FROM THE PRESIDENT'S DESK
by Phil Janz

THE PREZ'S DESK

NEW SOFTWARE, EDUCATIONAL SOFTWARE &
SUMMER! Our May meeting will
provide you with opportunities to
exchange software with other club
members and view several software
demonstrations that might provide
"family fun" or "family
learning" this summer, with an educational twist!

Our last meeting of the year has been put together with
you, and the summer months, in mind. . .

Three of our junior members will demonstrate some
programs for all age levels:

·   Linsey Hoffman will present "Super Solvers."
·   Cindy Page will present "Flash Cards," a
     learning tool for a foreign language. She will
     also demonstrate "Agent USA," a social studies
     and geography program.
·   Simon Ratti will present "Max It," "Bowling" and
     "Math Games."

Also, Cindy Hoffman will demonstrate several new game
disks from the library - "Puzzles" and "Kid Games."

Bring your computer-age kids to this meeting and let
them interact with our presenters.

In addition to the demonstrations, we will be including
our annual SWAP MEET time. This is an opportunity to
try new games or programs over the summer! Bring your
disks to the May meeting and swap with other club
members. This is a neat way to try something new before
you consider purchasing it. You can also bring computer
oriented books or magazines to swap . . . The list of
possible swaps is endless, so let your imagination run
wild! (The Club will provide record keeping forms so
that all "swappers" may sign and identify
the items and a return time. The signed form does
acknowledge responsibility for replacing the other
person's item if it is damaged or lost.)

Your Club Board of Directors met on April 24 and moved
ahead in advanced planning for our meetings in 1990-91.
During this year's meetings we have focused mainly on
hardware . . . junior, enhancements, etc. Next year we
will be featuring software along with some "hands on"
classes to assist those who want to learn and use
different programs!

Members Make the Difference!

Each member and newsletter subscriber affiliated with the Eugene PCjr Club is directly responsible for our survival as a group. The city of Eugene doesn't have a large enough Junior population to support a club with the narrow interest we have. Without our out-of-town members and our newsletter subscribers throughout the country we would soon go broke. Still, there are some local members that need to be recognized.

Our President this past year has been one of the best "organizers" the Club has had. Through Phil Janz's efforts we have interesting programs at every meeting, and more of our rank and file members are participating in the activities of the Club and not just the handful of Techies that we all have a hard time understanding. Phil even has the "junior" members taking an active part in our Club.

Our Disk Librarians took over a can of worms and have been able to turn the library not only into a profit making component of the Club, but have made it more "user-friendly." I'm not sure just where the credit should lie, but I'll give it equally to Lindsey Hoffman and her mom, Cindy. Their combined efforts have made it possible for us all to have the quality library we are all proud of.

As newsletter editor, I don't want to blow my own horn, but doesn't the doggone thing look super? Really, I would like to thank everyone who has written, rewritten or just plane Xeroxed articles for our publication. Special thanks go to my "contributing editor," Dick Page. Without his "Heard on the Street" column, we'd loose 75 percent of our subscribers! Dick's graphics are great! And it is so nice having someone in the Club who isn't afraid to tackle doing a Tandy Mod... on someone else's Junior!

Our modem captain this year has been Mike Luttio. If things would just settle down in this hemisphere long enough for Mike to wear his Modem-cap instead of his Lieutenant's bars so often, we'd all be happier. It is great to have a resident expert to call when we can't get a connection. Sometimes, it's easier to drop him a note than to try to call him.

Without the financial oversight (is that the right word?) Christine Brown brought to our modest treasury, our financial position would be zilch; we'd be asking for donations instead of dues. Through Christine's efforts, the Club's finances are under tight control and all of our loans and mortgages have been paid.

Juanita Hampton has given so much time to our group in her job as Social Director. Actually, Warren has given about as much. His butter cookies are "out of sight."

We appreciate Elleen making sure that we have a meeting place each month. We have never gone without a meeting place and we have never had to meet in our home! It's nice to have the Vice President "fill in" when any of the officers can't get to the meeting, and I especially thank her for her "Personality Profile" column for the newsletter.

