



EUGENE

NEWSLETTER

PCjr CLUB

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1011 Valley River Way, Suite 220, Eugene, OR 97401

FROM THE OVAL OFFICE

Frank Ratti



MEETING

AGENDA

The April meeting of the Eugene PCjr Club will be held in the Ida Patterson School Library, 16th and Polk, in Eugene on the 9th. Set up and disk sales will begin at 6:30 and the meeting will start at 7pm.



OFFICERS

President
Frank Ratti

Vice President.
Cindy Hoffman

Treasurer
Phil Janz

Disk Librarian.
Paul Bonney

Ass't Disk Librarians
Lindsey Hoffman
Cindy Page
Simon Ratti

Documents Librarian
Dick Page

Modem Captain
Louie Levy

Commercial Contacts
Warren Hampton
Juanita Hampton

Social Director
Elleen Levy

Newsletter Editor
Louie Levy

Contributing Editor
Dick Page

Can it be April already? The year is flowing by me faster than the Rogue at Agnes in December. Unseasonably this year in Oregon we have April flowers without any showers. However, as far as the Eugene PCjr Club is concerned: "Every time it rains, it rains peanuts from heaven" to borrow a spring lyric.

The club has had a virtual windfall of machines and parts of machines come into our possession recently. See Phil Janz for a precise inventory. For example, we have an offer from a generous Junior owner, who has an "extra non-working machine," to donate it to the club for the purpose of donating it in working order to the local chapter of the American Diabetes Association, who need to upgrade their Junior. Negotiations in progress. We also have been accumulating parts and accessories from various sources (all legal, I presume), which will be on sale during the meeting. The sales and swapmeet have become a regular part of our meetings, with the inventory growing monthly.

We are going to major in a presentation on "How to buy a Junior" in April. This topic includes what to look for, pitfalls to avoid, and the right price. We are going to have a good opportunity to try some library software, or trouble shoot your own with our own resident experts. Louie Levy is also going to show how to use the Junior to diagnose its own problems such as faulty motherboards and broken terminals. This is something you can do at home, and apply to the garage sale Juniors you may find in your travels.

The April meeting also serves as our "brief" annual business meeting at which we will elect a Vice-President for 1992-1993. Christine Brown has graciously accepted this nomination. The other appointed positions that serve on the club board are Newsletter Editor = Louie Levy, Newsletter Co-Editor = Barbara Castleton, Social Director = Rosie Janz, and Modem Captain = Gordon LeManquais. No club banks or post offices here. These people keep the club alive with their willingness to serve. We are especially appreciative of the new members who have become active in supporting the club in the past year.

Our monthly meeting are a balance of hands-on keyboard practice, enjoyable interaction with each other, and listening to informative presentations. As is our tradition we meet the second Thursday at Ida Patterson School, Eugene, April 9th. Come, learn, and enjoy.

Recycled Floppies

The Club has sold literally hundreds of floppy disks at the monthly meetings and by mail, but every now and then, the question comes up: "How can the Club sell such good quality disks at such a low price?"

We purchase our diskettes in quantity from a leading software manufacturer. These disks had the firm's programs on them along with the company's label. As newer versions of their software is made, these already labeled floppies can no longer be shipped. All of us know how difficult it is to remove old labels, so this company puts a new blank label over the old and they bulk-erase the disks and make them available to us as "recycled media."

When the Club receives them, each diskette is formatted to ensure there are no bad sectors or other problems with any of them. Next, we package them in lots of 10 and make them available to the membership at 25-cents each--a lower price than many generic disks in town. Each and every disk that the Club sells is guaranteed. If you are ever dissatisfied for any reason, let us know. After all, it's YOUR Club!

Girl Scout Computing Merit Badges



The Eugene PCjr Club held a workshop in conjunction with the Western Rivers Girl Scout Council this past month and five young women in Troop 172 earned their Computing Merit Badges.

Troop Leader Chris McKinnon, invited EPCjrClub members Phil Janz and Louie Levy into her home where they set up five computers so each Scout would have her own machine to use in the

earning of the coveted badge. The workshop went well, and we highly recommend that other computer clubs try doing this in their communities.

One item that the participants had to do was review a software program. Here are what the young women had to say:

"The King's Quest games are very enjoyable. The object in King's Quest 1 is to find the King's crown. You have to find treasures to help you on the way because you come upon some villains, and you have to give them certain things.

"In King's Quest 3, you have to find a princess to marry. Again, you have to find treasures to give to people to get to the princess.

"In King's Quest 4, you have to kill a wizard to go save your sister from being eaten by a dragon. You have to find things on the way to make potions with. These things help you get away from people and animals.

"I don't have King's Quest 5.

