Learn to Program in DOS:
Batch File Secrets

The DOS batch file is an ASCII text file which contains a sequence of DOS commands. These commands may include any of the DOS commands in your DOS manual, executable files, other batch files, and a group of special commands designed for batch files. All DOS batch files have the extension ".BAT" which tells DOS this is a batch file.

A very simple Batch file looks like this:

```
A:
DIR
DIR B:
```

In this simple batch file, the computer logs onto drive A: and takes a directory of Drive A:. Then it lists a directory for Drive B:. Novice DOS users do this, from the DOS

ôôps

I have a spelling checker.

It came with my PC.

It plainly marks for my revue,

Mistake I cannot see.

I've run this poem threw it,

I'm sure your please two no.

It's letter-perfect, in it's weigh,

My checker tolled me sew.

prompt, one line at a time. If you need to do a sequence of commands often, why not put it into a batch file, issue one command instead of three, and let the computer do the work for you?

In the above case, the file will

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We are happy to announce a new low price of $19 for a one year subscription to jr Newsletter. You can't go wrong at this price, so when you receive a copy of jr Newsletter with the familiar red stamp stating that your subscription is about to expire, act fast and renew right away before it's too late.

PCjr Lives!

Here are a few tips on using good old DOS to help you handle everyday computer chores.

Printing Directories

The simplest way to make a copy of the directory on a disk is to type at the A> prompt: DIR >PRN (ENTER) This will give you a copy of the current directory without displaying it on your screen. If you want to see the directory as it is being copied, first press the Fn and the E (echo) keys on your PCjr keyboard and then type at the A> prompt: DIR (ENTER)

Some Facts About DISKCOPY

The DOS command DISKCOPY is one way to copy the information from one diskette to another, but keep these points in mind: It makes a "carbon copy" of the diskette you

are copying from. This means if you use a single sided diskette as your source, your copy will be formatted as a single sided disk, too. (So you won't be able to add files to it once the single side is full.) Also, unlike the COPY *.* command, if there are any bad sectors on your target diskette, DISKCOPY will still try to write to them and will give you a copy that may be imperfect. The preferred way to copy diskettes is to FORMAT first and then use the COPY *.* command.

When DISKCOPYing Keep RAM Free

The time it takes to copy diskettes, when using the DISKCOPY command will be reduced if you keep your RAM memory free. When you are DISKCOPYing, DOS transfers data from your source diskette into memory before dumping it to your target diskette. So if your memory is occupied there will be less space for the transfer, and the copying process will require more steps.

Watch for File Fragmentation

The organization of files on a diskette that has been used for a long time with many deletions and additions can become very inefficient. This is caused by the storage of more recent files in the spaces left by previously deleted files. One

Questions & Answers
By Rene Waldron

Q. I am getting frustrated after seeing the memory (RAM) required for the newer software on the shelves. Can I upgrade my jr to handle these hogs? M.R. Bangor, ME

A. Yes, as a matter of fact, there are quite a few options for you.

If you are still running less than 512k there are a number of ways to go. You can get a sidecar with anywhere from 128k to 512k already installed and this would get you from 256k up to 640k total. PC Enterprises has a specially designed sidecar which accepts up to 1,024k (a Megabyte) with the amount of memory you want installed either now or later. The software to access this expanded memory comes with the Megaboard, as it's called. A jr Hotshot card which mounts in the 8088 socket under your disk drive but with a maximum of 512k installed is also a popular memory upgrade. It's available with options such as a battery-powered clock/calendar and/or a second disk drive controller as well. A rather newer way is to use the internal 64k slot by plugging in a 192k card, again this is from PC Enterprises. This card will also work to get you up to 736k if you're already at 640k and need "just a little more" to handle the software which insists on a full 512k to 640k without the video RAM interfering.

If you have the patience and can find any IBM, Tecmar, Racore, Quadram, Microsoft, or Legacy etc. sidecars at, say, a flea market, you can just stack them on the right side bus connector until you have what you need. Be SURE to add an auxiliary Power Adapter sidecar if you do this, unless the memory cars have their own power plug(s) and supplies. Remember, your jr probably should have the extra Power Adapter at a count of three additionally installed cards. If you have a couple of 128k sidecars, most of our advertisers will take them in trade for credit towards a 512k sidecar or they will upgrade a sidecar to 512k if you don't want to make the attempt yourself.

Perhaps as a last resort and limited to use with only certain software, you might want to try MEMSIM on disk #65 from the Software Store, a shareware program which swaps memory back and forth to/from disk. As we recall, this is done much the way memory is swapped in and out of expanded or extended memory

(Continues on page 4)

Questions & Answers

using the LIM 3.0 Standard protocol. It does run slowly on any machine, not just PCJrs, but if you MUST have the extra memory, simulated in this case, it might just do the job for you. By the way Microsoft Windows does swapping to disk to simulate RAM. This is called "virtual memory" and is done automatically, so you see this idea has merits. A hard disk is really recommended for any swapping activity, including this one. Check the Software Store for the program.

If you also want to upgrade further than just memory, you could get a Mesa 286 board. This is a significant upgrade: CPU to an Intel 80286, a speedier clock cycle, RAM cache, and it includes enough memory access for just about anything you will come across! Check with our advertisers about this baby.

