



EUGENE

NEWSLETTER

PCjr CLUB

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MEETING

AGENDA

The October meeting of the Eugene PCjr Club will be held in the Ida Patterson School Library, 16th and Polk, on the 11th. Set up and disk sales will begin at 6:30 and the meeting will start at 7pm.

OFFICERS

President Phil Janz
Vice President Cindy Hoffman
Treasurer Christine Brown
Disk Librarian Paul Bonney
Ass't Disk Librarians
Lindsey Hoffman
Cindy Page
Simon Ratti
Documents Librarian Dick Page
Modem Captain Louie Levy
Commercial Contact Mike Luttio
Social Director Elleen Levy
Newsletter Editor Louie Levy
Contributing Editor Dick Page
Founders and First
President Dick Page, Bill Roy
Ginny Dobson

FROM THE PRESIDENT'S DESK

by Phil Janz



The PCjr Club Board of Directors met on September 18 and reviewed our fall/winter programs for all club meetings. In addition they enthusiastically supported the approach of offering a variety of evening classes where members can take advantage of a "hands on" approach in learning and using new programs! The classes are described in an article on page six and a registration form is included for any member who is interested in participating. Classes will be small in number with either one or two people per "jr" and classes will be filled on a first come first served basis. Sounds interesting doesn't it? Demonstrations only may do it for some people, others of us require "hands on" help!

Our first meeting is set for Thursday, October 11 at 7:00 p.m. We will continue to meet at Ida Patterson School library and I would encourage you to attend and participate as Louie Levy presents a program on Utilities and Lindsey Hoffman demonstrates "Play and Learn", a program youngsters will enjoy. The Club Disk Library will be set up and open for business by 6:45 p.m. . . come and check out what's new.

Our Social Director, Elleen Levy is arranging for "meeting munchies" during break time of our monthly get-togethers and Cindy Hoffman has volunteered to provide "scrumptious nibbles" for you and yours!

Lastly, the Board is placing an advertisement in the Eugene Register Guard to publicize our October, November and January meetings in the hopes that we can attract new members from the community. We agreed that the "jr's" are out there but do not know about our active support group!



"But the help I received from these people . . . prompted me to subscribe to the Metro PCjr Journal and jr Newsletter. These two fabulous journals have renewed my interest in my Junior; I shall hold onto this machine for a long time to come."

Terry Henry in the jr Newsletter

ULTRA-UTILITIES A SECOND LOOK

At this month's meeting we will be taking a second look at one of the old stand-by programs from the Disk Library, ULTRA-UTILITIES. I know that some of our more sophisticated (and "techie") members have purchased the Norton Utilities for the sole purpose of restoring erased files, but did you know that ULTRA-UTILITIES does the same thing (at a MUCH lower cost)? Like NU, ULTRA-UTILITIES allows you to modify and look into any file on a disk, even the hidden ones. ULTRA-UTILITIES will also lift your data from your diskette, reformat the area it was in and then rewrite the removed data, helping you retain your archive files longer.

Many of you are correct thinking this disk is more complex than what most Junior owners need, but if you would like to see a non-technical demo, come Thursday and take a look at ULTRA-UTILITIES. If you have ever erased a file by mistake, this program is for you.

After the short demo Thursday you will be able to sign-up for a workshop where we will take a more in-depth look into ULTRA-UTILITIES on Tuesday, October 16th. But there is more about this in Phil's article.

Louie Levy

PLAY 'N LEARN



It isn't often that we receive two great programs in one month, but that's what happened to the Disk Library in September. The first was one sent to us by a local Shareware programmer in Tualatin, Oregon, Steve Hudgik. Steve's program, which was written for his daughter, is PLAY 'N LEARN. It is a topnotch disk of games for the preschooler that encourages them to learn the alphabet, shapes and numbers.

The first item on this menu-drive program is Color Match. By pressing any key on the keyboard, your child will get a short tune and a different screen color combination.

Steve notes that this game and the third one on the disk, Letter Lotto, was created especially for kids who haven't learned the alphabet or who haven't mastered what individual letters look like.

The second menu item is Color Match. When this program is chosen, four colors will be displayed across the bottom of Junior's screen with a letter above each of them. There is also a colored block at the top of the screen that will match one of the four at the bottom. If your child (or you) press the correct letter for the matching block, he or she will be rewarded with "WINNER" at the top of your screen along with a neat sound. A raspberry will sound if the choice is incorrect.