Have you seen those flyers in the computer stores around town? They were put there by Jack Hart. Jack works evenings and hasn't been able to attend the meetings like many of us, but we appreciate his efforts to help those "orphaned" owners of Juniors out there find out about us. Because of Jack's job commitment, many of us have never been able to thank him personally for what he has done for the club.

These are the members who came forward to serve as Club officers last year. Now we have new offices. While each member of the Club has the skills and talents necessary to hold any of the offices that are necessary to continue our Club, we are especially appreciative those who come forward and volunteer to hold a position. It is true that the more you put into your Club, the more you receive from it.

Come to the Eugene PCjr Club Swap Meet!

Each year we sponsor our Annual Swap Meet and each year the questions on shrink-wrap agreements, license agreements and copyright agreements begin to surface. Many feel that "common sense" should prevail, but some feel that we should abide to the letter by what we agreed to when we purchased our software.

If you have opened the plastic (shrink-wrap) that Writing Assistant came in, you will find that you have agreed to the following restrictions:
1> You may use the program on a single machine. (If you own two Juniors, you should purchase another copy.) 2> You may copy into this single machine the "readable" program and copy some of the "printed" material necessary to help you with running the program. (You may NOT Xerox the little thing-a-jig that

fits over the function keys or any other part of the manual.)   3> You may merge any portion of the program with another program like Graphing Assistant. . .but only on the "same machine" above.   4> You may transfer the program to someone else (sell, trade, etc.) as long as you transfer all of your copies, all of the manual, and anything you have merged into other programs.   The person you transfer all of this to MUST agree to live up to the original agreement. The ONLY way you can cancel this agreement is to destroy all copies of the disks and the manual. I guess this means the binder the manual comes in also.

Be sure and read the Limited Warranty inside the front cover. IBM provides you Writing Assistant "as is." They provide it to you "without warranty of any kind, either implied, but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you." IBM continues to say that if "the program is defective, you (and not IBM or an authorized personal computer dealer) assume the entire cost of all necessary servicing, repair or correction."

The good part is that it's okey to give, sell or even loan Writing Assistant to someone else; just make sure you have given them all copies you have of any magnetic and printed media! The same is true for all versions of DOS--at least the versions I have.

The warranties that came with another brand computer I have are much less restrictive. So are the restrictions with the registered copy of PC-WRITE that the club has. Quicksoft says to give away freely the magnetic media only don't copy the manual. No wonder everyone likes Quicksoft so well.

Our cookbook program says we can't copy it or its manual and that if we sell either of them we may be subject to "imprisonment of up to one year and fines of up to $10,000." I know that a $26 dollar "Saturday night special" could get me in trouble, but not a cookbook program!

At the April meeting, Dick read the article "No Implied Warranty For Any Purpose..." from the December 1988 issue of the *Eugene PCjr Club Newsletter*. In the article I encouraged everyone to read and reread the license agreement before you purchase your software. This is especially true if you are the type

person who tries to live up to all the restrictions placed on you by software manufacturers. We all know that much software can be taxing to us, but none should present us with moral dilemmas.

But, when it comes to "cheap" software, few people have problems. In fact, good old Shareware is a gold mine to many computer users who feel they can't afford the more costly software or feel that they are unable to live up to the restrictions placed on them by such strengent licensing agreements.

But there is another consideration you should think about. Have you actually read the "restrictions" on Shareware programs? There are very few, but one is that if you use, really use the program, or even find the program useful, the company, or the programmer, expects you to pay for this use. Well, just when should you actually consider sending a check to the folks who stay up to all hours of the night to make life easier for us? The following article from the Fox Valley PC Association gives us some guidelines.

How to Tell When to Pay for Shareware

Reprinted from the Public Software Library, Houston Area User's Group as published in *Fox Tails*, the journal of the Fox Valley PC Association.