Q. I want to learn more about how computers work. I mean what really goes on inside. Do I need to learn a programming language to do this or what? Will my jr with a hard disk be good enough to learn on? B.L. Des Moines, IA
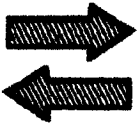
A. Yup, your jr is plenty of machine to learn on and yup, you should learn at least one programming language. Right now, C would probably be the language of choice because you are forced into a basic understanding of Assembler and a touch of Machine language as well. Later you can move to C++ for an understanding of Windows. Microsoft Quick C and Borland's Turbo C come to mind because they have nifty working "environments" (interactive Editors, we call them) which teach you the language very quickly. Some recommended books to start with are: Paul Somerson's Edited "DOS Power Tools" PC Magazine, Pub., Peter Norton's "Inside the IBM PC" Brady Books, Leo Scanlon's "Assembly Language Subroutines for MS-DOS Computers" Tab Books. Later, acquire almost any MS-DOS book by Charles Petzold but only for more advanced work.
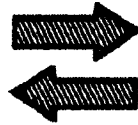
Before you have a heart attack about learning a computer language you should know that there is no need to memorize and translate the entire language to keystrokes as you might for verbal languages such as French. All the programmers we know are continually in their reference books for details and are using their knowledge of HOW the language works to do the programming. How the language works is directly analogous to how the computer works and this is the best way to communicate with the machine. Because the computer is an "IN - OUT" device, using one of its languages is also the easiest way to learn what's going on inside. Right away, using the language, you control what goes on!

One often overlooked part of all this in most of the literature we read is that the best programmers and trouble shooters do understand at least a smattering of AC and DC

Reader Feedback

Picture This Publisher Moves.

A few months ago I purchased Disk #141, Picture This. I have recently tried calling, then mailing a request to Picture This Software, Inc. for their complete version.

The telephone number (714)521-2447 is not theirs for some time according to the person answering the number, and I just received back the order I mailed to their old address: 1953 N Decatur Blvd, Las Vegas NV 89108 as "No forwarding Address." Do you have a number or address?

Ernest Borgeois, Sedona AZ

Editor's Note: We have been unable to find a more recent address for the publishers of this disk. If any of our readers have another address, please write and we'll pass the info along.

Reader has Problem with PC Paint Plus

Have you any info on PC Paint Plus? (V2.0) Cannot get it to run. When first screen appears my PCE jr Bus mouse works left & right but not up & down. I have 640K. Tried from diskette & from my hard drive. Mouse "TEST" which came with mouse driver from PCE works fine. Tried many different configurations. (System board has PCE "5" modifi-

cations.) Any hints would be appreciated.

Ron Davis, Baton Rouge, LA

Editor's Note: Any reader who has experience with PC Paint Plus and the PCE jr Bus mouse is asked to write to jrNewsletter to let us know if they have overcome or avoided this problem. It would be helpful if you include the information from your CONFIG.SYS and AUTOEXEC. BAT files.

Jr CONFIG Enables Jr to Run Operation Neptune.

I own three (3) PCjrs: my original workhorse, an enhanced model expanded to 256K with IBM side car and further expanded to over 640K with a modified jrHotshot board and V20 chip; my brother-in-law's former enhanced model which I've expanded to 640K with a 512K jrHotshot board; and an enhanced model which I bought for a song. My Citizen MSP-10 9-pin dot-matrix printer has met my requirements well since 1984 and is hooked up to my #1 Junior via an IBM parallel sidecar. Getting replacement ribbons is a problem right now. A new Citizen GSX-240 24-pin dot-matrix printer is connected to my second Junior (used by my daughters), but

Educational

THE WORLD29. View the world on your computer! Locates cities and countries by name or latitude and longitude, shows the capitals of 150 nations, each state, and other cities of note. Allows entry of additional locations, storm-tracking and features an educational Name-That-City game. 512K required. Reviewed 1-2/93. (Disk #105.)

MICKEY MOUSE ALPHABET. Walt Disney characters with an alphabet theme. Alphabet includes Goofy riding in an (A)irplane to Mickey riding a (Z)ebra. We recommend Disk #145 (ViewImage) for viewing the pictures. If you have upgraded PCjr to VGA, then use the CSHOW program provided. Reviewed 10/92. (Disk #146).

CAPSWORLD Geography Trivia game on capitals of the world, populations, areas, cities, languages and currency. 128K OK. Reviewed 3/92. (Disk #138)

FIRST AID TUTORIAL Learn or review your First Aid Lessons with this tutorial prepared by a Certified First Aid Instructor. The time to learn first aid is BEFORE you need it! Reviewed 3/92 (Disk #137)

ARE YOU READY FOR CALCULUS? Excellent review of Algebra and Trigonometry skills you'll need before taking Calculus. Provides help in needed areas. Designed by professor in University of Arizona's Math Department. 128K ok Disk #117)

BIBLE QUIZ. Excellent quiz game tests knowledge of both the Old and New Testaments. Provides answers and biblical references for each question. For one to three players. 128K OK. (Disk #85)

BRAIN BOOSTER. Includes IQ Builder, a program that both teaches and tests your ability to solve number, analogy, synonym and antonym problems like those on IQ and SAT tests. Also includes Algebra and Chemistry programs. For high school and up. 128K (Disk #43)

COMPUTER TEACHER. For those who want to learn how to use DOS commands and to understand basic computer hardware terms, this interactive software will help you become

Reader Feedback
(Continued from page 5)

we have not mastered its operation yet. Juniors #1 and #2 both have 3.5" external drives, also. A refurbished IBM VGA monitor remains stored in its carton until I am confident to upgrade one of my juniors to VGA mode using PC Enterprises Display Master.