"Alley Cat is an enjoyable game for children about 7 to 10 or 11 years old. In this game you jump through windows and catch mice, eat out of dog food bowls, avoid mops, eat fish, hang on laundry, jump on trash cans, break a bird cage and catch the bird. After doing one of those things, you have to go through a window and go up hearts to kiss a female cat.

"Below the Root is a very good game. You have to find keys and unlock doors and find like a scared person to learn about someone's death. You then have to catch people. You have a time limit for doing all this. This is a very fine game and I recommend it to people of about 9 to 15 or 16.

"The graphics for all these games are pretty good. Alley Cat has the best graphics.

Below the Root has the worst."
Stephnie Saiz
Troop 172

"Where in the World Is Carmen San Diego? -- This game continued on next page>>

is educational because you have to have an encyclopedia to solve the clues. The game will give a clue and you will look up part of the clue such as a name. This will give you an idea of which country to go to next. As you chase criminals through different countries, you also fly through different time zones. The graphics of this game actually look like the figures it is representing and not stick figures. I recommend this wonderful game.

"**Landmine** -- In this game, you try to cross a field filled with landmines. The game is on total luck. You can change the number of lines for more difficult games. The graphics of this game are not very extravagant.

"**Heart** -- This game's concept is close to PAC-MAN except you can select the different levels, joker as the lowest level and queen being the highest. Also, the graphics are unexcitable. For this game there is a wide age group, from about 7 and up."

Kelly Guinn
Troop 172

"**Alley Cat** -- In this game, the object is to get yourself (a cat, kitten, or alley cat; it's up to you) into various rooms of a building while also avoiding dogs, eating mice, and dodging brooms, clothes and other items. I recommend it for smaller children.

"**Tapper** -- In this lively game, you're a bar tender who has to serve his angry customers who await him in an old-time tavern, a baseball park, et cetera. But, be careful, if you let a glass break, or don't satisfy your customers, you're a goner! This game was fun, but it's not the kind that you want to play hour after hour.

"**Karate Championship** -- Karate Championship was the hardest to control game that I've ever seen. You push arrow keys helplessly in hopes to manage a kick, punch, hit or some other move against your opponent. Its graphics aren't

by any means exciting, in fact, I think washing the floor of Carnegie Hall with a lint brush would be more exciting, but some people might like it (if they're psychos and think they're Care Bears)."

Caroline Lundquist
Troop 172

"The 3 games that I played on the computer were good games. One of the games I played was **Suju**. **Suju** is where you get four scrambled words and you have to figure out the words. When you are done with the words, you have to figure out a phrase. The game is quite fun. You can learn how to spell different complicated words.

"Another game I played was **Super Maze Games**. On these games you get to play different maze games. The maze games are not all that exciting, some of them are boring and dull.

"The last game that I played was **Jigsaw**. **Jigsaw** is a fun game that has puzzles to put together. I like the "tub" and "Valentine" puzzles, but the "Valentine" is a little harder. There are other different puzzles that you can try to put together that are harder."

Natalie Hangsleben
Troop 172

"**Wheel of Fortune** -- This is the first game I played. It is a lot like the TV show except you play by yourself and still have one, two or three people that you control. This game does not need a lot of skill but just a lot of guessing. I think it is fun and it is hard to get tired of.

"**Antix** -- This game is a game of skill and logic. The object is to cut down the space the two balls in the box have and the part you cut away is the part the balls are not in. If the balls touch you while you are cutting away the box, a siren goes off. Once you cut away 76% of the box, you get a bonus of points and then you get a different box with three balls in it. And so on and so on. This game is also very fun.

(continued from page 3)

"Leisure Suit Larry in the Land of the Lounge Lizards -- This game is an X-rated game and you have to be 18 or over to get in. But, if you know the answers to the questions that are there to keep you out if you are under age, you can get in. The object of the game is to get through every obstacle and get to the penthouse. I think this game is really hard, but it is fun. There are some dirty words so this game is not appropriate for little kids--including myself.

"Solitaire -- This is a card game almost exactly like the real game. If you know how to play the real game this game is easier. It's really a lot of fun suitable for all ages. No special skills are required."

Darcy McKinnon
Troop 172

A note from Troop 172:

"Girl Scout Troop 172 would like to thank the PCjr Computer Club for sponsoring our Computer Fun Badge Workshop on Saturday, February 29th. We all learned lots of things such as formatting a disk, word processing, saving our document, and printing it. The documents we each wrote consisted of three reviews of computer games that we had played before arriving. It was especially interesting to see the inside of the computer and see how it works. We liked it when the disk was taken apart and we could see the inside of it too. A special thanks to Louie Levy and Phil Janz for their hard work and cooperation in helping us earn our Computer Fun Badge. It was nice of them to give us the Mosaic and Puzzle computer game to play when our work was done. It was also nice of them to join us in our Friendship Circle to close the workshop. We greatly appreciate what your club has done for our Girl Scout troop."

