



# EUGENE NEWSLETTER

# PCjr CLUB

Volume 2  
Number 6  
June 1986

1011 Valley River Way, Suite 220 Eugene, OR 97401

## AGENDA



A> June Meeting/Picnic/Swapmeet

### INFORMATION EXCHANGE AND SOCIAL

Come and enjoy our annual Picnic and Swapmeet. It will be held Thursday, June 12 at Emerald Park, 1400 Lake Drive, Eugene. To get there, take River Road to Howard, west on Horn, and then north on Lake Drive. If you get lost, call the Park at 688-4052. It's a great park with playground equipment, room to run, and a swimming pool open for family swim. Remember to bring either a salad, a main dish, or a dessert and your own table service. Our Club will provide soft drinks and coffee. The Swapmeet may include hardware and software. Meeting at 5:30pm, Eating at 6pm. See you there!

Personally identify disks and other materials.

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Mark the Second Thursday of each month on your calendar for the PCjr meetings. Doors will open at 6:30pm for set-up and meetings start at 7:00pm. Meet at Ida Patterson School Library at 1510 West 15th Street, Eugene. Next month's meeting will be Thursday July 10.

## SUBSCRIBE NOW!

JOIN THE CLUB NOW  
AND REAP THE BENEFITS

THE PCjr NEWSLETTER is available for \$12/year (11 issues), or as part of the paid-up PCjr Club membership at \$20/year. Interested parties may obtain up to three copies of the newsletter free on request before subscribing. No guarantees are stated or implied by the staff or editor. All contributions and materials are gratefully accepted.

Make check or money order payable to:

Eugene PCjr Club, 1011 Valley River Way, Suite 220, Eugene, Oregon 97401; with the following:

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Upon receipt of your application for membership, we will send a questionnaire for you to complete and return.



If any member has an IBM 128K sidecar and is interested in learning how to upgrade it to 640K, please contact Bill Roy at 686-8416.



## EDITORIAL



As I work on my second issue of this newsletter, several thoughts cross my oft-cluttered mind.

The changes in this newsletter are to make it more attractive and readable and to keep the costs down -- all the while maintaining the professionalism established by Bill Roy.

I thank all of you who have provided material for the newsletter and especially for your encouragement.

Two new columns begin in this issue. One column, as initiated by Jan Willar (thanks, Jan) describes how each of us uses the Jr. This will help us get to know each other better and to share ideas on fully utilizing our computers. The other column will consist of simple questions and answers that relate to the Jr.

And now we need your valuable input. For the Q & A column, we need an editor to answer any questions that arise. For the reader's column, we need a few paragraphs on your personal experiences with the Jr, programs, and peripherals. Your input, articles, and support are appreciated.

Looking forward to seeing you at the Picnic!

- Paddy Dawson -

JULY NEWSLETTER DEADLINE: June 26!

## MAY MEETING NOTES

Ginny Dobson got things started at 7pm sharp. New officers were introduced and old ones thanked for the good job they did last year. Mary Burich (Publicity) was reintroduced after an absence overseas. Welcome back, Mary!

Mary gave her presentation on PC-FILE, a very IBM compatible database software program from our disk library. We were given a thorough education on how to use a database and on the terminology involved. If you have any questions, see Mary's article in our May 86 newsletter. Mary also talked about the tremendous amount of pirated software she found while in Thailand.

Short notes: Jim McWilliams has a graph showing our last year's money matters. Ask to see it if you wish to know how we earn and spend our money. We voted to hold summer meetings. There is a patch disk available in the disk library to help get bugs out of DOS 2.1 (the bugs show up in programs that simply freeze). Several people volunteered to help Bruce Bayne compile a documents library with items of interest to club members.

Some disks in the disk library are faulty. We need volunteers to help discover the bugs. To this end, we now have an "Adopt-a-Disk" program. Be sure and read the "Adopt-a-Disk" column, by Louie Levy, in our May 86 newsletter.

Come join us at the June swapmeet and picnic.

- Dena Audette, Secretary -





### CONSTANTLY IN USE -- OUR IBM PCjr

Our Jr is used by every member of our family and for every possible reason. If we used our computer for nothing more than word processing, I think that we would get more than our money's worth out of it. WRITING ASSISTANT is used for letter writing, both business and personal. I rarely hand write anything anymore as I am a terrible speller and the spelling check is an ego saver. With numerous relatives to write to, I can send everyone basically the same news, personalizing each letter with the editing techniques available. I also use WRITING ASSISTANT to do a monthly newsletter for the Willamette Valley English Springer Spaniel Association and to write a quarterly column on obedience training for a national breed magazine, THE SPRINGER COMPANION.

Both of our daughters, Jenifer age 17 and Karen age 14, use WRITING ASSISTANT to do essays for school. It is also used as a study aid since it is a great way to organize your thoughts and notes on different subjects and to make up quizzes. We also have several other study aids, a TYPING INSTRUCTION disk (from our club's library), and a SAT REVIEW, which Jenifer found to be of great help. If anyone has an upcoming junior or senior, you are welcome to borrow it. We have all used the Hands-On-Basic tutorial to help us learn more about BASIC programming.