The third menu item is Amanda's Letter Lotto. Here, large letters are displayed as the keys of your computer's keyboard are pressed. This program allows the player to set a blinking screen, choose mono or color, and lets them pick several other options.

The fourth program is titled Zack-A-Doodle and makes your keyboard work much like the old Etch-'a-sketch. Press keys and the lines go in different directions while Junior whistles a tune.

The fifth item, called Next Number, is well named. Three consecutive numbers are displayed on the screen and the player must supply the next, or missing number. I've never been good with numbers and kept getting the raspberry, but when I finally got one correct I was rewarded with smiley faces and "Winner" on the screen.

Blackboard Shapes is the next game. Here, three shapes are shown on the bottom of the screen with one for you to match at the top. Pressing the cursor key allows you to choose the matching shape from those on the bottom. Again, whistles and "WINNER" along with the smiling faces and a "Sorry" and raspberry for the incorrect choice.

The last program is Underground Alphabet. You have one minute to help Mickey Miner dig up as many letters as he can. A letter will appear on the screen and if the person helping Mickey picks the corresponding letter, Mickey digs over and gets the letter. The documentation with the disk gives some helpful hints on how to beat your child with this one. The three-year old neighbor kid was beating me pretty badly until I read these hints.

PLAY 'N LEARN is pretty neat, especially for preschoolers and us older retired folks who don't like the "hand-eye coordination" games. I recommend you have it on hand for those times when the grandchildren come over and especially for those of you with kids this age. Whether you get this program for your kids or the neighbor's kids, I recommend you read the documentation (there's

a batch file to print it; 14 pages) and play the games on the disk so you will be more help to the child who plays it.

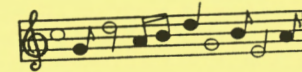
PLAY 'N LEARN will be demonstrated by Lindsey Hoffman this Thursday.

PLAY 'N LEARN by Homecraft, PO Box 974, Tualatin, OR 97062, is Library Disk #E-117.

Louie



MUSIC SAMPLER



This next review is of one of those "special" programs that EVERY Junior owner should own. The makers of this disk presented a program at the April meeting of the Metro PCjr Users Group and the following is taken from an article in their August newsletter.

"A new product has entered the market for the PCjr. This product is unique in many respects, but mostly in its purpose -- to create music through the computer's sound chip. We call these programs "concert disks," because each provides from about half an hour to an hour and a half of beautiful music.

"The small company producing this music is Harrison Software of Hyattsville, Maryland. The company consists of only two people, a musician named Dolores P. Werths and her partner, an assembly language programmer named Bruce Harrison. We'll try to explain a little of the why and how this music programming started.

"Oddly, it began with the tiny TI-99/4A computer and with Dolores' desire to hear some music by Bach. The music in question was simply not available in recorded form, only as sheet music. Dolores tried programming the music on the computer using TI's Extended BASIC language. That worked to some degree, but the timing of the music could not be made to sound right, nor could the memory contain one whole sonata movement at the same time. This frustration for Dolores gave birth to the invention by Bruce of a method for making the music correctly timed in assembly language. In assembly, (they) could send bytes representing sound directly to the TI sound generator and could control the timing with a delay loop. After a bit of experimentation, (Steve and Dolores) found (they) could emulate different instruments by changing the playing volume during a note's playing time. (Their) first real "instrument" sound was a piano, which is created by simulating the exponential decay of the sound when a piano string is struck."

Steve and Dolores go on to say that their greatest satisfaction in all this work has come when people who are musicians and own computers rave about the musical qualities of their work. They soon acquired a Tandy 1000SX and realized that an entire set of six sonatas, running about ninety minutes, along with a selection menu, could all be put into memory as one .EXE file. They note that their longest piece to date is Bach's Opus XVII and runs about 114K bytes. They contacted Carl Haub, the President/Guru of the Metro PCjr User's Group, to see how their program would work on a PCjr. To say it was a grand success is an understatement!

Steve and Dolores now offer disks that contain one whole concert, plus a text file that contains information about the music, the composers, and sometime, about the programming effort itself. They offer their disks in either 5 1/4 or 3.5 inch formats for (can you believe) \$5 and \$6 each. They also offer their "Sampler" disk which you will be hearing when you come to the meeting this Thursday. AT's and 386 machines eat your heart out!

Our Disk Librarian, Paul Bonney, will have both of these disks available Thursday. Both require 256K on a Junior.

MUSIC SAMPLER by Harrison Software, 5705 40th Place, Hyattsville, MD 20781, is Library Disk #G-215.

