUBLE TROUBLE. Two of the most challenging, highest quality arcade style games weve seen Amazing Mazes and Willy the Worm. Ten different mazes and five levels of play will tie your brain in knots. And Willy, who is the fastest, jumpingest worm youll ever see, will beat you for sure! You can even modify Willy to give yourself more (or less) trouble. 128K ok. (Disk #68)

DUGEONS & WARS. In Dungeon Quest you can choose to be a dwarf, elf, magic-user, fighter or other type of character. You select your strengths and weapons, too. Then you enter the dangerous dungeons on your Quest. Thermonuclear War pits the US vs. the Soviets in a very real demonstration of what a nuclear war might be like. Combat is a strategic battle on the ground. 128K ok. (Disk #9)

Reader Feedback

Continued from page 5

upgrade the peanut.

I enjoy the JrNewsletter very much and I get a lot of useful tips from the magazine. Keep up the good work.

The St. Louis PCjr Users Group meets on the third Tuesday each month. Call John Maki (314) 391-0592 or Robert Webster (314) 645-5989 (after 6 p.m.) for info. The BBS number is (314) 227-0087.

Robert C. Webster,
Maplewood, MO

EDITOR'S NOTE: Congratulations to you on your PCjr Club and BBS. As we point out elsewhere in this issue, getting together with other PCjr users is probably the best way to learn about your "peanut" and discover all the ways you can use it.

As for a phone number, we have not encouraged the use of our phone because publishing jr Newsletter is a part time occupation for us. We have an answering machine on most of the time and if we gave out our number, chances are you would call long distance only to talk to our machine. And we don't have the funds in our budget to make long distance calls back to you. So the mail and the newsletter itself is the best way to communicate with us. It's slow, but, as we've found over the past six years, it works pretty well.

Please write us with your comments, questions and your jr experiences. We love to hear from you.

Reader Likes His Jr

Just a note to let you know how much I like your magazine and I have also sent an order along with for more of your software.

I have a Jr with a 20 meg hard drive, Tandy mod, 736K, thinfont, and a clock and date chip, and the most important is the PCE Version 3.0 cartridge with the new Compatibility Cartridge which is the greatest thing they have ever made. I had the Version 2.00 cartridge and sent it in the first time I read about it in your magazine, but had to wait about a month to get the compatibility added, but it was well worth it. I do not know how anyone can operate a Jr without this and the new Jr Config. as it makes a super computer. All I need to do now is add DOS 5.0 and I'll have what I need.

My son works for IBM and that is the way I obtained this machine-- when they started selling them to the employees to get rid of all machines. They just had another program selling their PS line, and he purchased one with 3 meg of memory and 120 meg hard drive, and wanted to get one for me. But I told him, after using the Compatibility Cartridge, I did not need a 386 machine, and really after using his and then this Jr, I can see very little difference in the speed.

Thanks again for a great little magazine and the fine advertisers in the magazine.

Melvin C. Pronneke, Tulsa, OK

DUOTRIS. Two great Tetris-like games on one disk. Similar to the popular Russian strategy game, both of the versions add new twists of their own. Written in Turbo Pascal, both are high quality games. 128K ok (Disk #116)

GAMES I. An assortment of games for hours of fun and excitement. Includes Spacewar, Airtrax, Life, Wumpus, Wizard and more. All good with 128K. Need Cartridge BASIC (Disk #8)

GAMES II. A wild bunch of games to test your wits and skills. Includes Slither, Xwing, Torpedo, ABM2 and Overeact, where you are in charge of a nuclear plant. 128K. Need Cartridge BASIC (Disk #34)

GAMES III. Kingdom of Kroz, an award-winning arcade action game. Go-Moku, a challenging Japanese strategy game, also known as Pente. Zigsaw, the first really good on screen simulation of a jigsaw puzzle. All three on one disk. 256K Reviewed 12/89 (Disk #101)

GAMES IV. Turbo-Car tests your skills at driving a fast car on a two lane highway. Can you keep from crashing? Return to Kroz is a colorful, exciting arcade-strategy sequel to Kingdom of Kroz on Games III. Trek Trivia tests and expands your knowledge of Star Trek. Three great games on one disk! 256K Reviewed 2/90 (Disk #106)

GOLF/SAILING. Two great games! The golf game has three courses, user definable club ranges and a swing control that determines whether you hit a slice, hook or straight shot. Three nine hole courses (Novice, Pro, and Sadistic). In the other game, you try to sail the three legs of the Bermuda Triangle avoiding, if you can, the creeping mists, alien crystals, vortexes and storms. Your boat is equipped with radar, rudder and sail (all of which you control) and an engine for emergencies. 128K ok for sailing. Need 256K for golf. (Disk #47)

MEAN 18 GOLF COURSES. Three excellently designed courses for those who play Mean 18, the commercial golf game. Disk #79 has Boca Woods North, Boca Woods South, both with especially challenging water holes, and Kearsage Valley, with fall foliage in full color. Disk #80 has

TPC of Avenel, TPC of Sawgrass, with massive sand traps and a tough 17th green on an island, and TPC of Woodlands, which may be the most challenging of all. (Disk #79 and #80)

PC-CHESS. Two great chess games on one disk! A full-color, many featured chess program with four levels of play, allows such things as switching sides, setting up the board yourself, validity checking, en passant, etc. The other works on color or monochrome, has window showing options it considers before moving, adjustable difficulty level but a powerful opponent at any level. 128K ok for one, 256K for other. (Disk #44)

PHRASE CRAZE. Based on the TV show Wheel of Fortune, you get to be the guest who guesses the mystery phrases and wins piles of money! The wheel spins to select the amount of money you win for correct guesses. It gets harder with each round you play. You can add your own phrases to this game or try to guess the ones provided on the disk. Lot of fun for adults as well as older kids. 128K. (Disk #46)

PINBALL RALLY. A colorful collection of amazingly realistic pinball games. Using the Shift keys as flippers, the games get more and more complex until you get to Twilight Zone, the hardest one of all. Runs on 128K. (Disk #10)

PLAYERS CHOICE. Six different card games, some easy, some hard, but all excellent. Youngsters can have fun playing Memory or Even-Out, which are quite easy to master. Blackjack is hard to beat, and Poker, which has the ability to modify its play in response to your methods, is a rel challenge. Also two fine versions of Solitaire, one with great graphics. Some need 256K. (Disk #78)

BRIDGE PLUS. Play Contract Bridge Or Mahjong. Realistic bridge practice in bidding and playing against the computer. Good way to practice the game, but need some knowledge of the game or a rule book. Mahjong rules are included on the disk. Requires 256K Reviewed 9/91 (Disk #131)

Reader Feedback

Reader Still Likes Junior After 8 Years

I want to let you know that I enjoy your newsletter immensely. I am currently working on my Master's Degree in computer science (at Northeastern University) in Boston, MA.