Of course, I would not even know about that modification without subscribing to jr Newsletter. I have swamped myself on both commercial and shareware software. Most work, but many do not (and I don't have time to run any as much as I'd like to do). Recently, I managed to get Operation Neptune to run (purchased it over a year ago!) by using JRCONFIG's -1 to recognize my #1 Junior's extra memory, but it runs with the dreaded venetian blind effect because I have not made the Tandy modification. I'll stop with that story. I look forward to continued deliveries of jr Newsletter.

James Bruns, Rochester, NY

Reader Solves IBM Writing Assistant Problem

I received your December issue a couple of days ago. Sorry to hear that it is necessary for you to cut back to every other month--but, I suppose, it is inevitable that there will be fewer and fewer jr users as time goes on. I agree that six good issues a year is better than 12 skimpy ones.

As I started to write this letter

using IBM Writing Assistant, my jr suddenly started typing all caps without my using either the shift or caps lock key. I have Statline installed and the caps lock indicator did not show in the status line. This, or something like it has happened in the past. Sometimes the arrow keys will print numbers even though the Statline numlock indicator does not show. In these cases, pressing and holding control while pressing the left shift key and then the right shift key usually restores the keys to their normal functioning. I learned this from our user group, and it has saved me an untold amount of frustration.

I'm telling you about this for two reasons. First, there may be some jr users out there who have this problem, but do not know the cure. You may want to pass this tip on. Second, I'm curious to know what keys or combination causes this and whether it is limited to Writing Assistant. This is just a matter of curiosity, since the cure is quick and easy. If you happen to know the causes, I'd be interested.

I had decided to do my income tax return manually this year until I read about SHARE-TAX in the last issue of the Newsletter. My taxes are so simple that I can do them about as quickly without the computer. I have used TurboTax, Personal Tax Edge, AMTax, and TaxCut. How much is the author of SHARE-Tax asking for registration? I've been offered TaxCut for $29

computer literate. Helps you better understand those manuals and computer magazines, as well as how to do more with your computer. 128k (Disk #77)

CROSSWORD CREATOR V3.30. Make your own puzzles up to 36 columns by 22 rows. Many helpful sorting and placement features. Prints out on virtually any printer. 256K (Disk #71)

EARLY LEARNING. A collection of colorful educational games for ages 6-8. Sing-along alphabet, letter match, counting game, maze, pattern matching and more. 128K, need Cartridge Basic. (Disk #48)

EQUATOR. An excellent way to learn and review 35 basic equations used in math, finance and science. Learn to compute the volume of a cylinder, compound interest, or average velocity and much more. Manual on disk. 128K (Disk #20)

GAMES FOR EARLY LEARNERS. Young children like Teach Tots alphabet and counting games. Other activities teach spelling and telling time. For Preschool through grade 3. Cartridge BASIC, 128K. (Disk #63)

HAPPY GAMES. Written by a mother to help her own preschoolers learn on their PCjr, this set of colorful educational games makes learning fun. Teaches colors, shapes, logic, eye-hand skills. 256K and joystick required. (Disk #88)

LANGUAGE TEACHER. Helpful exercises for both French and Spanish language students. Hundreds of vocabulary words and verb conjugations. 128K ok. (Disk #72)

MATH FUN! A great way to get kids learning how to add, subtract, multiply and divide. Includes a program called Math Tutor which has cleverly designed exercises for kids in Grades 1-6. Also Funnels and Buckets, a nifty math game that makes learning math fun. 128K. Need Cartridge BASIC (Disk #42)

PLAY AND LEARN. Educational games for kids 5-12. Word match games, find-a-word puzzles, word scrambles, and many more made by teachers. 128K, need Cartridge Basic. (Disk #32)

SPEED READ. If you'd like to double or triple your reading speed, and increase comprehension as well, Speed Read can help you do it. It provides instruction and exercises designed to break bad habits and improve reading efficiency. 256K (Disk #90)

SPELLING BEE. A game that builds spelling skills from Grade 3 level to adult. You are an Olympic athlete representing your country. Excellent color graphics. Four skill levels from very easy to very difficult words. Fun way to become a spelling champ! 256K ok (Disk #82)

SKYGLOBE 3.1. Newest version includes mouse support, runs from main executable file for faster operation. View map of heavens customized to your location, date and time. Many useful features, including find, print, zoom in and out. Reviewed 11/92 Requires 250K free for mono, 440K full color mode. (Disk #129)

STUDY AIDS. Three great programs to help students. PHLASH - a computerized version of flashcards which you make and use for any subject. Multiple choice, true/false, and/or fill in blanks. FRACTIONS - a series of interactive exercises in fractions (many levels). And PHRASE - a program that picks out examples of bad writing in any document and suggests improvements. 128K ok (Disk #92)

THE WORLD V.2.9. Fascinating way to see the world on your PCjr! Just use the pointer to move over full screen map of world and press Enter to zoom in on any region, country or city. Many features. Even shows you hurricane tracks by year. 512K Reviewed 1-2/93 (Disk #105)

TIME TRAVEL IN HISTORY. A maze adventure game in which you have to answer questions about different periods of American History in order to get gold pieces and save your life! 128K (Disk #21)

TYPING INSTRUCTOR. Disk contains both PC-Touch, a great typing exercise and speed testing program, and Touch Typing Tutor, a combination of lessons, including finger positions, speed tests and a typing game. 128K ok. (Disk #18)

(Software Store continues on pg 10)

Reader Feedback

(continued from page 8)

and Personal Tax Edge for $19.)

I'm also interested in a jrPOWERPACK III. How much do the authors of the latest version of jrConfig and the "quick boot-up disk for DOS 3.x" want?