COMPATIBILITY

Adapted from an article by Carl Haub

All of us are thankful to Carl Haub, president of the Metro PCjr User Group for his relentless effort in keeping us informed of new software and its compatibility with our Juniors. The following are excerpts from Carl's August column in the *Metro PCjr Journal*.

Conquest of Camelot: The Search for the Grail by Sierra On-Line.

Early releases of this program were accidentally sent out by Sierra without the video program, PCJR320.DRV, that is necessary to run it on the PCjr. Sierra notified the Metro Club that this program was available on another Sierra release, *Codename:Iceman*. If you have this program, you only have to copy PCJR320.DRV from it to your Camelot disk and you're in business. If not, you can obtain it by writing Sierra, or better yet, by ordering disk #1007 (PCjr Patches) from the Metro Club's Disk Library.

Carl goes on to say in his article that Camelot ran fine in 16 colors without the Tandy mod, and that while it will run on a single drive Junior, be prepared for some disk swapping as the program comes on 10 (!) 5 1/4" disks. He indicates that if we are going to continue to be heavy game players we should consider a 3.5" drive as it will really help with the newer games. Loading of Camelot is slow and the program runs somewhat slow on the standard Junior so you should select the fastest speed (from the pull-down menu). 640K is required.

Carl cited an article from the *jr Newsletter* that states that Sierra may stop putting the PCjr compatibility notice on the Camelot package. Sierra noted that the program has trouble running with some Junior configurations. He also noted that the latest issue of *Sierra Magazine* said that King's Quest V will take 10 megabytes of hard disk space.

CRIME WAVE by Access Software.

Great graphics on a VGA machine, but seems to lock-up on the standard Junior. . .so far.

PC-GLOBE 3.0 and PC-USA by PC-Globe.

Although requiring 512K, these two educational programs offer quite a lot of information for students and many adults as they generate informative and interesting maps of world countries and of US states. Carl notes that they only run in 4-color CGA as PC-Globe didn't see fit to distribute their programs in a 16-color PCjr/Tandy version. (Maybe a letter-writing campaign is in order.) GLOBE is five disks and USA is three, so be prepared to swap disks.

ULTIMA 6 by Origin Software.

16-colors with the Tandy mod, but requires a program like SOUNDON to get the sound effects. Carl notes that it took over an hour to install the program on floppies. Evidently not a program that you'd just open the package and run!

AFTERBURNER by Sega.

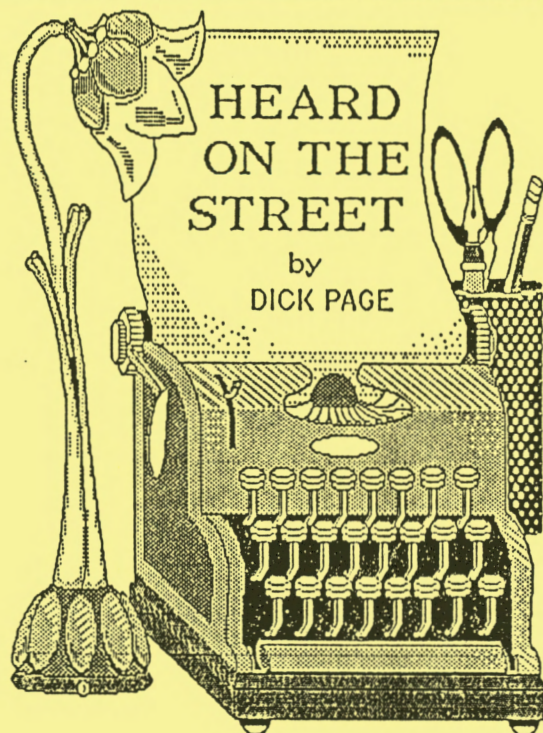
4-color CGA arcade-type game that won't run in the Tandy mod. Works well on the standard Junior.

Carl notes that a reader wrote and said that he was running WOLFPACK by Nova Logic in 16-colors with the Tandy mod. Even though we have reported that this program doesn't run on Junior in the past, it MAY run on your machine if you come up with the correct configuration.

The Eugene Club is indebted to many PCjr Clubs throughout the country, and especially to the Metro Group. They may well be the largest Junior group in the country. Their Bulletin Board has 80 megabytes of patches, advice, and programs for the PCjr and can be reached at (301) 468-0983. To become a member of the Metro PCjr User Group just send a check for \$20 to Dave Tursan, MPCjrUG, 9203 Antelope Place, Springfield, VA 22153. Not only will you begin to get your own copy of the *Metro PCjr Journal*, but you'll become eligible to win prizes in their monthly "Out-Of-Town" member drawing and you will get reduced rates from the Disk Library.