I am using TI Scheme by Texas Instruments to do Artificial Intelligence Style Programming. Scheme is a Dialect of LISP.

Although my sidecars are creeping across my desk like a lava flow, jr has served me well for 8 years!!. Keep up the good work.

Chris Hogan, Natick, MA

Current Address for As Easy As publishers

Earlier this year, I purchased several disks from your Software Store.

In August I sent a $30 check to TRIUS, INC., 15 Atkinson, St., Lynn, MA,. 01905 to cover registration and users manual for AS-EASY-AS, v2.05.

I just received the letter back from the Post Office, marked, "MOVED- No Forward address on file - return to sender."

Where did they move to?

John Doyle, Simsbury, CT

EDITOR'S NOTE: The latest address we have for Trius is 231 Sutton St. , Suite 2D-3, North Andover, MA, 01845.

PCjr User Likes Geoworks

Writing you to let you know what's happening with a "peanut" pusher from the upper left hand corner of the map. First thanks for your good work in keeping us informed about the latest events in the "jr" world.

To start I had an expanded "jr" with a "Racore Drive II Plus" w/DMA and 512K extra ram into which I have installed a Teac 3.5 inch drive. Literally on top of this I have a 20 meg Racore hard drive. When I heard about the COMBO cartridge from PC enterprises I decided to take the plunge and bring my machine closer to the state of the art. I ordered the system board mods, a combo cartridge and a jrExcellerator board. Am I glad I did. Now without anything special, I am able to run every piece of software that previously needed a special boot configuration. The cartridge enables hot key combinations that allow you to change video modes on the fly, increasing compatibility with software that tries to control modes through buffers that aren't used in a jr. Not to mention things run much faster. Directories move up the scene so fast now I have to use the /P switch with the DIR command. {Poor baby.) On top of this I have more free RAM because the jrExcellerator board holds a 32K video buffer. So running lean with DOS 3.3, jrconfig.sys, and only a mouse driver I have over 584K left for even the most RAM hungry applications.

Case in point is an application I recently bought. It's Geoworks Ensemble V1.2. It's not in and of itself a big program but I found that the more memory that you leave the less you will have to wait when GEOS swaps out to disk to bring up a new window. The hard drive in my Racore unit is a MFM, ST-225. Unfortunately it has an average access time in the range of 100 milliseconds. To get by I am used to using a disk cache by Dac Easy called Lightning. It's one of the few caches that works with Geoworks, but after talking to a GEOS technician I was convinced to give Geoworks as much room as possible. It worked. Apparently Geoworks is smart enough to manage what and when it swaps in such a way that a cache is basically redundant and only take memory.

The purpose in moving to a GUI environment is that I am very picky about the looks of what I write. This even goes to the choices of fonts which are very limited if all you use as a text oriented word processor with a nine pin dot matrix printer. I have already used a utility called All Type by ATech. It is a font converter that allows the conversion and import right into Geoworks of almost any font format including Adobe, Bitstream, and True Type fonts. All this and the advantages of a "what you see is what you get" view of text with graphics right there.

I am using GeoWrite now. It is easy to learn to use. Geoworks requires that it be run in mono mode

REFLEX POINT. Patterned on the TV show Robotech, this game follows the shows storyline, with the Freedom Fighters trying to reach the Reflex Point and destroy the evil Invid Prince. 128K ok. (Disk #12)

SCRABBLE. At last, an excellent Scrabble game that runs in 16 colors on PCjrs! Plays just like the board game. Expandable dictionary checks words. Keeps track of all premium score squares and scores for up to four players. Also contains WORDWHIZ, a nice vocabulary building game. 256K (Disk #113)

STAY ALIVE !!! Three games that require all your wits to stay alive. Can you avoid the terrible nightmares and reach the highest level in Dr. Sleep? Or fight off the alien hordes on the Planet Iskib? Bet you cant shoot down the clever enemy pilots in Sopwith. If you can, you deserve a medal! 256K (Disk #89)

SUPER BOARD GAMES. Excellent versions of two popular board games Monopoly and Risk. Very much like the board versions, except your computer keeps track of everything for you. All you have to do is make the right moves and have fun. 256K. Need Cartridge BASIC (Disk #55)

TOMMYS TRIVIA. Excellent trivia game with 3 ways to play against computer, 2 against human opponent. 2,500 questions in many categories, from entertainment to history. More Qs available. 16 colors on PCjr. Need 256K. (Disk #98)

WAR ON THE SEA. Based on World War II naval battles, this game allows you to command a fleet in seven different campaigns in the Atlantic and Pacific. Not a joystick game, this one will allow you to see whether you have the strategic skills to be an Admiral. 256K (Disk #100)

ZAXXON/GALAXY TREK. Two exciting high tech shoot-em-up games. In Zaxxon you fly through an obstacle course, shooting while you go, up and over walls, and eventually through space. Galaxy Trek makes you the commander of a Star Ship which you maneuver through the universe seeking to destroy a fleet of Megaton warships before they conquer the planets. 128K. (Disk #45)

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existence of C and D. Kinda like "IF C exists AND D exists THEN..." so you see, ANY value other than zero or a null makes it True.

"OR" - This is used to test for EITHER condition being so, or TRUE.

Example: IF Rain OR Snow THEN goto Cave. Or, If "R OR S THEN GOTO CAVE"

So we have: If Rain = True, or if Snow = True, or if Rain & Snow both = True then GOTO Cave. In this case if EITHER or BOTH Rain & Snow = something other than zero then GOTO CAVE.

"XOR" This is a bit like "OR" but with an important difference; the "eXclusive" part in the standard explanation.

Example: IF Jane XOR Anne THEN goto Movie. Or "IF J XOR A THEN GOTO MOVIE"

In this case we'll go to the movie with either one of the girls, but not both! We WON'T go alone, either. What we're saying here is that we will only go with one girl eXclusively but NOT BOTH. Remember, one OR the other, but not both: we're not suicidal...

"NOT" This is a "reversing" command and is used for testing or changing any of the above.

Example: If NOT Drumming THEN Silence. Or IF NOT D THEN N$ = "Silence" else N$ = "Thumping"

In this case if D = zero then Drumming is NOT TRUE so N$ =

"Silence". If D = anything else then N$ = "Thumping". Another view is that if it is TRUE that Drumming does NOT exist THEN N$ = "Silence" It rather nicely fits the rules of logic.