Fred uses Lotus 1-2-3 to help with running our boarding kennel business and his engineering business. It is a great time-saver at tax time.

Then, of course, we have games. Some of our favorites are ULTIMA III, ANCIENT ART OF WAR, KING'S QUEST, FLIGHT SIMULATOR, MICRO LEAGUE BASEBALL, the INFOCOM GAMES (especially the ENCHANTER series), and NINE PRINCES IN AMBER. We also have ADVENTURE MASTER which helps you make up your own adventure type games. We have three other programs which are fun to play around with, but aren't really games. NEWSROOM has a lot of graphics and lets you put together a fun newsletter. PRINT SHOP (which I won at a club raffle) is great for making all kinds of signs, letterheads, banners, and even your own greeting cards. PC-PAINT is almost mind boggling in the number of graphic possibilities available. We also have a number of disks from our club library and from HOME COMPUTER Magazine. These are fun, interesting, and helpful to use.

Although we use our Jr a great deal, we feel that there are many other uses to explore. I would like to learn about some of the other programming languages and we would all like to add a modem to our set-up. Plus, there are always new programs that sound exciting to try out. I don't think that our Jr is ever in danger of ending up on a dusty shelf in the closet.

- Jan Willer -







## GAMES

In the February 1986 issue of FAMILY COMPUTING (pgs 18-19) were the following descriptions of game categories and examples of some of the games available in each category for the PCjr:

1. ADVENTURES - Games in which the players participate in the story. Role playing adventures include WIZARDRY I and TEMPLES OF APSHAI. Text/Graphic adventures include THE HOBBITT and SWISS FAMILY ROBINSON. Text-only adventures include ADVENTURE and WISHBRINGER.
2. ARCADE - Requires hand-eye coordination and is one of the more simple computer games. B.C.'s QUEST FOR TIRES is an ideal game for children.
3. FINANCIAL SIMULATIONS - These are educational as well as enjoyable and replicate large or small businesses. CARTELS AND CUT-THROATS is a good straight stocks and bonds type game.
4. SPORTS - These are a close approximation of real sports such as football, baseball, boxing, etc. FOOTBALL is one example of a game for the PCjr.
5. STRATEGY AND TACTICS - These games teach clear, logical thinking by plotting military action. A World War II simulation is KNIGHTS OF THE DESERT and this is good for novices since there is less to keep track of than in most war games.
6. SIMULATORS - These simulate submarine or jet airplane navigation. GATO simulates submarine warfare and JET puts you in the cockpit of a jet plane.
7. BOARD GAME ADAPTATIONS - These are computer versions of favorite board games. ARMAGEDDON is a computer version of Risk and is more fun than the original. SARGON III is the best chess program and is also the best chess teaching tool.
8. CONSTRUCTION SETS - These offer pre-packaged spare parts as tools for assembling your own games. First, you can design your game and then play the game. The classic arcade game, LODE RUNNER, is also a great construction set.
9. HYBRIDS - These are a combination of the different types of games discussed. These may include role-playing arcade or strategy arcade. You can explore a continent with SEVEN CITIES OF GOLD. ARCHON is like playing chess with living pieces.
10. POLITICAL SIMULATIONS - These are games that interact with the computer as well as with other people. Programs of this type were not mentioned as available for PCjr.

- Ginny Dobson, President -

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Welcome to Allen Dawson, our Interim Advertising Manager. If you have any ideas for this new office/officer, contact Allen at 689-9337.



## DISK LIBRARY



### UPDATES FROM OUR DISK LIBRARY

Those who have purchased any of the following disks from our disk library may bring them to our July or August meeting for a free, on-the-spot update.

### ENTERTAINMENT

1. DISK 007 Jr ARCADE GAMES. We've added our best version of PACMAN. Good color and graphics!

2. DISK 036 THE XMAS PACKAGE. New on this disk is xmascard.bas. This short program displays a winter scene and Xmas greeting in black and white. The greeting is easily personalized and the screen display is easily converted to color.

3. DISK 040 CARD GAMES. This disk has been fine-tuned and is now up and running! Programs on the disk include Cribbage, Euchre, Solitaire, Blackjack, Crazy Eights, Acey-Deucey, two versions of Poker, and Cardtrick. Here's a disk for the entire family with Acey-Deucey for the under-ten set and Euchre for the older crowd.

For those who have not yet purchased these disks, I rate them tops in our entertainment category. The XMAS PACKAGE and Jr ARCADE GAMES have both received high acclaim from our club members and I have seen "computerphiles" and "computerphobes" alike spend countless hours with our CARD GAMES disk.

