PRESIDENTIAL PONTIFICATING
by Rosie Janz

The well attended February meeting program proved appropriate to the season. . .Presenters "captured our hearts" with some challenging and "heart-stopping" game demonstrations. The shared information, about how to adapt a variety of printers and keyboards so that they will work on Junior, was also "heartening" to some of us who like to shop for replacement parts at garage sales and bargain shops.

A 'Heartfelt' "Thank you" to the presenters for doing such a good job of informing and stimulating our interest in new ways to enjoy interacting with our Juniors!!!!

Break time gave us an opportunity to get better acquainted with some of our newest members, greet our guests, Charley and Andrew Coury, and enjoy munching on the colorful and delicious treats that the Sundahl family provided.

(Risking sounding redundant). . .My heart swells when I realize that our group is growing in numbers, enthusiasm and in people that are willing to contribute by sharing what they are learning. WAY TO GO PCjr MEMBERS!!!

Not only are the Crocus and the Daffodils springing forth these days. . .at our March meeting, we have lots of members "Springing Forth" to share their wisdom with us. . ..

Louie Levy will bring us "up to speed" on how to install a "Mouse" on our Jrs. Then, Warren Hampton will be demonstrating *PCjr Paint*, a graphics program. Because Margaret LeVash spends lots of time being "social" with her Jr. . .(through the modem, you know), she has caught a lot of viruses. . .. She is going to don a nurse's cap and talk about virus treatment and prevention.

Two of our younger members will be demonstrating games. Ryan Martin willingly consented to show us what fun can be had from playing *Pin Ball Rally*, and Audra Lambright enthusiastically offered to share a game called *Bouncing Babies*. So hold on to your hats. . .there's wild fun and frolic in store for our March 10th meeting.

Meanwhile, be thinking if you are interested in signing up for the workshop coming up this month. . .Mike Ruiz will give an overview of it at our meeting. The workshop will be titled, "Using *PC Calc* to Keep Your Bank Account in the Black"; or, "Using *PC Calc* to
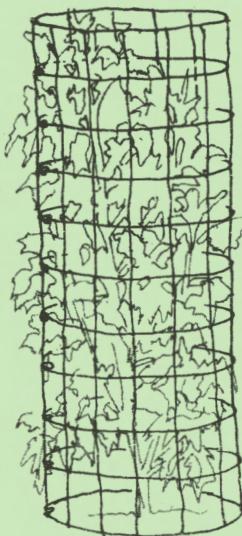
. . .OUR PRESIDENT'S PONTIFICATINGS CONTINUE:

Track Small Business Expenses and Income". (Who says good things come in small packages??)

Somewhere in this agenda packed evening, we will take a break to socialize and have some goodies. . .. Because it's my turn to treat, I promise to have my Leprechauns cook up something properly green and delicious.

As long as I am talking about promises. . .Someone mentioned that they had trouble seeing and hearing some of the program at the last meeting. . .We are going to try to do something about that!!! We'll save you a place to sit, try to join us.

Rosie

PCjr ColorPaint Revisited
Louie Levy

One of the best software packages originally created for Junior is the excellent cartridge program, *ColorPaint*. *ColorPaint* came out very early in Junior's life but wasn't immediately accepted because of its cost.

Like most paint programs even today, *ColorPaint* was marketed with a mouse. And, like mice today, none will just plug into Junior. Nearly all mice are serial devices and because of Junior's odd connectors, an adapter must be used to attach them to Junior. One mouse, the Mouse Systems PCjr mouse, is the exception. It is an optical mouse and does not plug into Junior's serial adapter.

ColorPaint works well on a 128K Junior. You replace your BASIC cartridge with the *ColorPaint* cartridge prior to booting Junior. At the A> you key in the letter G which must stand for GO. It is easy going from here.

Like most paint programs, the left side of the opening screen has icons representing various features that may be utilized for drawing designs on the screen. On the right side are colors and patterns that you can access. Just move the mouse's pointer to what you want and "click" to make your selection.

On top of the screen are pull-down menu items. There is a pull-down for FILE; to select saved files or to edit them, or to save the work you have done. Other pull-downs are EDIT, MODES, TOOLS, TEXT and PRINT. All you need do is use the mouse to select the items desired from these menus.