There you are folks. These young women are to be congratulated for their unbiased reports of some of the software they

have used in their homes and at friends' homes. Both Phil and I really enjoyed being with these young women. None of them were intimidated by their computers. Your editor thanks them all for furnishing the above reviews. And Phil and I both thank the members of the Eugene PCjr Club for furnishing us with enough computers to put on this work shop.

All American Junior



With all the hype lately about international markets and the balance of trade, have you checked under Junior's lid?

Of the chips that are marked on Junior's motherboard, here's the number and point of origin:

Japan	2
Malaysia	9
Korea	3
Indonesia	2
Philippines	6
Singapore	10
Mexico	1
El Salvador	6
Taiwan	1

The internal power supply card had the following:

Japan	4
Mexico	3
Italy	2

The 64K memory and display card:

Japan	4
Malaysia	1
El Salvador	2
US of A	4

The color display says "made in Japan" on the outside; I'm not about to open it!

So, what this boils down to is that we purchased Big Blue's finest computer. IBM took the best parts from all over the world, combined them into a peanut shell and gave us Junior.



More on Compatibility...

We discussed quite a bit about compatibility at the March meeting of the Eugene PCjr Club, both software compatibility and hardware compatibility. Perhaps these words from the September and October 1989 issues of the jr Newsletter are the most valuable on this subject:

The most important step to take when you have problems running software on a PCjr is to use a CONFIG.SYS file on your boot disk that reserves at least 32k for video. For most brands of memory expansion, Larry Newcomb's JRCONFIG is the easiest to use and is available from nearly every vendor who sells Shareware. It is very easy to install and works well with virtually all brands of memory expansion units. There is complete documentation on the disk.

When using JRCONFIG, the article in the jr Newsletter suggests that you use -t3 and either -v32, -v64 or -v96, depending on how demanding the software is that you are trying to run. The article suggests that you make several boot disks with the above parameters to use with different software.

Another suggestion if you are trying to load and run larger databases or integrated software, is to use the FILES= statement in your CONFIG.SYS. Try adding FILES=20 after following the directions in JRCONFIG to make your CONFIG.SYS file. (If you need more information on making a CONFIG.SYS file, you didn't take the Memory Management Workshop last Saturday. Better call someone for help!)

The jr Newsletter suggests that if you are using DOS 2.1, you should be using a "patched" version. (The patch can be installed for you if you will bring your working copy of DOS (not the original copy) to the

meeting Thursday.) The patch will fix some bugs that were in the original DOS 2.1 that can cause your Junior to lock up. Using 3.1 DOS or higher will solve some problems, but these versions use more memory.

Software will run faster when it is loaded into high memory--memory above Junior's 128k. If you fill this low memory with a ramdisk or a large video buffer, programs will be forced to load in this "higher" memory area which will speed up programs considerably.

The article notes that if you have problems with either the keyboard or joystick, try using the one that doesn't give the problem. If the joystick is a problem, try using the keyboard instead. Switch.

More often than not, the memory requirements listed on software boxes are the amount of "free" memory required for the program to run. As a rule of thumb, you can figure that you will need about 128k more memory to run a program on a Junior than on a PC. While this is not always the case, you should remember that quite a bit of memory is used just to boot. You may want to boot your computer and then run CHKDSK.COM on your DOS disk to see just how much "free" memory you have left available to run programs. You may be surprised. (After booting my Junior with JRCONFIG.NRD, ZANSI.SYS and THINFONT, I have 515k left from the original 640; it used 140k to boot.)

Many thanks to the Atlanta Orphan Peanut for reprinting the compatibility article.

"As we have said many times in the past, we can't give you what you want and need if we don't know what it is, and the effort required to be interesting, helpful, and informative is magnified when we don't know what our members feel about whatever we're doing."

David "Faulkner" Wilson
Editor, "Orphan Peanut"

If Only I Had...



How often do you think about another computer? There are many times that we all have said to ourselves, "if only I had another drive," or, "if only I had a little more memory," or a hard drive, or VGA color, or faster modem, etc, etc. "My PCjr is alright most of the time, but sometimes I sure wish I had. . ."; you know how it goes.

So, how often does Junior let you down? If it is only seldom and it is also because of some software you want to run, have you looked at all the options open to you? Let take a look at some.

If we had to name one thing that holds us back most often from doing the things we want to do, it is memory. If you have only 128K of memory, the options you have in software are very limited. There used to be many programs that would run on 128K, and many of us are still using them. Writing Assistant, PC-Write, PC-File are a few of some of the great programs that run well on 128K of memory. As these programs became better and more powerful, the amount of memory they required to operate became greater. Some of us increased our Juniors to 256K or even 512K.