"I think that the reason there are so many PCjr's in use still is that they seem to make operating a computer easier to use and understand."

Cynthia Buckner in the *jr Newsletter*



PRODIGY TO HIT EUGENE?

Several members have received blanket mailings from *PRODIGY Interactive Personal Service*. This is an on-line (telephone & computer) service that uses your computer and a modem to communicate with the *PRODIGY* system. You can then shop, or bank, or play the stock market at your computer. You can make travel plans by looking up flight schedules and ordering your tickets. Its news section includes the latest sports scores, movie reviews, and seasonal gardening tips. There is an interactive games section for the kids and kids-at-heart, too. And lots, lots more.

The *PRODIGY* service was created as a collaborative effort between Sears and IBM and has received mixed reviews. Some have praised its innovation, while others have said it is visually crude, ungainly, and lacking in depth.

One of the main attractions of *PRODIGY* is its cost. The service is \$12.95 per month [plus a starter kit fee - if you didn't get the special early enrollment offer]. There is no charge for the time spent using the service.

There have been some problems getting *PRODIGY* to work with PCjr's, however, a patch is available to correct this.

[An interesting side note: *PRODIGY* is one link in IBM's gameplan of once again trying to get a foot in the home computing door. Another link is PCjr's undeniable (but denied by IBM) successor - the "IBM PS/1" - which comes bundled with the software to access to *PRODIGY*. Together, IBM hopes to interest a whole new segment of the population in the world of computers.]

IBM TO INTRODUCE A 2.88 MB FLOPPY?

Rumors are beginning to surface about the probable conversion in the not-to-distant future to another floppy disk drive as the industry standard. Along with being able to read and write data at 720K and 1.44MB, the new diskettes will have a 2.88MB capacity. Insiders are waiting to see if and when IBM will start installing them in their machines [an essential before the drives will be a success].

ADD EMPHASIS TO YOUR PRINTOUTS - USE A "BULLET" -

Most word processors, except good old Writing Assistant, can display and most printers can print any symbol in IBM's "Extended Character Set." You may find several of them useful to accentuate items in lists.

These characters are accessed by pressing the <Alt> key along with numbers typed from the numeric keypad. When you let up on the <Alt> key the symbol will appear. [It's a bit more complex on PCjr's keyboard. the <Alt> key must be held while successively pressing the <Fn> key, then the <N> key, and then the numeric value.]

The "standard bullet" is code number 249 which prints out like this: -

Here is a list of symbols used with lists:

Code Number	Symbol	Name
248	°	Degree Sign
249	-	Centered Large Dot
250	.	Centered Small Dot
251	√	Division [Check Mark]
254	■	Square Box

HELPS & HINTS FOR USING D.O.S. AND A NEW MS-DOS 5.0 IS IN THE OFFING

The October 1990 issue of *PC Computing* magazine is loaded with ideas on how to make better use of DOS, for those not able or willing to convert to MS WINDOWS. It's very helpful and thorough.

A related article in the same issue also suggests that an MS-DOS version 5.0 will soon be released that might actually make most DOS users happy. Along with fundamental improvements (such as on-line help to explain how to use the DOS commands), there will be new commands (such as a file undelete feature and a decent text editor to replace EDLIN). The *PC Computing* author hints that the new DOS will be out around the first of the year. [Anyone want to place a bet?]

Many thanks to Carl Haub of the Metro PCjr Journal for providing us with the "right" address where we should write to let Sierra On-Line know that we appreciate their continued support of PCjrs:

Mr. John Williams, Vice President of Marketing, Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614.

← "HANDS ON" CLASSES FOR CLUB MEMBERS →

Regular Club meetings will provide software overviews as part of the regular program, and then there will be additional evening workshop opportunities, using a specific program, to provide a "hands on" experience for those Club members who want to add to their skill level by registering and participating in the appropriate class. The Club meeting demonstration will make it very clear as to what the workshop class will focus on! Members may sign up ahead of time by completing the included registration form and mailing it in or waiting until the appropriate Club meeting and signing up at that time.

There will be a \$5.00 Club non-refundable registration fee per workshop for each registered individual. The fee will reserve a working place in the workshop and also provide the person with a Club Library disk that includes the program being used in the workshop. The workshop host will receive the workshop free. . . anyone interested in "hosting" and "learning" at the same time? Hosting does not imply responsibility for teaching the class - just a place where the class can happen. Part of the registration fee will provide refreshments for each workshop.