You can select a pencil as a drawing tool or even a paint brush to make wide strokes. For filling in areas, you use the mouse to point to a water faucet that just fills up the selected area with color. Your drawing tool can draw in thin lines, thick lines, dotted lines and more.

As for colors, there is a palette of 16 you may choose from. Using the three primary colors, plus white, you obtain a blend of 26 combinations. Still, this is limited when you remember that Junior has 16 colors available which would give a much greater selection of colors to choose from. And, colors can be changed after your drawing is completed if you so choose.

ColorPaint also gives you the option of using text with your drawings. This makes it very useful for captions or labeling items in your drawings.

Freehand drawings are a snap with *ColorPaint* as long as you have some basic artistic ability. Dick Page presented a workshop last year in which he showed the participants how to use a grid to reproduce drawings. Placing this transparent grid over a drawing or photograph that you want to copy makes it much easier for those
please turn the page>>

of us who have little drawing ability.

Now that prices of Junior software have reached levels most of us can afford, try to find a copy of *Color-Paint*. It is an easy to use, versatile and fun program for the whole family. Also, there aren't too many programs for Junior that use a mouse, but this one is great.

After I show how to hook up a mouse to Junior at the meeting Thursday, Warren Hampton will be demonstrating *PCjr Color Paint* for us as part of our program.

Louie Levy

Era Comes to End--
jr Newsletter Ceases
Publication

It is with deep regret that we learned that the *jr Newsletter* is no longer going to be published. Tom Crider began his newsletter back in 1986. While this was a commercial venture, the *jr Newsletter* has been the fountain of information for Junior users all over the United States and even overseas.

Many Junior owners who did not have a computer club near them have relied on the *jr Newsletter* to provide them with timely information. Tom Crider and his able staff of technical writers always came through as the source of reliable and dependable information. By reading the *jr Newsletter*, all of the gurus of PCjr fame seem like they were right in our living rooms. Tom published articles from all of them: John King from the San Francisco PCjr Users Group; David Wilson from the Atlanta PCjr Club; John DeBay of the Boston Computer Society; Brit Hume from the Metro PCjr Group and Bob Gauthier from Central CT PC (PCJr) Club; Albert Allen, president of Oowl Software and Dick Page, our very own guru right here in Eugene; Carl Haub, published enough to be on the *Jr Newsletter's* staff, along with John Wilson and Rene Waldron. This is only

a handful of those who chose to stay with the "peanut" and help those of us who were still struggling along with our chosen computer. As one writer to the *Jr Newsletter* wrote, "What would we ever have done without you?"

Thanks. Tom, to you and all the rest of your staff, for a job well done. We wish all of you success in the future with what ever endeavors you do. We are all sure going to miss the *jr Newsletter*!

A DOS Filename Tip:

Did you know that a space in a filename will make it undeletable? If you have ever tried to delete a list of files and found that one of them just couldn't be erased, it isn't a DOS glitch.

The rules for naming your files are very strict. We should all be familiar with pages 1-17 in our DOS manuals and page 3-47 in the BASIC manual. It's when we put that space in a filename (such as TIC TAC.BAS) and then write that name to a disk, even though spaces aren't listed as an option in the manuals, that we get into trouble. The problem comes when you try to ERASE, KILL, or DELETE that file. It won't work; that is, it won't work unless you know a way to fool your Junior!

There is a simple solution: Replace every space with a question mark wildcard symbol when specifying the stubborn filename. For example, KILL "TIC?TAC" from your BASIC screen erases "TIC TAC.BAS" from the disk.

One note of caution: Since the wildcard symbol replaces any character in the same position within that filename, this command would also delete similarly named files like TICATAC.BAS or TICOTIC.BAS. Save such files to another disk before deleting the unwanted file containing the space.

Dick Page

PCjr ARCADE GAMES - Disk G-201. This library disk full of colorful games will keep that game wizard busyfor quite some time. Check it out.

COMPUTER BECOMING ↖ LITERATE
by Phil Janz

COMING WORKSHOPS

The September Club Newsletter provided a complete description of this year's scheduled and potential workshops. Please refer to that issue, along with this newsletter if you are interested in "learnin 'n doin".