J. E. Jacksonb, Jr, Elcerrito, CA

Editor's Reply: The author of ShareTax asks for a registration fee of $19, and if you send them an extra $2.00 at the time, you will automatically receive next year's version. So that makes the registered version about half the cost of others. It is as good or better than any tax program we tested, and, most importantly, runs well on the PCjr.

A registration fee of $10.00 is requested for the newest version of JRCONFIG by Larry Newcomb. The BOOT33 program is "FreeWare," and no contribution is requested.

Beginners Corner

(Continued from page 2)

file may be stored in several places on the diskette, requiring DOS to skip around in order to find the information. The diskette will still function, but DOS will take longer to handle its files. This can slow you down, particularly with word-processing or spreadsheet files. One way to reorganize these files is to format a new diskette and then use the COPY *.* command to copy the old diskette's files to a new diskette. The files will be copied continguously, making the job of handling them easier and faster.

How to Label Your Diskettes

If you want to put a label on your diskette (not the kind you stick on the outside, but one appearing above the directory), use the FORMAT B:/ V command. This will enable you to write an eight character label or volume number which will appear every time the DIR command is given.

Powerful FORMAT Command

The DOS FORMAT command is used to initialize a diskette to accept DOS information and files. It can be issued as a command on its own, or automatically invoked when using the DISKCOPY command. When used on its own, it will tell you if there are defective tracks on a target diskette. This does not mean the diskette is unusable, just that those tracks should be avoided (which the COPY *.* command will

do, but DISKCOPY will not). If you add /S after the drive specification, you will have a copy of the operating system on the target diskette, making it bootable. The addition of /1 will format only the first side of the target diskette. Adding /V enables you to write a volume label, to appear above the directory.

Using Wildcards to Find Files

DOS allows the use of two wildcard symbols, the * and the ? These symbols can be useful in many ways, but the one we'll discuss here is using wildcards with the DIR command to find files quickly and easily. Each of the symbols means something different. The * will match any number of characters, while the ? will match just one character. Here are some examples: If you type DIR *.DOC, you will get a listing of all the files in your directory with the file extension .DOC. To get even more specific, if you type DIR A*.DOC, you will see all files whose names begin with A and whose extensions are .DOC. Since the ? represents a single character, if you type DIR FILE.DO?, you will get a listing of all the files named FILE with extensions that have DO as the first two letters. If you keep these wildcards in mind, you can not only speed up your searches for files, but you can create file names and extensions that will help you organize and find them later.

When DOS Growls, Don't Panic

DOS has a lot of error messages, such as "Disk Boot Failure,"

Questions & Answers
(Continued from page 4)

electricity. Note: we did NOT say electronics! There is enough to basic electricity for all you'd need to know to be darned proficient.

For a slightly (really!) more cursory way to learn about computer innards, do not count out QuickBASIC or Turbo BASIC or any of the new BASIC compilers. You CAN do Assembly language calls nowadays with these and the documentation is excellent! You learn very quickly about the precise way to access these low level calls, what they do, and how they do them.

Q. Now that I have a hard drive is it possible to put my (Assistant, dBase, whatever) programs on it. I would also like to put the files they generate on it, too. The problem is that I cannot make another copy due to the "Install or Copy only once (or twice)" and I've used that all up! Can we do anything about this situation? R.A.L. Asheville, NC and others...

A. If you have the operating diskettes and the originals which have the applications programs, you should be able to "Un-install" them back to the originals. Each time you install this type of program it counts down on the original disk and each time you un-install it counts back up by one. This allows you to install to a hard disk and un-install it whenever you want to de-fragment the hard disk. Often, the application's copy scheme interferes with, or

worse, gets corrupted by the de-frag program. The same holds true for diskettes. When you made the "operating" copies of the application, you were actually installing it. The documentation should have instructions for un-installing it, even from floppies! If it really is too late, and somehow you've used up the count, the manufacturer should send you a new disk (for a fee!!) and you can start from scratch.

As far as putting the generated file on the hard disk, a simple COPY A:FILENAME C: ->Enter at the DOS prompt should do it. If they are protected or hidden you can either change these attributes to make them available to the COPY command or you can load each into the application and use its own menu to SAVE to the C: drive. It will be a long, boring procedure if you've got a lot of files so we recommend the technique of un-hiding etc. Here's how: First check out the ATTRIB command in the DOS manual for whatever version you are operating. If you have DOS 4.xx or later you're in luck. Put the diskette with the desired files in A: and type ATTRIB a:*.*->Enter. You'll see a list of your files and their attributes. "R" is read-only "H" is hidden etc. Now you can type ATTRIB FILENAME R- H- ->Enter to remove the read-only and hidden attributes which will make the files available for copying to your new hard disk. If you have DOS 3.xx you can only see and change R and H, but it might be enough to get the job done. Some-

times software developers use S, the system attribute as well, so be warned. There are some shareware programs which put you in complete control of this kind of file handling and they are gems if you have an early DOS version. DOS 5.0 has a VERY enhanced ATTRIB command - another reason to upgrade, if you haven't done so yet.

Anyway, let's say you've got 'em all un-hidden and read/write ready...

Why not write a little batch file to automate copying the files to the hard disk? They will have the same special extensions, so it's a snap to use the wild card (*) replacement to make it simple. You could also write a little batch file to do the ATTRIB changes if you really have a heap of diskettes to process. Turns into a nice little learning project, doesn't it?

One other point, Vernon Buerg's LIST.COM will show ALL the files in the path you choose, even if they are H (hidden) or S (system) files, so you can use it to look at what files are there. Are some of them hidden, but NOT read-only?