Additionally, NOT can also CHANGE the value or condition of a variable. Here's how:

```
05 DEFINT A - Z
10 P = 0
20 P = NOT P `
30 PRINT "1st value = ";P
40 P = NOT P
50 PRINT "2nd value = ";P
```

RUN it and you will get:

```
'1st value = -1'
'2nd value =  0'
```

If you NOT any variable it will switch or toggle back and forth between its original value and its NOT value. These are often considered reciprocal values. Try it with P = 10 and some other values in the above example. Check out the BASIC Reference Manual or use the help screens in QBASIC and QuickBASIC to further your programming expertise with the additional Boolean terms "IMP" (implication) and "EQV" (equivalence).

By the way, forcing values other than -1 for True and 0 for False may produce unexpected results, but we'll save Boolean bit manipulation for later. In the meantime use something like "FALSE = 0: TRUE = NOT FALSE" or "TRUE = -1: FALSE = NOT TRUE" at the beginning of your program. You can then actually use the TRUE or FALSE variables for clarity, even if they do slow things down a bit. Remember, they aren't necessary.

Q. I have been given a PC jr with DOS 2.1 and like it very much. I would like to learn to program in BASIC. I did a little bit in school. I have a book called "Compute's IBM & Compatibles BASIC Program Collection" and I am studying it. I cannot afford to buy a BASIC Cartridge on my allowance. I think I read somewhere that there is some way to make the BASIC or BASICA on my DOS disk work instead. Can you tell me how this is done? Anon. Boston MA

A. Yes. The Disk BASICA program is slightly changed or "patched" so that it will run on the jr without the Cartridge being inserted. The least expensive ($8.95 total) and fool-proof way to get this done and to be up and running with Disk BASIC is to order the "DOS 2.1 FIX" (Disk #40) from the Software Store. Along with other absolutely necessary patches, this disk contains a patch to allow BASICA on the DOS disk to run correctly. The patch is pretty much automatically installed, but remember: you should COPY the BASICA program to another disk (we call it a "working disk") and apply the patch to the copy. Do not try patch the original! If something doesn't go right, you'll always have the untouched original to start over with. Once more, ALWAYS apply patches to copies, NOT to originals.

Copy PATCHBAS.DOC to the working disk. Copy MORE.COM from your DOS 2.1 original disk to

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the working disk. Type "TYPE PATCHBAS.DOC | MORE" press Enter and read the documentation before starting and then follow the directions carefully. You will have to copy BASICA.COM, PATCHBAS.BAT, and PATCH.TXT to the working disk. Also copy DEBUG.COM from your DOS 2.1 original to the working disk or the patch will not be made.

Then, whenever you want to program in BASIC just insert disk with the patched version and you're ready to go. If you also put a copy of COMMAND.COM on the same disk you won't get a DOS error message telling you it can't find COMMAND.COM and asking you to insert the boot disk at the end of your programming session. The rest of the disk will be ideal for storing your masterpiece programs and data.

You should also be aware that Disk BASIC or BASICA or GWBASIC do not have all the video screen bells and whistles of Cartridge BASIC, but there's still plenty to work with. You do have a good book for any version of BASIC, however, and you'll do well with it. Welcome to the creative and best part (we think) of Computerdom!

Q. I wonder if there are any PC jr. programs to translate in two directions i.e. Fr. -> Eng. and Eng. -> Fr. I would like to either control the

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amount of translation to be aware of my students' progress. I might be able to work with programs which have only limited translation already built-in. Can you help?

M. McD. Fall River, MA

A. One commercial program we remember is from American Educational Computer, Inc. 801 NW 63rd Oklahoma City, OK 73116. Ask about the Matchmaker Series.

All their programs are specifically tailored for control by the teacher. These are all definitely PC jr. compatibles. At the last check they were supporting us completely. A sample of their offering are: French & Spanish for any Language I course and more. They also offer Phonics, Beginning Reading -> Adult Reading, Spelling, World Geography, etc. You get the picture: They're really doing good Educational things from Kindergarten to beyond High School.

You could also try the "Assistant" Series by MicroTac Software, 4655 Cross St. Suite 304, San Diego, CA 92109. The series is usually available from Tiger Software.

One caveat: do not try to use them in TSR mode, as the jr crashes. They work fine in stand-alone mode or with their built-in editors, which are simple word processors. The resultant text files are clean ASCII and are a useful end product.

Utilities

DISKCAT. Creates a catalogue of all files on all your disks, so you dont have to push disk after disk in your drive looking for that 1987 letter to the IRS. Makes table of contents for each disk, too. 128K ok Reviewed 10/91 (Disk #133)

MEMSIM. Simulates Expanded Memory on the Jr's hard disk (or floppy) through the use of a swap file, enabling you to run programs which require more than 640K. 384K recommended. Reviewed 12/91. (Disk#135).

4DOS V2.21. This is the ultimate utility since it replaces almost all DOS commands with new, improved versions. And it adds 35 more useful commands of its own! It will replace many of your favorite enhancement utilities. For example, 4DOS allows 40 character file descriptions, more flexible wildcards, multiple commands per line, handy conditional commands, command stacking, alias commands, faster batch processing and MUCH more! A must for all serious computerists. Reviewed 1/90 (Disk #102)

LHA V.2.11 Powerful archive software will compress even more than PKZip, (though not as fast). Many extra features to update, delete, list files in arcxhive, even extract and run. 256K (Disk #128)

POWERBATCH. Compiles batch files into .EXE files, which run as much as three times faster. Additional commands add power, control, & flexibility. Requires DOS 3.0 or above. (Disk #127)

BAKERS DOZEN. 13 powerful utilities by shareware star Jim Button. Recover zapped files, save screen to files, print sideways, sort files, file management, locate text, pop-up calendar, powerful one screen spreadsheet, set screen colors, and more. (Disk #73)

BATCH FILE UTILITIES. A tutorial on how to create batch files and six utilities to use. 128K (Disk #26)

DOSAMATIC. A nifty way to view the contents of disks, easily manipulate files and carry out DOS commands. Features a Mac-like point and press interface which allows you to select the commands you want from pull down menus.