MARCH:
USING *PC-CALC* TO KEEP YOUR BANK
    ACCOUNT IN THE BLACK
USING *PC-CALC* TO TRACK SMALL
    BUSINESS EXPENSES/INCOME

In this workshop you will have a "hands on" experience with an electronic spreadsheet called *PC-CALC*. You will learn how to enter data, perform calculations, and print out reports. Instead of using pencil, paper, and a calculator as tools, you will learn how this program will do your financial tasks easily and quickly.

             Instructor - Mike Ruiz

APRIL:
CREATING MAILING LISTS & LABELS
    WITH *PC-FILE* & *NAME PAL*
        Instructors - Warren Hampton
               & Phil Janz

ORIENTATION TO *WORDPERFECT*
        Instructor - Louie Levy

If you are interested in participating in a Club Workshop, call Phil Janz (343-1059) or Louie Levy (343-7592) so that your name can be added to a class roster.

"Over 93% of all PCjr computers are still in use and two out of every three PCjrs are used at least once per week."
        PC Enterprises 1991-92 catalog

The *Writing Assistant* - Mailing Label Connection

        Louie Levy

Next month is "Mail Lable Month" with the Club. Warren and Phil will be giving a workshop on making lables using PC-FILE and with NAME PAL. To start things out, we present the next two articles on labels, and will continue with more on the same subject in April.

Many PCjr owners use the popular word processor, *Writing Assistant*. It is a very easily used, intuitive writing program, and its longevity proves it's popularity. But, how many of us are using *Writing Assistant* to produce mailing labels?

You say you don't do mailing labels? Well, how about labels for your VCR tapes, records, compact disks, those parts bins out in the garage or labels for your personalized computer diskettes? Some parents make up address labels with their own address on them to send with their summer camp or college-bound children. Here are some step-by-step instructions for making your own labels.

Most Junior owners with dot matrix printers use what are called "one-up" labels. These labels come just like fan fold paper in that they are on continuous form paper that feeds nicely in nearly all printers that have tractor feeders. If you use standard 15/16-inch by 3½-inch labels, you may purchase them nearly everywhere. Costco, PaperPlus, OfficeMax or most any office supply house carry these labels. A box of 5,000 usually costs less than $15, making them cost very little per label.

The first thing you want to do is determine how many lines of text you will need on each of your labels. For the typical name and address label this would be three lines. Remember that most printers print six lines to the inch when using *Writing Assistant*.

With these thoughts in mind, you would select 2 from *Writing Assistant's* Main Menu, "Define Page." From the define page menu, a good guess left margin would be 1 and a good guess

right margin for the 3½-inch label would be 33. I normally select 1 for the top margin, 2 for the bottom margin and the page length as 6. Remember, there are only 6 lines to the inch and our labels are 15/16-inch tall. This makes the 6 line definition for page length come out correct for the labels we are using.

If you wanted me on your mailing list, at to the editing screen, you would key in LOUIE LEVY on the first line, 280 BRAE BURN DR. on the second and EUGENE, OR 97405-2033 on the last line. When you press the enter key after the city, state and zip, *Writing Assistant* will take you down to the next page, or to the next label.

Some folks will tell you that it is redundant to do a name and address database in a word processor, but there are many reasons for doing so. Perhaps the first is ease. It is easy to use a program that you are familiar with instead of learning a new program. You can easily keep the database in alphabetical order just by inserting any new names in their correct order. Another good reason for using *Writing Assistant* is that you can search for someone and then just print their page to print a single label.

Whenever you need to know how many people are in your database, just press Ctrl/End to go to the bottom of the document and see what page number is displayed. One person per page makes it easy to count!

One precaution you should make yourself aware of when printing pressure-sensitive labels in a dot matrix printer is to NEVER turn the tractor feeder backward. Do NOT use the platen knob to turn backward. . .always go forward. What this means is that when you have finished printing your labels, you should cut the form off behind the printer and then press line or form feed to run the end of the form on through the printer. While you will end up with several blank labels at the end of your label run, you will never run the risk of stripping off a label on your printer's platen. It is nearly impossible to remove one of these errant devils. So, always remember to go

forward--never go backwards when doing labels!

If you would like to learn to use other methods of making labels with your Junior, talk to Phil Janz about signing up for the April workshop, *Creating Mailing Lists & Labels with PC-File and NamePal* that he and Warren Hampton will be giving. Until then, try out this method with *Writing Assistant*! I think you'll like it.