Shareware is great because you get to try a program out before paying for it, but sometimes the line of demarcation between trying and using can become a little blurred. You might decide to register a program the first time you use it, or you might fiddle with it off and on for a year before really committing to using it. Here are a few keys to help determine when you have passed from trying to using:

° If you never have to wonder anymore about whether or not the program can get the job done.
° If you know how to run the program as if it were second nature.
° If you rely on the program to the extent that having the program suddenly stop working would cause you problems.
° If you know the program well enough that you get all the new releases that come out, even when they only fix minor bugs.
° If you benefit or entertainment you have received from the program

already exceeds the registration price of the program you are using.

If any of the above apply, it is time to get out the old checkbook and become a legally licensed user. The last item is significant when testing a program that may, by its nature, normally receive only limited use, such as a program to change the interleave on a hard disk, or a computer tutor program, or a game. It is easily possible to get the complete usage out of a program at the same time you are testing it. If so, you should register it even if you do not expect to use it again.

Article 9, Section A of the Eugene PCjr Club Bylaws says, "The CLUB shall not condone the violation of copyright laws or licensing agreements nor shall it tolerate the violation of the same by its members."

INSERT DISK WITH BATCH FILE
AND PRESS ANY KEY WHEN READY

Are you still getting this irritating message from time to time? Do you know why? Want to take steps to "erase" it from appearing on your screen? Well, one of "John King's Tips & Tricks" that have been published in Atlanta's *Orphan Peanut*, tells us exactly what to do about it. John, the past editor, president and general West Coast guru of the San Francisco PCjr Club, says that it is only your AUTOEXEC.BAT file trying to complete what it originally set out to do.

John notes that most of us, when we make our AUTO.BATs, press the <enter> key after the last line and then press the Fn 6 key combo to place an end of file marker that tells AUTO.BAT it is finished. So, if you're running a program from an AUTOEXEC.BAT file (G.BAT for instance), and have changed disks to save your data, and then try to exit, the .BAT file continues looking for that end of file character (^Z). The problem is the <enter> between whatever command executes the program and the Fn 6 character we place to end the AUTO.BAT.

To solve the problem, John suggests just leaving out the <enter> between whatever gets the program going (WRITE, PCFILE, SIERRA, etc.) and the Fn 6, and it works great! It works

great with just a utility boot disk. If your present boot disk has an AUTOEXEC.BAT such as:
  Mode co80
  Color 22
  PCTOOLS
  ^Z
Just edit it to remove the <enter> after PCTOOLS so the last line will be PCTOOLS^Z and then press <enter>.

Thanks, John! And thank you Dave Wilson for printing it in the *Orphan Peanut!* While we're on the *Orphan Peanut*, if you want to add this fine newsletter to your monthly reading list, you can check them out from the Documents Library by seeing Dick Page, or subscribe for your own copy: Send $20 to their Secretary, Carol Burns, 4872 Village Creek Drive, Dunwoody, Georgia 30338.

Now that you have read this article you should turn quickly to page 6 and read Dick's *Ending Config.Sys Files Correctly* where he covers this in more detail.

Another Tip that the *Orphan Peanut* published from John King was "Disk Error Messages."

"Occasionally, you may get one these very disturbing messages from DOS when trying to load a file from a disk:
        "Sector not found"
        "Seek error drive a"
"Taken literally, these suggest disaster is just around the corner. Your disk drive is DYING! However, on the PCjr, these messages usually are caused by the monitor being too close to the drive.

"My monitor stands just to the left of my PCjr, the side away from the disk drive. After months of perfect operation, these horrible messages started to appear. I discovered that I had moved my monitor about three inches closer to the PCjr inadvertently. When I moved it away, the errors disappeared.

"If you place your monitor on top of your PCjr, it may work fine. This seems to vary from unit to unit. If you get error messages, try raising the monitor or place a board wrapped with aluminum foil under it!

"If the errors persist, you may indeed have a dying drive. This is not a real disaster, however, since new drives cost about $75 to $85 at swap meets and are quite easily installed. This may be a good demonstration for one of our group meetings."

P.S.

We hope you read last month's article by John King on "Making Junior Faster." In his "Tips," John suggests using the methods outlined in his article before installing a V-20 chip. He says that the chip only speeds Junior up about "five to ten percent, but filling the first 128K (of Junior's memory) will make everything run 35 to 45 percent faster."