Also permits loading several programs at once and jumping from one to the other. 128K ok, but more memory needed for multi-tasking. (Disk #49)

ASIC. Excellent BASIC compiler turns your BASIC programs into executable COM or EXE files. A shareware alternative to costly compilers. 128K (Disk #122)

LZEXE. Cut down dramatically on the disk space required for software. LZEXE compresses EXE files into 2/3 to 1/2 their original size and allows them to be run from compressed form. Great for keeping RAM disks small and memory free. Utility will also convert COM files. 256K (Disk #112)

MORE SUPER UTILITIES. A collection of excellent screen and keyboard enhancements, useful file managers, color selectors, and more. Under 128K ok (Disk #29)

NEW KEY. Powerful popular program that allows you to redefine keystrokes and assign series of keystrokes to one or two keys. Customize software to meet your needs. Many other useful features included. 128K. (Disk #35)

PC DOS HELP. Similar to PC-Prompt, but takes up less memory (16K) as a resident program. Geared to DOS 2.1 with special PCjr commands included. 128K. (Disk #24)

AUTOMENU V4.7 Make your own menu system to greet you every time you start up your trusty Junior (or PC,XT,AT,PS/2). This is perhaps the easiest menu system to set up, and yet it has advanced features if you want them. Uses only 32k. (Disk #123)

PC-DESKTEAM. Provides memory resident notepad, alarm clock, appointment calendar, typewriter, calculator, phone book, auto-dialer. Some say better then Sidekick! Quick, easy, powerful. (Disk #22 V1.04)

PC-PROMPT. A memory resident program that provides the format for DOS commands in an on-line mode. Help screen toggles on and off Also help screens for BASICA, Turbo Pascal, Debug and EDLIN. 128K. (Disk #23)

(Software Store continues on pg 15)

Reader Feedback
(Continued from page 9)

because of the low resolution of the jr. 640 x 200 is the jr's maximum and GEOS minimum. I am not complaining -- at least it runs on our orphan and you have a choice of black text on 16b colors of background or white or black. I found this reverse mode the easiest to read. For the same reason I adjust the letter spacing a little to keep the letters from blurring. I am not yet a converted GUI guy, but I am moving in that direction.

Another piece of information that I'd like to pass on is in regards to a problem I used to notice when "installing" large application files. I used to get the odd disk read error with the accompanying abort, retry, fail message. The solution appears to be leaving the DMA off. The way I normally run my system is to leave the mystery PC/jr switch on the Racore sidecar in the jr position and run jrdmaon2.com in my autoexec.bat file. I now just add rem in front of the command and reboot before installing any application.

Peter Weist, Seattle, WA

BASIC Patch Needs Revision for DOS 3 and Up

If you've been trying to run BASICA without a cartridge using DOS versions above 2.1, don't despair. The patches on Disks #40 and #56 which allow you to run BASIC without having Cartridge BASIC need to be revised slightly in order to work with DOS 3.0 and higher.

Beginner's Guide To PCjr Compatibility

How compatible is a PCjr with an IBM PC? That question is often asked by PCjr owners. The answer is, the PCjr is not perfectly compatible with the PC, but it can be made very nearly compatible.

First, both the PC and the PCjr have the same CPU (Central Processing Unit) chip -- the 8088, made by Intel. And the PCjr is 100% IBM compatible at what is called the BIOS level, which gives the PCjr a compatibility advantage over some PC clones in terms of running software both now and in the future. However, some of the PCjr's quirks get in the way of running some software developed for the PC, AT and XTs, even when memory is added to the PCjr.

We won't bore you with the technical details, but the way the PCjr's memory is configured is different from that of the PC, particularly the placement of the video segment. Most of these problems can be fixed by using software modifications that are easy to install and come with all memory expansion units. (We discussed these modifications in the April 1989 issue.) Once this is done, MOST, but not all programs written for PC, XT and AT compatibles will operate very well on a PCjr.

Make Your Own Cookbook

All your favorite recipes can be organized, sorted and printed on your PCjr with Edna's Cookbook (Disk #96 in the Software Store).

PKZIP V.1.02. The new and increasingly popular file compression utility used by more and more BBSs. Includes PKUNZIP, the one you need to uncompress downloaded ZIP files, and many other features. 128K ok Reviewed 2/90 (Disk #104)

RAMDISK. Use ADJRAM to create a RAM disk of any size and adjust its size at any time without losing the contents. O use JRCONFIG to set up your PCjr. Both programs with complete instructions for creating and using RAM disks on you PCjr. Need 256K. (Disk #75)

SCOUT. Excellent memory resident (or not) file manager, DOS shell. Move, copy, rename, volume label, search, sort, printer control, view files, and more - fast and easy. Best we've seen. (Disk #81)

SPEECH. Make your Junior talk! With this software you can make your PCjrs internal speaker say anything you want. Very easy to use. No additional hardware required. 128K ok. (Disk #114)

SUPER UTILITIES. The 15 utilities in this collection include Undelete, to recover a mistakenly deleted file; a powerful command editor; a clock, notepad, time and calendar; another to redirect file contents from printer to disk...and many more useful utilities. Under 128K ok. (Disk #28)

TEXT UTILITIES. Includes V7.0 of List.com, the powerful text viewing software, which adds many handy new features in this version. Also on disk: A versatile directory listing and disk labeler; the fastest text searcher weve seen; a handy copying utility with many features; a memory resident protection against overwriting precious files. 256K Reviewed 2/90 (Disk #103)

TYPEWRITER. When you'd rather use a typewriter instead of a word processor, this is the one to use. Couldnt be simpler. Margins, tabs, type size all can be set. Disk includes two printer control programs for higher quality output. 128K ok (Disk #93)

Custom Coloring COMMAND.COM
By John King

DOS starts out with bright white text on black when you first boot up but gets dimmer after you give a CLS command to clear the screen. Recently, Owen Embry asked me how to fix this problem.

The more I thought about Owen's question, the more I realized that the easy answer is to patch COMMAND. COM as I had seen described sometime earlier. There is one byte which controls the screen color and intensity. All you need to do is edit that byte for the color or intensity you want, and that's what the screen will be every time after CLS.

Let's give it a try. DISKCOPY your normal boot disk, so you are editing a copy. When you are satisfied with the result, you can use the copy or copy the patched COMMAND.COM file to other bootable disks you use.

We'll use the DOS DEBUG program to do the patching, so DEBUG.COM and COMMAND.COM should be on the disk. If you are using IBM PC DOS 2.1, here are the commands to give.

DEBUG COMMAND.COM [Enter]
(DEBUG will return a hyphen prompt)

E 2359 [Enter]
(DEBUG will return xxxx:xxxx 07. with the cursor at the period)

0F [Enter]

(for high intensity white on black)

W [Enter]
(write patched COMMAND.COM to disk)
Q [Enter]

The patch will take effect only after you reboot.

When you entered 0F, the first digit was for the background color (0=black), and the second digit was the foreground text color (F=high intensity white). Here are the other colors.

0 black, 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 gray, 9 bright blue, A bright green, B bright cyan, C pink, D bright magenta, E yellow, and F bright white. Text can be any of the 16 colors. The background can be set to any of the low intensity colors, 0 to 7.

The border is not set by COMMAND.COM, so it cannot be changed as easily with a patch. As a result, I prefer black for the background, to match the border, and green, brown, yellow, or high intensity white for the text. Take your pick. Just remember to reboot to see the effect.