Louie Levy

Quick Label

by Donald Trivette

There should be a law requiring all photographs to be labeled with the date and content; otherwise, how is one to remember when and where each snapshot was taken? Unfortunately, writing on the back of a photograph is about as much fun as trying to write on wax paper!

Writing on a word processor, on the other hand, is lots of fun--so if we could somehow get our Junior to print on the backs of photographs, we just might have something useful.

The solution is the BASIC program listed below to print address labels which stick nicely to almost any surface, including wax paper or photographs. In addition, the program incorporates features to print multiple labels with the same information and to date each label automatically.

The program reads a file named LABELS, which you create using a word processing program or text editor. The file must be in ASCII format, and the length of each line should not exceed the width of a label. The program is designed to use 3½ by 15/16 inch, fanfolded, pressure-sensitive labels that may be purchased in most office supply stores. This size label holds about five 34-character lines of text.

In order to separate one label from another, the program looks for a dash (-) in the first column of the data. If there is a number immediately after the dash, the program will print

that many labels with the text that fol-
lows. The first line in the file must be
a blank or contain a date that will be
appended automatically to each label.
The following is an example of a
LABELS file:

     (July '93)
-15
Vacation at Yellowstone
-
Uncle Oscar
-6
Family Reunion
Alton Baker Park
Eugene, OR
-
Joe and Phyllis
-
Aunt Mary's house

This file prints 15 labels for the photos
taken at Yellowstone, one label for
Uncle Oscar's photo, six to be stuck on
the backs of the reunion photos, and
one each for Joe and Phyllis and Aunt
Mary's house.

The program prints only five
lines to a label; lines after the fifth are
discarded, but it's up to you to format
the length of each line to stay within
the label boundary. The program
includes a line-up routine to make it
easy to get the labels positioned in the
printer.

```
10 REM
20 REM Program to print 3 1/2 x 15/16
   inch
30 REM labels for the backs of
   photographs.
40 REM First line in LABELS file may
   either be
50 REM blank or a date.  The - sign
   signals
60 REM the end of one label and
   beginning of
70 REM a new one.  The -n option may
   be used to
80 REM print "n" identical labels.
   Each label
90 REM may have a maximum of 34
   characters
100 REM by 5 lines.
110 REM
120 KEY OFF:CLS:DIM S$(20)
```

```
130 X=1:I=1:SW=0:CNT=0
140 OPEN "labels" FOR INPUT AS #1
150 LINE INPUT #1,DAT$
160 REM Ready printer and align
    labels
170 REM Print a test label.
180 PRINT "Insert labels in printer
    and press"
190 PRINT "any key to continue..."
200 A$=INKEY$:IF A$="" THEN 200
210 LPRINT "<<****";SPACE$(6);"Top
    Line';SPACE$(6);****>>"
220 FOR I=1 TO 5:LPRINT:NEXT I
230 PRINT "Is label aligned? (Y/N)"
240 A$=INKEY$:IF A$="" THEN 240
250 IF A$="Y" OR A$="y" THEN 270
    ELSE 210
260 REM Read data from file
270 IF MID$(A$,1,1)="-" THEN
    X=ABS(VAL(A$)) 280 IF X=0 THEN
    X=1
290 LINE INPUT #1, B$
300 IF MID$(B$,1,1)="-" THEN GOSUB
        360:A$=B$:I=1:GOTO 270
310 S$(I)=B$
320 I=I+1
330 IF EOF(1) THEN GOSUB
360 :PRINT:PRINT CNT;" Labels
    printed":END
340 GOTO 290
350 REM Print Label(s)
360 IF SW=0 THEN SW=1:RETURN
370 I=I-1
380 IF I>5 THEN I=5
390 FOR J=1 TO X
400 CNT=CNT+1
410 FOR K=1 TO I-1
420 PRINT S$(K)
430 LPRINT S$(K)
440 NEXT K
450 PRINT S$(I);DAT$
460 LPRINT S$(I);DAT$
470 FOR L=1 TO 5-I
480 PRINT SPACE$(4)
490 LPRINT SPACE$(4)
500 NEXT L
510 PRINT SPACE$(4)
520 LPRINT SPACE$(4)
530 NEXT J
540 FOR K=1 TO I
550 S$(K)=SPACE$(4)
560 NEXT K
570 RETURN
580 REM End of Labels Program
```

Creating ASCII text files with *Writing Assistant*

Dick Page

IBM *Writing Assistant* files nor-mally can not be used with other word processing programs and cannot be transmitted over a modem. There is a way around this which is simple and fairly straight forward (once you get the hang of it).