Okey guys, I have a 256K Junior with one drive. How do I copy files from a diskette in this drive to another diskette? I entered COPY *.* and Junior said "file cannot be copied to itself." I put COPY *.* A: and Junior said the same thing. At last resort I looked in the DOS manual and it said to use COPY *.* B:, but I only have the one A drive. Al in Sacramento.

It's good to hear from you again Al, and do I have news for you! You may have only one drive, but it is really A drive AND B drive. I know it sounds strange, but it's true. When you use the command COPY *.* B: your Junior will copy all it can from your A drive into memory and tell you to "insert disk for drive B and press any key." All you do then, Al, is remove the disk you are copying from your drive and insert the disk that you are copying to (the "target" disk) into the drive, and press any key. Junior will tell you to replace the disk with the "source" disk when it has copied all it can in one swipe. It may take several swips to copy all the files, Al, but even if you have only one drive, you should realize by the time you finish copying all the files that you do indeed have a Drive A and a Drive B.

Compatibility

Carl Haub of the *Metro Pc Journal* has been publishing PCjr compatibility tips for all of us "in the field" for quite some time now. In the April '90 issue of *Fox Tales* from the Fox Valley PC Association, editor Helen Olberg lets us know of some new additions to the list. Helen says that these come from Carl, the *jr Newsletter* and from the membership of the Fox Valley PC Association. We appreciate her taking the time to list them!

<<< These Work:

All Sierra Online games if you have enough memory (usually 640K). If you happen to find a version that doesn't work, contact Sierra.

Zany Golf and *Battle Chess* will run on the Junior, but to get the three-voice sound, you must first run a program that turns on the sound (any Sierra game, your own BASIC program, etc.). *Zany Golf* only runs in Tandy mode and works fine in 16 colors if the Tandy mod is installed.

SimCity by Maxis Software will run in black and white or 16 colors if you have the Tandy modification.

Microprose *F-19* may or may not work. There is a patching program, but it does not work with all versions that are out.

Battletech by Infocom displays 16 colors, but you may have to erase file $ERIFY.EXE.

Heros of the Lance (SSI) works in four colors.

Indiana Jones and the Last Crusade (Lucasfilm / Electronic Arts) - GREAT in 16 colors. Kids love it!

John Madden's Football (Electronic Arts) runs in 16 colors.

My Label Maker runs OK.

Red Storm Rising (Microprose) displays in four colors.

Microsoft Works 2.0 runs fine except you can't use macros. Must run PCjr using JRCONFIG shareware or MSKEY public domain patch program.

Welltris by Spectrum-Holobyte runs in 16 colors and is GREAT! Runs in four colors or 16 colors with the Tandy Mod.

DacEasy Light and *DacEasy Payroll* both run in 16 colors with no problems.

World Class Leader Board (with "REAL SOUND"), by Access Software, ran on a Junior with a jrHotshot, but not on some others. The earlier four-color version of the program ran fine. ????

Hole-In-One Miniature Golf by Digitek runs fine with 384K, recognizes the Tandy mod for 16 colors, and has 90 holes.

Their Finest Hour by Accolade (640K) runs fine in four colors, can use Tandy mod for 16 colors.

Bar Games by Accolade (512/640K) runs in 16 colors with the Tandy mod, four colors without.

Flight Simulator 4.0 runs in four-color CGA on any PCjr with enough memory or 16 colors via a software patch as does FS 3.0.

Infocom's *Mines of Titan* is fully compatible in 4-color CGA and 16 colors with the Tandy mod. (384K)

U.S. Gold's *Dive Bomber* only runs in four colors, whether you have the Tandy mod or not. (512K)

Dynamix's *A-10 Tank-Killer* runs (slow) in four colors, with or without the Tandy mod.

Zork Zero by Infocom runs fine.

<<< These are known to run with the Tandy mod, but we have no information on how well they run on unmodified Juniors:

Speedball by CinemaWare runs in 16 colors.

Gauntlet II by Mindscape runs in four colors.

>>> These don't work:

Blue Angels, *Airborne Ranger*. *Rack 'Em*, and *Hardball II* won't run on Juniors--yet. Tom Crider of *jr Newsletter* is working with Accolade to get them to support Juniors.