If you are not using DOS 2.1, you will have to find the byte in COMMAND.COM to change. Here are the commands.

DEBUG COMMAND.COM [Enter]
RCX [Enter]

(a hexadecimal number is returned) [Enter]

S 100 number 33 C0 8B C8 [ENTER] (one or more numbers are returned, we'll use the first one)

E number [Enter]
(DEBUG will return xxxx:xxxx 33. with the cursor at the period.

Press the spacebar and C0, 8B, and C8 will appear. Keep pressing the space bar until 07. appears.

02 [Enter]
(for green on black)
W [Enter]
(write patched COMMAND.COM to disk)
Q [Enter]

I've tested this on IBM PC DOS 3.2 and MS DOS 3.30, so it appears general. Remember, only the exact version of COMMAND.COM present at boot up will be recognized when DOS tries to reload COMMAND after exiting a program. If you have a disk with a different version in the drive, you will get an error message and have to find a disk with the right version before you can proceed.

Do You Know
What the Bible Says?

One way to boost you knowledge of what the Bible says is to use Bible Quiz, Disk #85 in the jr Newsletter Software Store. It tests your knowledge of both the Old and New Testaments, and provides the answers when you can't come up with them yourself.

Print Partner: Uses Print Shop Graphics

PrintPartner allows you to make printed banners, signs, calendars, greeting cards and letterheads, similar to the commercial Print Shop program.

The program makes banners with graphics on either end and with any font selected. Banners may have one or two lines. Signs may have one or two graphics you select, placed anywhere on the page. Each line of text can use a different font and be sized to your specifications.

The program features calendars with user-entered text can be printed for any month in any year from 1980 to 2098.

Greeting cards are much like two small signs that are printed so that you can fold the paper into a greeting card. Letterheads also are supported in the program, and pictures can be edited. In addition you can directly load Printmaster+ and Print Shop graphics (old Print Shop only, not the New Print Shop) into PrintPartner.

The program supports a variety of printers, including Apple Imagewriter, Epson printers, NEC, Citizen, Commodore, IBM, Star, Hewlett Packard, Toshiba, and other major brands.

PrintPartner needs at least 384K of RAM to run. In addition, the use of a hard drive is strongly recommended, but it is possible to operate the program from two floppy diskettes.

PrintPartner is Disk #147 in the Software Store on page 29-30.

New SkyGlobe Upgrade

SkyGlobe, the astronomy program is now in Version 3.1. Disk #129 now operates from a stand alone executable file, containing data for 7000 stars. It has two more data files which have data on another 18,000 stars. SKYGLOBE-.EXE is the only file that is necessary to run SkyGlobe, making it easier to use from a floppy disk.

The display changes according to where you are and the date and time. SkyGlobe makes the calculations and shows any specified set of parameters. The Horizon appears as a straight line at the 0 degree setting.

SkyGlobe works like the old saying, "A picture is worth a thousand words." Simple concepts about how the planets move around the Sun can be demonstrated through the use of automatic increment of the date while displaying the planets. You can also see the moon goes through its phases, being always in New Moon phase when near the Sun. Or you can view eclipses, past and present.

In addition to mouse support, there are so many features in version SkyGlobe 3.1, we have included a table of commands on page 19 to give you an idea of the flexibility of the program.

SkyGlobe 3.1 requires about 440K of free memory to run in full-color mode. If SkyGlobe detects a low-memory condition, it will drop the extra data files or run in mono mode using about 250K. It is disk #129 in the Software Store, pg. 30.

SKYGLOBE COMMAND SHEET
VERSION 3.1, Disk #129

A-Auto-Increment Mode
B-Brightness
C-Constellation Lines
D-Date
E-East
F-Find Object
H-Hour
I-Inflate
J-Jump Year
K-Milky Way
L-Location
M-Month
N-North
O-Outline
P-Print
Q-Quit
R-Real-Time
S-South
T-Time (Minute)
U-MilleniUm
V-Daylight Time
W-West
X-Mirror Image
Y-Year
Z-Zoom

Use Shift with most commands
to reverse operation of the
command.

Use Home with many commands
to minimize the associated
feature of the command.

Use End with many commands
to maximize the associated
feature of the command.

Use Alt with many commands
to increment the associated
feature a small positive
amount.

Use Ctrl with many commands
to increment the associated
feature a small negative
amount.

Space->Turbo mode   Continually feeds next keypress to SkyGlobe.
Left Mouse Button   ReCenter Display at Mouse Cursor position.
Right Mouse Button   ReCenter Display at old Mouse Cursor position.

F1-Help
F2-Parameter Display
F3-Planets
F4-Messier Objects
F5-Horizon
F6-Ecliptic
F7-RA-Dec Lines
F8-Star Labels (type)
F9-Constellation Labels
F10-Constellation Lines
F11-Mouse Display
F12-Star Labels (number)

Alt-F1 Reduce display to Stars & Lines
Alt-F2 Reduce display to Stars only
Alt-F3 Background
Alt-F4 Twilight Mode
Alt-F5 Mouse Display
Alt-F6 Precession Toggle
Alt-F7 Printer Port
Alt-F8 Add Line Feeds?

Alt-F10 Aspect Ratio

0-9   Save Configuration   (0=New Program Default)
Shift 0-9 Load Configuration
TAB   Find next sunset or sunrise
+   Brighten Gray Colors
-          Dim Gray Colors
=   Toggle AM-PM/24 hour Time Display
/   Text Color
.   Reverse Text Toggle
Alt-F   Flip Hemisphere

How To Build A Batch File

Basic batch file commands:

REM - Displays a comment - is not a command line.

PAUSE - Suspends execution - displays "press any key when ready" message.

ECHO - Turns batch file echo to the screen on or off, or displays the current setting.

GOTO - Processes commands starting with the line after the specified label.

IF - performs a command if a condition is met.

%(1 to 9) - Replaceable parameter from command line.

Note: Commands can be in upper or lower case, however, in the interest of clarity for these examples, I will use upper case.

The commands are best illustrated in a developed example batch file which I will call ARCHIVE.BAT. The purpose of this batch file is to copy selected files from a subdirectory called C:\WORDSTAR\FILES to a floppy in disk drive B. I want to invoke the file from any subdirectory of the hard disk or floppy disk in drive A. The stages will reflect the batch file contents only, it is up to you to decide which text file editor to use.

Stage 1:

```
REM A batch file to archive
    data files
```

```
REM from \wordstar\files to driveB
copy c:\wordstar\files\*.*b:
```

Lines 1 and 2 document the purpose of the file and do not appear on screen (Ed: when the batch file is executed).