Q. Is there a way, without a great deal of expense to speed up my printer? I hate twiddling my thumbs while waiting for it to finish so I can get back to the word processor or spreadsheet. It does print 250 cps, but even that seems pretty slow when I'm in a hurry. B.J. Clearwater, FL

A. One easy and free way to get

Questions & Answers

the computer back into action is with the DOS included PRINT.EXE (early DOS - PRINT.COM). Read the DOS manual then put PRINT /D (and/or any other switches) in a little batch file. Now, when you are asked by the application how to print your data, just re-direct it to a disk filename. This will NOT be the same as saving it! For example do not print to LPN or PRN, instead print to A:WORDS.DAT or some such name. You can work and print really fast this way. When you are done and are at the DOS prompt, just type PRINT A:WORDS.DAT ->Enter and the file will start to print, but the computer will be free for you to use at the same time for other purposes!

This is a little utility (like a TSR!) which takes up about 5.5k and when it detects idleness of the keyboard, screen updates, or disk read/writes, it reads the disk file and then feeds it to the printer. The effect is somewhat like a hiccup every few seconds at the keyboard as it does its thing and you happen to be typing at the same time.

If you install PRINT before you get into your application you'll set up the memory resident part of the utility and you can SHELL out of your application to add files to the print queue whenever you need to. See the DOS manual about adding and deleting files to be printed.

For the price of shareware, which is always a bargain, there are real print spoolers. One spooler immedi-

Questions & Answers

ately available and fully tested for correct operation with PCJrs is on disk #65, jr Power Pack from the Software Store.

Most other so called speed-ups are expensive hardware, such as print buffers, which are memory chips in line with the printer cable or are installed right in the printer. A funny, well maybe not so funny, thing happens with buffers and to a lesser extent, spoolers. When you want to stop the printer in the middle of a printout or page, the printer just keeps on going until the buffer is empty! You will really have to be careful about this. Sometimes you just have to hit the Line switch to turn off the printer or it seems to go on forever! Be sure you mean it when you start a printing job with a large buffer, whether it's in computer RAM or outside.

Let software & hardware developers know that *We're Still Here!* Write: PCjr on all registration & warranty cards & computer correspondence

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Especially for Junior

PCJR MUSIC SAMPLER. A collection of classical music concerts performed with great precision to produce the highest quality sound you've ever heard on your PCjr. Disk includes a separate program to activate Juniors sound generator before running game software to get highest quality sound. 128K ok (Disk #119)

JR MUSIC MACHINE. If you want to write and play music on your PCjr, this program allows you to do it. Displays music as you write it using jrs 16 colors, and plays music back in three voice harmony. Features allow you to adjust key, tempo, note values, etc. Color Display required. 128K ok. (Disk #62)

DOS 2.1 FIX. Patches to fix the bugs in DOS 2.1. Cures most problems encountered when running memory intensive programs. Also patches to run BASIC and BASICA on DOS 2.1 without having Cartridge BASIC installed. 128K ok. (Disk #40)

THE BEST OF JR NEWSLETTER I. The best and most informative articles from twelve issues of jr Newsletter (June 1986 through May 1987 issues) are contained on this disk. More than 50 articles on compatibility, problem solving, software, maintenance, memory expansion, how-to projects, tips on using DOS, and more! 128K (Disk #54)

THE BEST OF JR NEWSLETTER II. All the major articles and columns from June 1987 through May 1988 issues of jr Newsletter. Subjects cover most aspects of PCjr operations with tips on compatibility, DOS, expanding and speeding up PCjrs, best software, etc. Easy search function finds subjects quickly. 128K ok. (Disk #66)

THE BEST OF JR NEWSLETTER III. Disk contains most of the major articles published in jr Newsletter from the June 1988 issue through May 1989. Articles on compatibility, PCjr hardware and software tips, regular columns, letters from PCjr users, and other informative articles. Utility to search for subjects included. (Disk #91)

BEST OF JR NEWSLETTER IV. For your handy reference, disk has the most informative articles, columns, and tips published in Jr Newsletter from June 1989 through May 1990. Easy to use search utilities provide quick ways to find any subject of interest. 128K ok (Disk #118)

BEST OF JR NEWSLETTER V, The best, most informative articles, columns, reviews, Questions and Answers from the June 1990 thru the May 1991 issues. Includes powerful search utility so you can find and read any subject easily. 128 ok (Disk #130).

THE BEST OF JR NEWSLETTER VI. Disk contains most of the major articles published in jr Newsletter from the June 1991 issue through May 1992. Articles on compatibility, PCjr hardware and software tips, questions and answers from PCjr users, and other informative articles. Utility to search for subjects. 128K ok Reviewed 7/92 (Disk #142)

Art & Music

JR MUSIC MACHINE. If you want to write and play music on your PCjr, this program allows you to do it. Displays music as you write it using jrs 16 colors, and plays music back in three voice harmony. Features allow you to adjust key, tempo, note values, etc. Color Display required. 128K ok. (Disk #62)

MICKEY MOUSE ALPHABET. Walt Disney characters with an alphabet theme. See Goofy riding in an (A)irplane to Mickey riding a (Z)ebra. We recommend Disk #145 (ViewImage) for viewing the pictures. If you have upgraded PCjr to VGA, then use the CSHOW program provided. Reviewed 10/92. (Disk #146).

NORTHCAD-3D. Computer Aided Drafting in 3-D makes professional quality drawings. Requires 2 floppy drives or a hard disk and 512K Reviewed 9/92 (Disk #144).