Five on Five by Electronic Arts does not work.

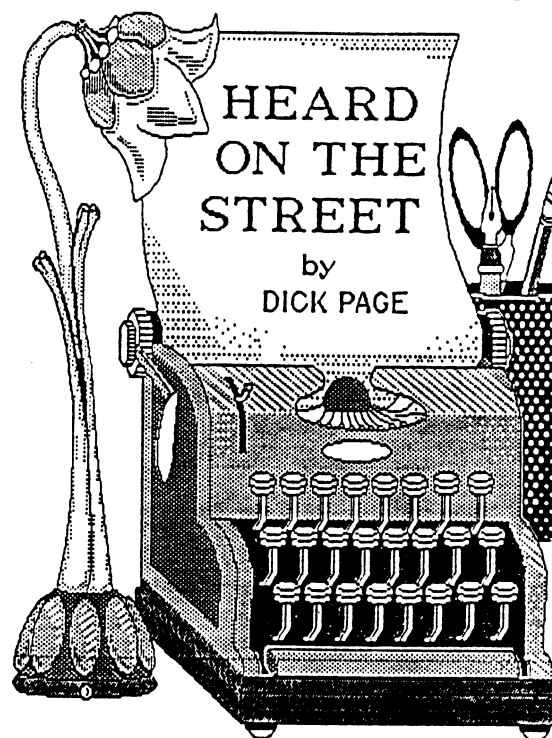*John Elway QB Football* (Melbourne House) doesn't run.

Metropolis (?) doesn't run.

Bad Dudes, *Robocop*, and all other games by DataEast do NOT work.

We would like to add our thanks to Tom Crider for his relentless work getting software companies to support Juniors... and our thanks to Helen for printing this list. If you would like to become a member of the Fox Valley PC Association, send a check for $24 to their membership coordinator, Dick Goold, FVPCA, P.O. Box 294, Plainfield, IL 60544. You'll enjoy receiving the *Fox Tales* each month!

Ed Strauss, the inventor of the MESA 286jr, the board that increased Junior's speed from 4.77mhz to a blazing 12mhz, has announced that he is taking the product off the market. In a report in the February issue of *jr Newsletter*, Ed said that static electricity problems encountered during installation of the MESA 286jr, and compatability problems it had when installed in Racore memory expansion units, prompted him to remove it from the market.

Still, the MESA 286jr has been just great for many users. Many people are zipping along with them with no problems at all. (See the November 1988 *jr Newsletter* for a complete report on the MESA 286jr.)

HEARD ON THE STREET
by
DICK PAGE

ENDING CONFIG.SYS FILES CORRECTLY

(From the April 87 issue of San Fransisco PCjr Group Newsletter, John King's *"King's Corner"*.)

Another tip in writing CONFIG.SYS files is to always hit the <Enter> key at the end of the last line of the file *before* adding <Ctrl><Z> or exiting your word processor.

If <Ctrl><Z> is at the end of a command line, D.O.S. 2.1 may fail to execute that last command. This is definitely the case with the *"DEVICE="* command used to install many memory management drivers and RAM disks.

Dick's Addendum: I seem to recall John mentioning in another article a contradicting recommendation. In it he mentioned that it was best not to put the end-of-file marker on a separate line. Doing that in a BATch file causes the D.O.S. prompt to be displayed twice in succession before control is returned to the keyboard. This may cause some unnecessary hastles. To elaborate:

When <Ctrl><Z> is placed on its own line as the last part of a batch file and you have to swap some disks, you may get the message:

...Turn page to see the "message"

"Insert disk with batch file
and press any key when ready"
when you end the program.

Putting <Ctrl><Z> on the same line as your last command avoids the hastle of getting this prompt and having to switch back to the disk which held the start-up batch file.

Now thoroughly confused? Here's my sense of what the rule is:

In almost all batch files put the end-of-file marker (created by pressing the <Ctrl><Z> key combo) on the end of the same line as the last command. The exception is when the batch file is CONFIG.SYS. Then put the marker on a separate line **only if** your last command is a device driver command.