One of the most universal "computer languages" is ASCII (an acronym for American Standard Code for Information Interchange). Texts created on *Writing Assistant* can be changed to ASCII text files in the following manner:

1.) Load IBM *Writing Assistant* and set the margins at 1 and 78 on the "Define Page" screen.

2.) On the "Type/Edit" screen, creat the text file that you want to convert to ASCII. (Such as the LABEL program above.) Do not use any emphasizing of text such as bolding or underlining in your text.

3.) Save the file from the "Get/Save/Remove" screen. (Use a filename different from the one you will use for the ASCII text filename.)

4.) Go to the "Print Menu" screen. Where the Print Menu shows PRINT TO: PRINTER type the drive and filename over the word PRINTER.

5.) Press the <Return> key and *Writing Assistant* will convert the text to ASCII. (Have some patience as it sometimes takes a while to make the conversion.)

(Note: These rules also apply for use with IBM Filing Assistant, PFS:Write, and PFS:File.)

Most medium-priced word processing programs can use ASCII text files with-out much problem. IBM *Writing Assistant* will read them just like regular *Writing Assistant* files. These ASCII files can even be displayed on your screen with-out a word processor as long as you are in DOS (showing the A> symbol) by using the TYPE command. Just type the name of the file after the word TYPE. For example:

A> TYPE A:PCJRNEWS.LET to read a file named PCJRNEWS.LET found on the disk in drive A.

A Startling Discovery

by Ralph Rees, Valley of the Sun TI 99/4A Computer Group via the newsletter of South Mountain Users Group via the Central CT PC (PCjr) Group Newsletter.

A sheet of paper crossed my desk the other day, and as I read it, the rea-lization of a BASIC TRUTH came over me. The author, of unknown origin, had discovered what makes integrated cur-cuits work. He says that SMOKE is the thing that makes ICs work because every time you let the SMOKE out of an IC it stops working. I was Flabber-gasted. Of Course! SMOKE makes all electrical things work.

Remember the last time the smoke leaked from your computer or peripher-al? Didn't it quit working? I sat and smiled like an idiot as more of the truth dawned. It's the wiring harness that carries the SMOKE from one device to another in electronic machines and when the harness springs a leak, it lets the SMOKE out of everything all at once and then nothing works.

A starter motor on an automobile requires LARGE quantities of smoke to operate. That's why the wire is so big. So, in view of this, do everything you can to keep the SMOKE in your computer.
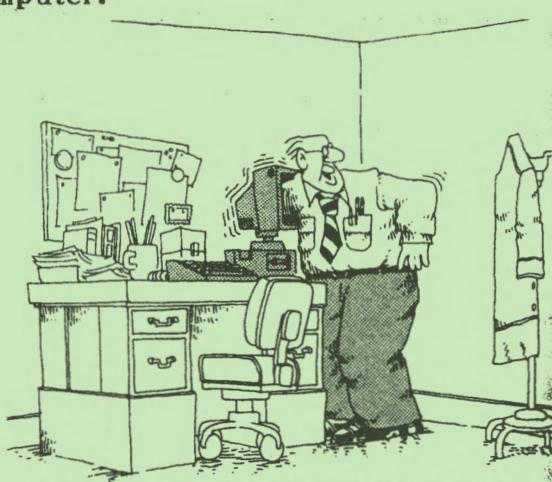
"I THINK I'VE FOUND YOUR FILE, MARGARET! IT FEELS LIKE A SPREADSHEET! RIGHT?! RIGHT?!"

Fix Up, Clean Up
Plant the Garden
Read This
Newsletter!

Quotes. . .

When I look into the computer room and see the mess, I don't know if Louie is on the cutting edge of technology or on the brink of disaster!
Elleen Levy, Editor's Better Half

It'll be hard to give up the old familiar ways (and even the quirks); word processors are VERY personal items, right up there with comfortable old shoes and favorite lounging clothes.
Ed Plowman, WordPerfect RoundTable, on *Genie*

"The knowledge you gain today by experimenting with your jr will surely be of value in the future."
Crider Associates in the jr Newsletter

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