Line 3 copies all the files from c:\wordstar\files to drive B.

This is about as simple a file as can be produced, but it has some shortcomings, i.e.

_ Is an archive disk in drive B?

_ How about a more "user friendly" interface on the screen?

_ Can I "bomb out" of the archive process without penalty if I change my mind or the file already exists on B?

Stage 2 will include these options. (line numbers for reference only)

Stage 2:

```
1 REM A batch file to archive data files.
2 REM from \wordstar\files to driveB
3 ECHO OFF
4 CLS
5 ECHO # # # # ARCHIVE PROCEDURE #
   # # #
6 ECHO Do you wish to proceed?
7 ECHO Press Ctrl-Break to cancel, or
8 PAUSE
9 ECHO Place the wordstar archive disk in
   driveB
10 PAUSE
11 IF EXIST b:%1 ECHO # # WARNING
   ## b:%1 ALREADY EXISTS
12 ECHO Press Ctrl-Break to cancel, or
13 PAUSE
14 COPY c:\wordstar\files\%1 b:
15 ECHO # # # ARCHIVE PROCEDURE
   COMPLETED # # #
```

(continues on page 22)

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. Its 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)

Print Utilities

IMAGEPRINT V3.33. Produces near letter quality print on dot matrix printers. IBM Graphics Printers, Proprinters, Epsons and compatibles. Contains many format features, three quality levels, interfaces with word processors. 256K ok. (Disk #50)

PRINT HANDLER. Excellent printer setting utility allows you to set features from a menu. Other software on disk for banners, sideways printing, custom font generator (Epson), print spooler, count pages before printing and more! Will work with most dot matrix printers. (Disk #51)

PRINT IT! Selection of programs allows you to print large banners as well as tiny (but quite readable) documents on most dot matrix printers. Compress four pages on one sheet with Docsmash, print on both sides of computer paper with Both, reformat into tiny columns with Microtext (many other options), make wall-length banners with Bannerific! 256K (Disk #111)

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)

SIDE WRITER. Prints text files and spreadsheets sideways on dot matrix printers. Has Menu System for configuration. Works with IBM and Epson compatible printers. Requires 128K Reviewed 9/91 (Disk #132)

PICTURE THIS A label program which makes address labels with three lines of text and a PrintMaster or PrintShop style graphic on your dot matrix printer. 256K. Reviewed 5/92 (Disk #141).

Especially for Junior

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)

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 jrs 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)

DOS 2.1 FIX. Patches to fix the bugs in DOS 2.1. Cures most problems encountered when running memory intensive programs. Also patches to run BASIC and BASICA on DOS 2.1 without having Cartridge BASIC installed. 128K ok. (Disk #40)

Batch Files

Line 3 turns off echo so that commands are not echoed to the screen.

Line 4 clears the screen to get rid of any clutter.

Lines 5 to 7 echo a message to the screen prior to the "press a key when ready" message produced by the PAUSE on line 8. This enables the user to exit gracefully if required. (The word "ECHO" does not appear on screen).

Line 11 searches the disk in drive b for the file name and presents the message warning of the file's existence only if the file exists, substituting the file name for the replaceable parameter %1. i.e. if ARCHIVE REPORT.DOC is typed at the DOSS prompt, the string REPORT.DOC is assigned to the replaceable parameter %1 in lines 11 and 14.

Line 14 copies the file to drive B.

Line 15 gives a friendly indication that the (Ed: batch) file has finished.

The batch file is taking shape, but there is still room for improvement, i.e.
_ Is the correct disk in drive B?
_ Has a file name been entered correctly on the command line?
_ Does the file name given on the command line exist in the subdirectory c:\wordstar\files?

Ah ha! onward to stage 3!

Stage 3:

1 REM A batch file to archive data files.
2 REM from \wordstar\files to drive B
3 ECHO OFF
4 CLS
5 ECHO # # # # ARCHIVE PROCEDURE #
     # # #

6 ECHO Do you wish to continue?

7 ECHO Press Ctrl-Break to cancel, or

8 PAUSE

9 IF ''%1'' == '''' GOTO errormsg1

10 IF NOT EXIST c:\wordstar\files\%1
    GOTO errormsg2

11 ECHO # Place the Wordstar archive disk
    in drive B #

12 :try again

13 PAUSE

14 IF NOT EXIST b:file.hid GOTO
    wrongdisk

15 IF NOT EXIST b:%1 GOTO copy

16 ECHO # # WARNING ## b:%1 exists.
    Press Ctrl-Break to cancel, or

17 PAUSE

18 :copy

19 COPY c:\wordstar\files\%1 b: >nul

20 del c:\wordstar\files\%1 >nul

21 cls

22 ECHO # # # ARCHIVE PROCEDURE
    COMPLETED # # #

23 GOTO end

24 :wrongdisk

25 cls

26 ECHO .

27 ECHO # # # # I said the WORDSTAR
    ARCHIVE DISK thank you !!! # # # #

28 ECHO .

29 GOTO try again

30 :errormsg1

31 cls

32 ECHO The correct syntax is :- archive
    [filename]

33 GOTO directory

37 :directory

38 dir c:\wordstar\files*.* /w

39 :end

Features:

Line 9 checks to see if a file name has been entered on the command line. If a string comparison is made in a batch

THE BEST OF JR NEWSLETTER I. The best and most informative articles from twelve issues of jr Newsletter (June 1986 through May 1987 issues) are contained on this disk. More than 50 articles on compatibility, problem solving, software, maintenance, memory expansion, how-to projects, tips on using DOS, and more! 128K (Disk #54)

THE BEST OF JR NEWSLETTER II. All the major articles and columns from June 1987 through May 1988 issues of jr Newsletter. Subjects cover most aspects of PCjr operations with tips on compatibility, DOS, expanding and speeding up PCjrs, best software, etc. Easy search function finds subjects quickly. 128K ok. (Disk #66)

THE BEST OF JR NEWSLETTER III. Disk contains most of the major articles published in jr Newsletter from the June 1988 issue through May 1989. Articles on compatibility, PCjr hardware and software tips, regular columns, letters from PCjr users, and other informative articles. Utility to search for subjects included. (Disk #91)

BEST OF JR NEWSLETTER IV. For your handy reference, disk has the most informative articles, columns, and tips published in Jr Newsletter from June 1989 through May 1990. Easy to use search utilities provide quick ways to find any subject of interest. 128K ok (Disk #118)

BEST OF JR NEWSLETTER V, The best, most informative articles, columns, reviews, Questions and Answers from the June 1990 thru the May 1991 issues. Includes powerful search utility so you can find and read any subject easily. 128 ok (Disk #130).