(Note that when you are creating the batch file using the *COPY CON* command you can also enter the end-of-file marker by pressing the <Fn6> key instead of using the <Crtl><Z> combo.)

A JUNIOR BOOMBOX

Want to improve the sound coming from Junior? Is your stereo in another room? What to do? Buy a "Mini Amplified Speaker System" (MPS-5) from Radio Shack (cat. No. 32-2031A).

The sound coming from the PCjr Color Display is good, but limited due to its small speaker. It is much better with the MPS-5 attached.

The Mini Amplified Speaker System is a 1-watt amplifier with a 3½ inch speaker which uses four "C" batteries. The unit measures 5" wide, 6½ " high and 4" deep. It sells for $19.95. A cable with two standard 3½mm monophonic plugs is also required.

The unit has both volume and tone controls which allows for louder sound and fuller bass. (However, you'll still have no problem distinguishing it from a $1000.00 stereo system! It is, after all, only $19.95.)

When not plugged into Junior the amplifier can be connected to any Walkman-type cassette player to give it improved sound or to free you from the hastles of headphones. You can also plug a microphone in and use it as a mini public address system. (Or just sing along with your favorite cassette tapes.)

COPYING MORE THAN 256 FILES? BEWARE OF ANOTHER D.O.S. 2.1 BUG

One of many quirks of D.O.S. version 2.1 is that in copying lots of files you may loose a file or two. When using a single COPY statement, such as

COPY *.* A:

every 256<u>th</u> file is skipped.

[Found in *"The Hard Disk Companion"* by Peter Norton and Robert Jourdain.]

WHAT TO BRING TO THE MAY SWAP MEET

- Yourself!
- Obviously, anything computer-related that you want to swap.

"But I don't have anything to swap."

Yes you do. Just put on your creative thinking cap:

- **Hardware.** What about that joystick you thought you'd use, but haven't? Can you part with your mouse for the summer so someone else can see what they're like? Have you replaced your disk drive? Bring the old one. Someone might want to buy it.
- **Software.** Got some games you are tired off (or your kids' games you are tired of hearing)? How about that program you plan to use some day but just haven't got around to setting up yet? Have you upgraded or switched to another company's program?
- **Books.** Sure, you found *"Using WordPerfect 4.2"* a great help when the program manual got vague and confusing. But now you've mastered WP 4.2. Why not, for the summer, swap the book for something else?
- **Magazines.** You know that you don't subscribe to every computer magazine out there. Well, neither does anyone else. So bring your old copies for someone else to see.

"But how do I swap?"

For items being swapped, not sold, we provide forms for you and the other "swapper" to each fill out.

The swap agreement states that the borrower will replace the item swapped, if it should get damaged or lost. Together, you decide the specific interval

HEARD continued from previous page:

at which time the item is to be given back.

It is up to you to trade what you think is fair. Dollars, software, hardware, advice, "sweat equity" (your time & effort on behalf of the other person). You don't have to swap same-cost, same-type items only. Be creative and have fun! That's what this club is all about. [Just be sure you are following the club rules mentioned elsewhere in this newsletter.]

If you need help with any software, call one of these members for help:

BASIC or WordStar: Paul Bonny - 344-1501
WordPerfect or
PC-FILE III: Louie Levy - 343-7592
Writing Assistant or
Managing Your Money:
                       Ginny Dobson - 935-3863
Sierra Games: Dennis Lutwen - 874-2608
                       Cindy Page - 342-3193
Harvard Graphics or Electric Desk:
                       Joel Brodsky - 342-6113
Hardware Problems: Dick Page - 342-3193
PC-File + or 5.0:   Dick Page - 342-3193
PC-Write: Jack Hart - 686-0794
Lotus: Frank Ratti - 747-8315

Please Note:

We will resume publication in September. Our May 10th meeting is the last until Fall. Have a great summer with Junior!

Our Fiscal Position

Christine Brown reports that we spent $329 producing the Newsletter this past year. We had income of $350 from membership dues and newsletter subscriptions, and $274 in library sales. The Club has $280 in checking and $500 in savings.

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