Participants need to bring one blank diskette to each workshop so a working copy of the program can be duplicated for "take home" use. Personal ownership of any program used in a workshop is not a pre-requisite for attending and participating. Depending on the specific workshop, each participant will be individually keyboarding a PCjr or in some cases, two people per machine. Bringing your own PCjr to the workshop is not a pre-requisite for registering. If you want to use your own machine, let the instructor know and your offer will be welcomed.

The thrust of these workshops is to provide opportunities for interested Club members to receive help in actually learning how to make better use of their computer. A Club Membership is \$20 which entitles any family member to register for a workshop.

COMING WORKSHOPS

Oct. 16.....7:00 p.m.

Workshop on ULTRA-UTILITIES

Instructor - Louie Levy

Description: Repair damaged sectors and tracks, recover erased files, display and/or change file attributes. Learn to look "inside" your diskette and map its contents. Documentation will be provided.

* The November workshop will include three separate sessions. Nov. 13.....7:00 p.m.
Class # 1

Workshop on WRITING ASSISTANT (Word Processing)

Instructor - Phil Janz

Description: How to create and edit documents, including Spell Check. How to save and get documents. How to print documents.

Nov. 20....7:00 p.m.

Class # 2

Continuation of WRITING ASSISTANT

Instructor - Cindy Hoffman

Description: How to move text within a document; custom formatting; combining files; adding words to the personal dictionary; modifying the boot disk; editing systems file.

Nov. 27....7:00 p.m.

Class # 3

Continuation of WRITING ASSISTANT

Instructor - Dick Page

Description: Imbedded codes - how to change the printer codes. Combining other files with the original document. Merging data.

Jan. 15....7:00 p.m.

Workshop on JR. CONFIG

Instructor - Dick Page

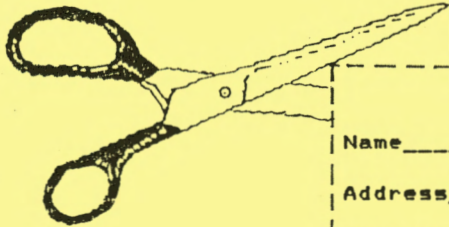
Description: How to customize your boot disk so that "jr" is up and running the way you want it to be! Requires 256K. Documentation will be provided to each participant.

Feb. 19....7:00 p.m.

Workshop on PC-FILE III, VERSION 4

Instructor - Louie Levy

Description: To learn the basis of setting up a simple data base: How to add, delete and sort files; How to search files for data; How to print mailing labels; How to print reports; Special needs of participants (bring own program and questions).



FILL OUT THIS FORM

PCjr CLUB WORKSHOP REGISTRATION FORM

Name _____

Address _____

City/Zip _____ Phone _____

WORKSHOP NAME	FEE

Total # _____

- * Workshop participants must be Club members in good standing. Club membership are "family" memberships, and anyone in the family is eligible to participate.
- * Early registration is encouraged to ensure that the workshop will be able to take place.
- * Registration slips may be given to Phil Janz or Louie Levy or mailed to Phil Janz, 155 34th Place East, Eugene 97405.
- * Make checks payable to EUGENE PCjr CLUB.

ADDITIONAL WORKSHOPS?

Discussion of the "Workshop Programs" will be held at our October meeting. If there is membership interest in additional workshops we will talk about how they can be added. If you will be unable to attend the October meeting to voice your suggestions on this endeavor, PLEASE give us a call - we need your input!

The EUGENE PCjr NEWSLETTER accepts advertising at the following rates:

- 1 Page - \$20.00
- 1/2 Page - 12.50
- 1/4 Page - 7.00
- Insert - 20.00
- Back Cover - 15.00

Yearly contracts available.

Classified "For Sale" ads in this section of the Newsletter are \$3 for 25 words or less to non-members and FREE to members on a one-time basis. Ads should be placed at least two weeks before the next club meeting, and all payments should accompany the ad request.

All the membership wish SIMON RATTI a speedy recovery from his recent encounter with a car.



End of the food chain



You can do it with PCjr !
Come to our monthly meetings.
We'll show you how !



EUGENE PCjr CLUB

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Eugene, OR 97401

The Page Family 8/90M
5025 Willamette St.
Eugene, OR 97405

FIRST CLASS MAIL