THE BEST OF JR NEWSLETTER VI. Disk contains most of the major articles published in jr Newsletter from the June 1991 issue through May 1992. Articles on compatibility, PCjr hardware and software tips, questions and answers from PCjr users, and other informative articles. Utility to search for subjects. 128K ok Reviewed 7/92 (Disk #142)

Batch Files

(continued from page 23)

file, the replaceable parameter as well as the string (in this case nothing "") must be enclosed in double quote marks. (The equality symbol is ==)

Line 10 checks for the existence of the source file and raises the appropriate error message if not found. The <label> symbol is used as a target for the GOTO statements, and is transparent to all other command flow.

Line 14 uses a trick to determine if the correct archive disk has been inserted in drive B. you have to create a "target file" on the archive disk with a unique name (in this case FILE.HID) that the batch file can find. HINT :- Use the DOS ATTRIB command to make this file read-only to prevent it from being accidentally erased.

Lines 15 to 17 give you the option of keeping a file of the same name that already exists on the archive disk.

Lines 19 and 20 use the redirection symbol > to suppress the normal messages that accompany the COPY and DEL commands, by directing them to DOS's "garbage bin", NUL. This clears up the screen presentation, and allows you to insert your own custom messages in their place if you wish, via the ECHO command. If errors in the command line syntax or filename entry are made, then appropriate messages are presented on a clear screen

along with a wide directory listing for help.

A file will be archived only if:
_ You want to continue
_ A file name has been entered on the command line
_ The filename exists in the source subdirectory
_ The correct archive disk is in drive B
_ you bypass the warning that the file already exists on the archive disk

The original batch file of just 3 lines has blown out to 39 lines in stage 3!

But the stage 3 file is far more "bullet proof" than the original.

Software Helps You Use DOS Commands

PC-DOS Help, Disk #24, offers on-screen help for 43 DOS commands. The disk also contains a batch file that will customize the help files for the jr keyboard. It can be used as a stand-alone disk for reference when you want to use a DOS command you aren't thoroughly familiar with. Or it can be installed as a resident DOS reminder, taking up about 16K of memory. Designed by Chris Bailey, the user-supported program provides two levels of help for each of 43 DOS commands.

The disk in the jr Newsletter Software Store is specifically for DOS 2.0 or 2.1 and can be configured for either, when it is being installed. To order, see pages 29-30 for the Software Store.

User Groups Merge

Louis area. This group even has started up a BBS specializing in PCjr info and software.

Many junior users in all parts of the country have initiated SIGs within their local PC groups without ever forming a separate group. Other junior users have simply joined their local PC group and withstood the scorn heaped upon them for owning (and perhaps even loving!) a PCjr. This takes courage, but it's worth it if you make contact with PC users who use the same software you use on your Junior. You can also pick up tips on using DOS, where to get your computer repaired locally, where to buy printers and other peripherals, etc.

So if there are any Junior users out there who have thus far failed to make contact with computer users in your area, we encourage you to screw up your courage and do so.

Warning to 24 Pin Dot Matrix Printer Users

By Bob Lay

At the last West Coast Computer Fair, I heard two horror stories about problems that occur when using 24-pin printers. If you use one, please take note.

If you're the impatient type who occasionally rips off your printer's output while it's still printing, as many of us are wont to do when printing

drafts, don't do it with a 24-pin printer. Seems the printer wires are fine, and thus sharp, so the motion of pulling the paper underneath when they are still firing can cause them to snag and bend slightly as you pull on the paper while tearing it off. The result? You get to buy another printhead for about $200.

Also, be extremely wary of using any ribbons other than the OEM models made for your printer. Again, the wires are so fine that they tend to shred a less hardy, cheaper aftermarket version and the bits and shreds of ribbon material can quickly pack the printer head, bend the wires, and ouch! There goes another $200 printhead.

Two jr's, both with Racore second drives, one with 512k, one with DMA, also have mouse, modems, extra key boards, joystick, Koala pad, cartridges (BASIC, 123, color paint, pc id), software (WPjr v 3.0, Flt Sim, DOS 2.14 & 3.1, MS Word). Will sell or swap, packages or parts. All prices below guidelines in June newslettter. Call (206) 324-7242 leave message w/callback time. (PST)

PCjr Accessories: Tecmar Jr Captain & Cadet to expand RAM to 640K, with parallel printer port, $50. Legacy second disk drive, $50. PC jr color monitor, $50. Combo Cartridge V2.0, $40. Hardware maintenance & service manual, $20. 12 PC jr books, $20. $150 for all; ship-

ping & packaging extra. (518) 393-1466. (11-12)

IBM PCjr - 640K, clock/calendar, second drive (Racore unit), PCjr color monitor, enhanced jr keyboard with cable, parallel port, V-20 chip, joystick, DOS 2.1, BASIC cartridge, subLOGIC Jet, Norton Utilities, Microsoft Word, all orig & tech manuals plus Jr. Newsletters 6/87 -9/90. Adult use only. $450 plus shipping. Dave @ (208) 522-2830.

PCjr System Unit 128K jr Hotshot card, 512K, parallel attachment, power attachment, memory attachment, keyboard & cord, DOS 2.1, 3.3, BASIC cartridge, Tech Reference Manual. All for $200. John Hamilton, 25324 Shane Ct., Jackson, LA 70748. (504)654-4308.

How to Submit a Classified Ad

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What Is A File Manager?
A File Manager is a very handy type of software for copying, moving, deleting, renaming and doing other useful things to files without having to use DOS commands. Scout, Disk #81 in the jr Newsletter Software Store, is one of the best we know of. It can be "memory resident," which means it'll pop up any time you need it by just pressing two keys.
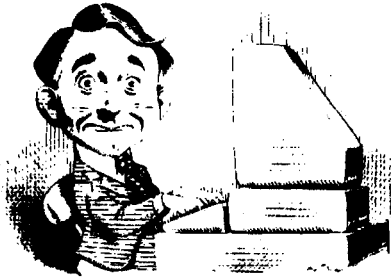
Need Help?

The following disks from the jr Newsletter Software Store can help you to get the most out of your junior. To order, use the form on pages 30-31.