PCJR MUSIC SAMPLER. A collection of classical music concerts performed with great precision to produce the highest quality sound you've ever heard on your PCjr. Disk includes a separate program to activate Juniors sound generator before running game software to get highest quality sound. 128K ok (Disk #119)

Batch File Secrets

(Continued from page 1)

be useful as long as there are only a few files on each disk, so that you will be able to read two directories on the screen when it stops. If there were 15 files on each disk, much of the directory listing of drive A: would be gone by the time the directory for B: was displayed. So, in order to make this simple batch file more useful, we need to revise it a bit.

One approach would be to make the file listing take up less screen space, as in:

A:
DIR/W
DIR/W B:

In this instance, the directories would be displayed with four files across the screen, thus making the listing take up less screen space. That would make the batch file work if we had about 15 files on each disk. But if we had 60 files on each disk, this approach would not work. What we need is some way to stop the screen from scrolling, so that we can read it all before we go on to more listings.

Here is a simple refinement using the PAUSE command:

A:
DIR/W
PAUSE
DIR/W B:

In this case the batch file would log onto drive A:, do a wide directory, then stop. The user would be allowed to read the screen, then told to press any key to continue. Then the wide directory of drive B: would

be displayed. This approach will work as long as the wide directory for each disk takes up no more than one screen. If you had more than a screen full of files displayed in a wide directory, you could add further refinements. (We'll defer that discussion for now and consider batch files in general.)

The simple batch file requires us to follow only a few rules:

* The commands are run in sequence. It starts with the first line in your file. When that line is finished, it continues with the next line and so on to the end of the file.

* There is no limit on the size of a batch file, other than the size of your disk.

* Because DOS reads each line into its command buffer, each line must be shorter than 127 characters, the DOS limit.

* You may put as many spaces in front of your commands as you want. Programmers often do this to make their batch file more readable, especially if your batch file includes program loops.

* You may even leave blank lines in your batch files - this also is used to make the files more readable.

Special Batch File commands

In addition to the DOS commands in your manual, there are a variety of batch file commands which can be used. Among these are:

REM

REM is short for "Remark". A REM line is actually a comment line

Batch File Tips

and it does nothing other than leave you a space to add comments to your batch file. These can make the file more understandable to others or to yourself. The use of :: instead of REM is sometimes advocated. It performs the same function as REM, but allows the file to operate faster.

ECHO

ECHO controls the display of commands on the screen as they're being processed. When a batch file is run you can sometimes see the DOS prompt on the screen and the listing of each command as it is executed.

If, for some reason, you did not want these commands displayed, you could use "ECHO OFF" as the first line in your batch file. When you want the commands to appear on the screen again, you simply insert a line saying "ECHO ON".

If you are using DOS 3.3 or higher, you can also suppress the display of the "ECHO OFF" line itself by putting an "@" in front of "ECHO" so it says "@ECHO OFF". The "@" character tells DOS to NOT echo this command before executing it. You may use it on any command line in your batch file, not just the "ECHO OFF" line itself.

ECHO has more important uses than just telling or not telling the operator what the program is doing. ECHO can be used to give instructions to the operator. For example: "ECHO Put disk in A" would literally write "Put disk in A" on the screen.

This ability to prompt for user action makes batch files more flexible and useful.

PAUSE

The PAUSE command temporarily suspends a batch file and writes to the screen "Strike any key when ready...". At this point the operator has two options:
1   Press any key to resume.
2   Abort the batch file by pressing Ctrl-C.

The PAUSE command is useful when you want the operator to insert a disk. It is also useful to place PAUSEs in longer batch files as you write them. Then when you test it out, the program will stop frequently, allowing you to follow the activity to verify the batch file operates as intended.

GOTO

GOTO is a handy command which will cause DOS to jump to another area of your batch file. The GOTO key is valuable because it can be used in conjunction with the IF statement, which directs the computer's subsequent actions, based on a decision that the computer makes according to pre-programmed rules. We'll get to the IF command in a minute.

First, understand the function of the GOTO command. During operation, the computer will process down the batch file line by line, from the beginning, until it reaches a GOTO command. Then it will jump to the area listed in the GOTO statement and continue downward from

there. The GOTO command lists a label, and the computer searches the batch file to find that label. Usually labels describes the purpose of the following commands. For example, a batch file might have the following section:

:DIRECTORY
DIR A:

In this simple example, DIRECTORY (note the ":" before it) is the label. When the batch file reaches a line which says "GOTO DIRECTORY", the computer will search for the :DIRECTORY line, and then go down and follow that series of commands--in this case doing a directory of Drive A:.

IF

The IF command instructs the computer to make a decision, which can be made on the basis of the following:

1. The existence of a file.
   Example: "IF EXIST filename.ext commandx".

If "filename.ext" exists, DOS would execute "commandx", which can be any valid DOS command, including any of the special Batch file commands, even another IF command. On the other hand, if "filename.ext" did not exist, DOS would continue execution of the batch file with the next line, completely ignoring anything else on the IF line.

2. The comparison of two strings together.

The IF command can also check to see if two strings are identical.

Batch File Tips

The syntax for this is "IF string1==string2 command". You should note that the "==" is the "is equal to" symbol. It is acceptable to put spaces before and/or after the "==" symbol. But you may NOT write it as "= =". The extra space in the middle confuses DOS.