Now, 640K is required to run the vast majority of current software. Many times, we can overcome other minor problems "if we only had enough memory." So, this may be your first consideration before you look toward another computer. Maybe all you need do is add memory.

"If only I had another disk drive" I could do disk copying much, much faster. I could use that software that keeps looking for Drive B. The data disk for my wordprocessor (data base, graphic program, etc.) could always be put up in Drive B, ready for those files I need to retrieve or save. The Help (or

dictionary, or thesaurus) disk could be there. If only. . .

Well, instead of buying another computer to solve this problem, there are many vendors who sell 2nd disk drives. The cost of adding one to your junior may be much cheaper than you think; and much easier. You don't even need a screwdriver in most cases. Also, that second drive could be a 3.5" drive that would allow your Junior to be much more versatile.

That 2nd (or third) drive does not have to be a floppy drive. How about a hard drive? If you added a 40MB hard drive to your Junior, there would be very little that you would ever need for quite some time. We saw one priced at only \$395 complete.

...for only a \$100 more"

If your first reaction is to say that you have seen used PC's in your local newspapers advertised for that, you may want to jot down a few notes: like, wasn't the drive a 20MB, and, wasn't it USED (for how long?) did the PC have a color display as good as Junior's, could you read the PC monitor (even when it wasn't turned on), did it run as quiet as Junior, and last but not least, was it as dependable as Junior? That \$395 price was for a brand-spanking new drive and power supply (not used every day for the past five years) and it uses SCSI technology (not MFM as the PC does). I don't know about you, but I think it'd be great to boot Junior and look at a menu for a change, instead of seeing the A>. Wouldn't it be neat to see a listing of all your software on screen instead of looking at all the disks in your file box? Just cursor down to the program you want to run and press "enter." No looking for disks, no disk changes, no danger of formatting program disks. What a great option. (And an 80MB drive is only a hundred dollars more!)

DATES TO REMEMBER:

APRIL 9
 PCjr Club Meeting
 7pm
 Ida Patterson School

APRIL 11
 PC-FILE Workshop
 10am

APRIL 16
 Eugene PC User's Group
 7:30pm
 Harris Hall

APRIL 19
 The Computer Group
 1pm
 EPUD

MAY 3
 7pm
 Newsletter Deadline

MAY 14
 PCjr Club Meeting
 7pm
 Ida Patterson School

WHAT ABOUT "HANDS-ON" CLUB WORKSHOPS?

By Phil Janz

Providing opportunities for Club members to experience a personal introduction to new software or brushing up on rusty program skills has been a mainstay of our group for the past two years.

Our workshops have done at least the following four things for the Club and its membership:

- * Raised funds for the Club.
- * Provided a service to Club members.
- * Provided hands-on opportunity for Club members to learn a variety of programs that they can make use of at home. . .A Club meeting demonstration is an exposure to new programs but practical application rarely carries over to "jr" at home!
- * Provided an opportunity for some Club members to share knowledge and skills with other Club members.

For example, during 1991-92 we presented nine workshops that involved 33 students. . .But of that 33, there were only 15 people who signed up for one or more workshops. The same names kept cropping up on different workshop rosters. The question becomes, how can the program needs of more Club members be met? The Club realized \$205 dollars from fees, less workshop expenses, and the profit has made it possible to purchase and have available various vital computer parts, disks, etc., for the membership.

At the April meeting those in attendance will discuss their feelings and ideas about continuing workshops next year. Soon after the meeting a workshop questionnaire will be mailed to each local member so that individual and family input can be collected and made available to the Board of Directors during their Spring meeting.

I always ask myself, "What would I do if our Club ceased to be active?" That question is really scary to me because I am so much a "product orientated" Junior user! Now, when I come nose-to-nose with new needs or old problems, I can holler 'help' and someone hears me and helps me, or I sign up for a coming workshop that will assist me in getting the job done. It is frightening to think of hollering 'help' and the only sound I hear is the hum of Junior!



Printer Sale

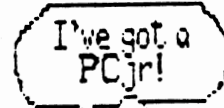
JUKI 6100 daisy wheel printer with tractor, 8K buffer, many typestyles, ribbons, manuals. Low usage, \$225 or trade? Call Al, (503) 343-0735 later 344-0332.

TANDY ink-jet color printer, CGP220, \$20. May work with Tandy brand computer and software, but not with a Junior. Doug McKinnon, (503) 343-9891.

24-Pin SEIKOSHA SL-80A1 dot matrix printer. 16K buffer, pull tractor, ribbons and manual. \$150. Also, SILVER-REED EXP500 daisy wheel printer, friction feed, ribbons and manual, \$50. (503) 343-7592 or write care of the Eugene PCjr Newsletter Editor.

Let software & hardware developers know that we're still here.

Write



"PCjr"

on all warrantee cards and computer correspondence!



EUGENE PCjr CLUB

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