PCJR AUTOSETUP. A beginner's dream: Just select from a menu to make separate boot disks especially for each type of software you use. Automatically creates the right config.sys and autoexec.bat files for RAM disks, games, word processing, telecommunications and other software to run at maximum power and efficiency on your PCjr. Designed especially those who haven't mastered the art of customizing their computers. This one does it for you! 256K (Disk #99)

JR TOOLKIT V3.0. A collection of upgrades, modifications and repairs. Some easy, some require experience. Includes adding second 5.25" drive (easy) or 3.5" drive (easy), PCjr to Tandy 1000 Mod (harder), power supply upgrade (harder), reset button (harder), V20 speedup chip (easy), how to quiet drives (easy), adjust monitors (easy), plus many others. (Reviewed 3/90, 6/90, & 8/92) (Disk #110)

JR POWER PACK. A collection of particularly useful programs for PCjr owners. Set up RAM disks, address memory to 736K, turn a joystick into a mouse, set screen colors, keyboard click, scan and search text files, screenblanker, print spooler, and more. 128K. (Disk # 52)

JR POWER PACK II. Disk full of programs to make your PCjr more useful and powerful. Fix compatibility problems, set up ram disks, tiny word processor, set up 3.5" drives, use DOS easily, and more. Need 256K for some, 128K ok for most. (Disk #65)

JR POWER PACK III A disk chock-full of utilities to get the most out of the PCjr, including the latest version (4/92) of jrConfig, a program to increase disk space from 360K to 420K, a quick bootup disk for DOS 3.X, multipurpose compatibility drivers, keyboard patches, ramdrive programs, and many more useful utilities. 256K Reviewed 4/92 (Disk #140).

PCJR COMPATIBILITY DISK V4.0. Tips on how to run hundreds of software titles, includes PCjr compatibility info, tips on running software, and how to make some incompatible software operate. Powerful search feature finds titles quickly and easily. 128K ok. Last update April 1991. (Disk #60)

PCJR PATCHES V6.0 Patches to fix software to run on PCjrs. Most enable 16 colors. V6.0 adds patches for 1 on 1, 688 Attack Sub, Battle Chess, Battle Tech, Boxing II, Genius Mouse, Grand Prix, Indiana Jones, Jack Nicklaus, Knight Games, Paperboy, Prodigy (thru V3.1), Shanghai, Silpheed, Sim City, Space Rogue, Steel Thunder, Strip Poker II, Test Drive II, Tetris, The Games (Summer), Ultima IV, plus new patch to stop disk drive spin. Dozens of older patches, too. (Reviewed 2/91) (Disk #56)

jr Newsletter
Software Store

The software in the jr Newsletter Software Store is the best public domain and user-supported software for the PCjr we've been able to find. All software has been tested on our PCjrs and is highly recommended. Some of the programs are equal to or better than commercial programs costing hundred of dollars. These are offered for you to try at $5.95 per disk. Some shareware requires additional payment if you continue to use it.

Buy Two Disks, Get One Free!

Newest Releases

* NEW VERSION * SKYGLOBE 3.1. Newest version includes mouse support, runs from main executable file for faster operation. View map of heavens customized to your location, date and time. Many useful features, including find, print, zoom in and out. Reviewed 11/92 Requires 250K free for mono, 440K full color mode. (Disk #129)

* NEW * PRINT PARTNER. Shareware's answer to Print Shop. Does signs, banners, cards, calendars, etc. Requires 384K of spare RAM Reviewed 11/92 (Disk #147).

* NEW * VIEWMAGE. Picture viewer/printer for graphics in GIF/TIFF/PCX Format. It gives a fast display of even large images while needing only 180K of free memory. Works on PCjr monitor or jrs upgraded to VGA. Reviewed 10/92. (Disk # 145).

* NEW * PRESIDENTS IN PCX. Graphics of all U.S. presidents from Washington to Bush. Good print quality graphics. May be viewed with ViewImage (Disk $145) or included in publications. Two Disks - $10.00 Reviewed 10/92. (Disk Set #6.)

* NEW * MICKEY MOUSE ALPHABET. Walt Disney characters with an alphabet theme. Alphabet includes Goofy riding in an (A)irplane to Mickey riding a (Z)ebra. We recommend Disk #145 (ViewImage) for viewing the pictures. If you have upgraded PCjr to VGA, then use the CSHOW program provided. Reviewed 10/92. (Disk #146).

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2b	PC-WRITE V2.7 (256K), Disk 2
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4	PC-FILE III. 256K
5	PC-CALC. 128K
6	PC-CALC. 320K
8	GAMES I
9	DUNGEONS & WARS
10	PINBALL RALLY
12	REFLEX POINT
14	ADVENTUREWARE
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16	BUSHIDO
17	PC-OUTLINE
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28	SUPER UTILITIES
29	MORE SUPER UTILITIES
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31	BOARD GAMES
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50	IMAGEPRINT V3
51	PRINT HANDLER
52	JR POWER PACK
53	CASTAWAY/S. AMERICA TREK
54	THE BEST OF JR NEWSLETTER I
55	SUPER BOARD GAMES
56	PCjr PATCHES V.6.0
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57A	HOME BUDGET MANAGEMENT, 256K
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59	CHECK PROCESSOR
60	PC-JR COMPATIBILITY DISK, V4.0
61	BOYAN
62	JR MUSIC MACHINE
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Circle your disk choices, Tear out page for order!

Software Store (Page 2)

(Listing begins on previous page)

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One Parent's Guide to Buying Games

By Francis X. Bolton

Here is the checklist I'd give a parent who is interested in buying computer games for his or her child or children, based on my experiences. Perhaps readers can offer more suggestions.

* If your child isn't particularly interested in the computer, don't believe that buying software games will change that attitude.

* Make sure that any games you evaluate can be returned if they won't run on your PCjr. Most reputable software outlets will allow you to return software.

* Determine the type of game which your child enjoys: arcade games, text-based games, board games, simulations, and so on. Surprises in this regard can result in a $40 piece of software sitting unused. The owner of an electronics store in Manhattan once told me his son has over 100 Nintendo games, most of which sit in his closet unused.

* Determine the type of game you might want your child to play. You may object to your child playing games where the goal is to destroy alien warships or where Wile E. Coyote gets smashed by falling rocks while pursuing The Roadrunner. Or you may believe that Dungeons and Dragons is not suitable. If you choose the type of games your child will play, without consulting any but the youngest child, you could buy the wrong type of game and end up with unused software in your closet. With discussion, you might hit upon a compromise which satisfies both parent and child.

* When choosing between two games, evaluate all the other features such as graphics, whether or not the entire screen is used for the game, whether you can choose a skill level when you start play, the use of color, and speed. This last category may have an impact on how often a game will be used: some software is extremely slow to load and, surprisingly, just as slow to start the second game when you've finished the first one. Some require you to re-boot the computer in order to exit the game. Others require you to enter a specific word from a specific page in the manual. All of these little annoyances can up and make a child decide not to bother.

Do kids learn from games? I think so. Some games are clearly lacking anything that pretends to improve a child's intellectual acumen. Despite this, the child may be learning his or her way around the keyboard, may very possibly be increasing hand-eye coordination, and is having fun. And after all, isn't that what games are all about?

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