3. An "Errorlevel" returned by the last program run.

The "IF ERRORLEVEL n command" tests the Errorlevel returned by the last command executed. "command" would be executed if the number returned is equal to, or greater then "n". For example, PKZIP returns an Errorlevel based upon why it terminated. Normally it would be 0 for successful completion. Any non-zero value represents an abort due to some kind of error. Therefore, an "IF ERRORLEVEL 1 GOTO OOPS" would cause the batch file to jump to :OOPS if any error at all occurred. The :OOPS area could echo a message that the PKZIP process failed and stop the batch file with a prompt for the user to correct the problem before proceeding.

IFNOT

A variable of the IF statement is the IF NOT structure, which uses the same format, but will execute the commands if the argument is false.

For example "IF NOT string1==string2 DIR A:" will tell the machine to compare the two strings, and if they are not equal, it will make a directory of drive A:

Substitution variables

The substitution variable allows you to pass filenames or strings into your batch file. When DOS runs into a %n within your batch file, it literally replaces the %n with the corresponding parameter typed on the command line and then executes the entire batch file command.

For example, suppose you need to archive all the files on one floppy disk into a PKZIP file, but the disk is more then 80% full. Naturally, you cannot expect there to be room for the PKZIP file and the unarchived files on the disk at one time. If you had no other disk to put the files on, you could adapt this strategy: Archive a small portion of the files into the PKZIP file first, so that the ZIP file is small enough to fit on the disk with the original files. After a group of files has been added to the ZIP file, the archived files can be erased making more free space for the ZIP file to "grow into" when the next group of files are added to the archive.

Write a QUICKIE batch file using the PKZIP switch -m to move files into an archive (i.e. add them to the archive and then erase them) The one-line batch file would read:

PKZIP -m ARCHIVE %1*.*

Now, when at the command: "QUICKIE A" , the batch file will archive all the files on the disk which

begin with the letter a, adding them to the ARCHIVE.ZIP. Then it will erase those files which have been added to the ARCHIVE.ZIP.

To compress all the files, you could type the following commands,
QUICKIE A
QUICKIE B
QUICKIE C
and so on. To make the computer do more work, automate it one more step by building companion batch file which would include a series of commands to call the QUICKIE batch files, as seen in the next section. (NOTE: Don't do QUICKIE Q until the end, because it will dissolve your batch file)

CALL

The "CALL" batch file command was introduced in DOS 3.3. It allows you to execute another batch file, or secondary, batch file.   When the secondary batch file has finished, processing returns to the primary batch file and continues at the line following the CALL statement.

If you simply try to execute the secondary batch file without the CALL statement, total control is passed to the secondary batch file which will NOT return to the original batch file.

Now, you might ask "I use DOS 2.x on my PCjr, so what do *I* do?". You can run a secondary copy of COMMAND.COM and have it execute your batch file and then return to the first COMMAND.COM which will continue processing the original batch file.
Use the following syntax::

COMMAND.COM /c (batchfile)

This opens a second copy of COMMAND.COM which will execute the secondary batch file. The "/c" tells the computer to return to the original COMMAND.COM rather than taking over the machine and never returning.

The following batch file, which I could call _WORK.BAT, would enable the computer to do the archives for files beginning with each letter of the alphabet in the PKZIP archive example above:. (NOTE: The underline as the first character of this batch file name will let it escape from the PKZIP deletion.)

USING DOS 3.3 or higher:
CALL QUICKIE A
CALL QUICKIE B
....etc.....
CALL QUICKIE Z

Using earlier versions of DOS:
COMMAND.COM /c QUICKIE A
COMMAND.COM /c QUICKIE B
...etc.
COMMAND.COM /c QUICKIE Z

Since I might leave the computer while it was doing all this work, it would be helpful if the computer announced when it was done to call me back to the room. We could use the bell command at the end of the batch file. The bell command is a Control-G. You press the control key and the letter G, and the batch file will read that as a beep. If I just wanted a quick reminder, I could insert the following line at the end of the batch file:

Batch File Tips

(Continued from page 19)

^G

However, since I will most likely have left the office for the kitchen and a cup of coffee, I need to have more than one little BEEP to get me back to work. I could insert the following to make it more likely to be heard.

```
:ANNOYING BEEP
^G ^G ^G ^G
GOTO ANNOYING BEEP
```

Now, when the computer has finished all the work, it will beep four times, then go down one line, see the instruction to go up to annoying beep, and start the annoying noise process again, and again, and again. The only way to shut it up (short of pulling the plug) would be to press CONTROL-C or SHIFT-BREAK, depending on your keyboard.

As the above introduction illustrates, batch file programming is a handy tool for any computer user because, the principles learned in batch file programming carry over to other computer programming languages. It is an excellent "first" computer language to learn.

To help you progress beyond the points covered in this article and to cover these topics in full depth, you should also consider Disk #26, which is reviewed on page 24.

Renewals

And now, a note from Mieke, our Office Manager: When you renew your subscription to jrNewsletter, we routinely send any issues missed since your subscription expired. For instance, if you let your last subscription lapse with the December 1992 issue and don't get around to renewing until April of 1993, we send the January/February and March/April issues as part of your renewal. Subscribers occasionally let their subscriptions lapse for half a year or more until they wake up and realize what a mistake they've made. When renewing they receive all the issues they've missed, that is if we still have copies left. If your last subscription lapsed more than 6 months ago we will not automatically send you all the missing issues unless you request that we do so.