### SHAREWARE

1. DISK 001 PC-FILE III v. 4.0 from Buttonware. Numerous enhancements have been added in our latest version. Using a binary search routine, records in even very large databases can usually be located in just a few seconds. A new "find interface" permits the user to search for data from up to 42 fields simultaneously. And, a new "blank right" key allows the user to erase all characters from the current cursor position to the right end of a selected field. These and other new features are well-documented in a special section of the new user's manual.

2. DISK 003 PC-WRITE v. 2.6 from Quicksoft. This most recent update includes automatic reformatting after text editing, 40 help screens and a brand new, rewritten manual.

I'll be filling in for Louie Levy this summer, so any inquiries regarding our disk library may be directed to me. Of course, donations of public domain software and shareware are gladly accepted. If you have a favorite disk, please pass it on to our disk library!

- Mary Burich, Publicity -



### DISK LIBRARY NOTES

We have purchased/registered PC-FILE III 4.0 and PC-WRITE 2.6 and now also have the manuals.

Please note these new Disk Library hours. The library will be open from 6:30pm-7:00pm before each meeting, during the break, and at the end of each meeting.



## SOFTWARE REVIEW

Is ELIZA really Dr. Do-Little in Disguise?

As a writer, a caseworker, and an avid people watcher, I was delighted to obtain a copy of ELIZA, a program that is purported to speak with us as do psychiatrists. Computer scientist Joseph Weizenbaum wrote ELIZA twenty years ago at the Massachusetts Institute of Technology. It was his attempt to prove that people can communicate with computers using simple conversation.

Perhaps, from one viewpoint, I expected too much of this program. Being active in the social services field I longed for warmth, empathy, encouragement, and yes, even the occasional counselor's scolding. I was very disappointed. None of those responses were programmed into ELIZA. It would have been a medical breakthrough, as well as a technological one, had the computer emoted psychological expertise.

On the other hand, from a computer user's point of view, ELIZA is an achievement in the world of artificial intelligence. Anyone, no matter what their computer ability, can sit at a keyboard and converse with ELIZA in an understandable manner. Therein lies the answer to working successfully with this program. ELIZA is keyed to select certain words or phrases in the user's statements, compare those words to its own list, and then incorporate similar words in its replies. A typical session might read like this:

User: "My job is boring."  
 ELIZA: "Why is your job boring?"  
 User: "It's too repetitious."  
 ELIZA: "Why is your job repetitious?"  
 ...and so on.

After running ELIZA, one point keeps surfacing. This is a program for amateur self-analysis only. As ELIZA responds with turn-around questions, the user can formulate the next statement. But other than for simple gaming purposes, I give ELIZA a resounding NO vote.

So, if you want instant thought gratification from a program (even though it is a poor substitute for a real person) or if you just want an uncomplicated game -- do check out ELIZA. It is available on Game Disk D019 through our Club Disk Library.

- Paddy Dawson -



Note: WISTEC @ 5:30pm  
 Executive Committee Meeting - June 24.

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Note: Free cleaning fluid for disk drives will be available at the June picnic/meeting. Bring your own container.



Thanks go to Sarah Eoyang for donating several past issues of COMPUTE! Magazine to the club library. You can donate, too! Don't throw away those old magazines. We probably can use them. Let Bruce Bayne know if you can help.





# DOS ABORT, RETRY, IGNORE MESSAGES

WARNING: Answer "Abort, Retry, Ignore" Messages CAREFULLY.

If you get this message from DOS when attempting to copy files from one drive to another, DO NOT switch disks in the target drive and hit R for Retry. You will end up with a hopelessly scrambled mess on the disk.

Such a situation can occur if you tried to copy onto a disk with the write-protect notch covered. The temptation would be to just insert a different disk and "Retry". DON'T DO IT! When DOS prepares to copy files, it first reads the directory from the target disk. If you switch disks, it will write the in-memory copy of the directory onto the new disk that you inserted. Your new disk will erroneously list the directory of the other disk and be unable to access those files. This is because the files aren't really on the new disk, just the directory is there.

There are several other ways that a wrong response to "Abort, Retry, Ignore" will produce scrambled contents on a disk. The safest method (if copying files is involved) is to Abort all such operations, correct the problem, and then key in the necessary commands once again. Retry is safe for simple operations like DIR that do not involve moving data from one disk to another.

(Adapted by Dick Page from EXCHANGE MAGAZINE).

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1 page - \$18.00  
1/2 page - \$ 9.00  
1/4 page - \$ 5.00

CLASSIFIED: "For Sale" ads are \$2 per 25 words for commercial transactions; free to members where information only is exchanged.

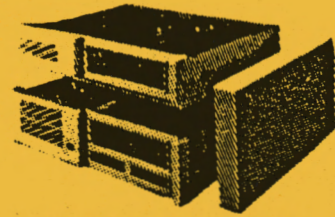
Ads should be placed two weeks before the next club meeting. All ads are cash in advance.

Many of our club members are seeking high quality, competitively priced hardware and software for their PCjrs. We'd like to hear from you!

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