If your newsletter gets damaged in the mail or, heaven forbid, doesn't even get delivered, please notify us so we can send you a replacement. Please bear in mind that we are a bi-monthly publication now. So the March/April issue (this one) should have reached you by the end of March. Similarly you can count on the May/June issue by the end of May, the July/August issue by the end of July so on. The newsletter is normally sent third class mail and will not be forwarded by the post office if you move. Please notify us of an address change at least 2 months in advance so we can be sure your newsletter gets to you.

PCjr Software

Spreadsheets

AS EASY AS. Excellent, easy to use, spreadsheet program. Works like Lotus 1-2-3, with all spreadsheet functions. Can load and operate 1-2-3 files. 256K ok [Uses Classic 1,2,3 commands. No longer supported by publisher, but a Lotus 1,2,3 manual for version 2.x will provide answers to your questions. See also Disks #107 & 150.] (Disk #67)

ALITE. ALITE is a powerful spreadsheet program with graphics. Graphics may be printed on any 9-pin EPSON or graphics compatible printer, or PIC files may be created for inclusion in other programs. Need 256K. Reviewed 1-2/93. (Disk #150.)

PIVOT! Allows you to view and print spreadsheet files. The files can be printed either in landscape or portrait on any Epson compatible dot matrix printer. Can be installed as an Add-In Utility in As-Easy-As. 384K recommended. (Disk #136)

AS-EASY-AS V.4.00 This is a MAJOR upgrade of the popular, powerful Lotus 1-2-3 look-alike spreadsheet software. Many useful features have been added to an already full-featured program. [Uses Classic 1,2,3 commands. No longer supported by publisher, but a Lotus 1,2,3 manual for version 2.x will provide answers to your questions. Earlier 256K version (2.05) is Disk#67. This upgrade requires 384K. See also Disk#150.] Reviewed 2/90 (Disk #107)

MINICALC. A small, easy to use, spreadsheet program. 11 columns by 22 rows. On-line help function and manual on disk. In addition to performing calculations, will generate bar graphs. (Disk #27)

PC-CALC. A versatile spreadsheet program that can do up to 26 columns of adjustable size and 256 lines. Features on-screen prompts, many math and statistical functions, hidden column capability, many formatting options, 64 character cells, automatic global recalculation, and more. Has some limits on 128K, but still very useful. (Disk#5 runs on 128K, Disk #6 requires 320K and two drives.)

Telecommunications

BOYAN. Selected Best of the Year by PC Magazine, this outstanding telecommunications program will astound you with its smooth functioning and innovative features. Supports all protocols. Need 384K. (Disk #61)

JRTELE V2.1. Excellent, easy-to-use telecommunications software made especially for PCjrs, and the PCjr modem. Ideal for beginners, but has enough power and features for most users. Supports 300 and 1200 baud. PCjr internal or Hayes compatible external modems. 128K ok. (Disk #86)

PROCOMM PLUS TEST DRIVE. This is the upgrade of the already powerful and popular Procomm V2.42. Its got many new features including an improved host mode, context sensitive help screens, more powerful scripting. In addition to its power, its very easy to use. 256K (Disk #108)

PROCOMM. This powerful, yet easy to use telecommunications program has become the one favored by more PCjr users than any other. Dialing directory, auto redial, XMODEM, Kermit and other file transfer protocols, auto log-on, DOS gateway, keyboard macros, exploding windows and many other features. The editor of PC Magazine called Procomm competitive with the best comm programs on the market. Manual on disk. 256K (Disk #15)

TELIX V3.12. Powerful, yet easy-to-use program, with variety of built-in transfer protocols. Features Z-Modemone of the most efficient and reliable transfers available. If youre disconnected while downloading, Z-Modem will pick up where it left off when you next log-on, thus saving connect time and telephone toll charges. Need 180K free memory after loading DOS and either two floppy disks or a floppy disk and a hard drive. (Disk Set #4) $12 for 3 disks.

Home & Family Management

SHARE-Tax92. Great Shareware 1040 tax preparation software. Prints 1040 and other IRS-approved forms.370K free RAM & 1 floppy disk. Reviewed 12/92. (Disk #148.)

PKZIP's Major Upgrade

Our PKZIP disk, #104, now features a major upgrade to version 2.04c. PKZIP is the "old standby" compression program which allows you to store files using less disk space. As the program which set the original standard for file compression, it has been popular as a format of archived files on Bulletin Boards and in software distribution.

In recent years, however, PKZIP faced a lot of competiton from other compression programs, such as the LHA program which we offer on DISK #128, as well as PAK and ARJ.

Each of these competing programs offered at least one feature which offered an andvantage over PKZIP in some instances. Because the LHA program usually compressed files tighter than PKZIP, it was sometimes preferred as a way to save a bit more disk space. Because the ARJ program offered a convenient way to archive a group of large files into one archive containing several volumes (sized to fit on your floppy disk), it was often more convenient for users with 360K disks. But now the new PKZIP is out, and there is no reason to hang onto these competitors--the new PKZIP has it all.

* Both the speed of PKZIP and the compression rates have been increased.

* PKZIP now supports multi-volume Archives.

* PKZIP now can format destination diskettes on the fly, so you don't have to format disks before

you use them.

* PKZIP now can utilize expanded or extended memory available. If the extra memory is there, PZKZIP will spot it and use it. If not, it will just use the memory in the standard range.

* PKZIP now automatically detects the type of CPU in use and will use instructions specifcally optimized for an 808x CPU, 80386 CPU, or 80486 CPU.

* Includes a PKZIP Junior which use very little memory although reduced in ability. If you have extremely limited memory available, this feature may be helpful to your PCjr.

* Password Encryption has been improved to offer greater security when you use encryption to scramble sensitive data files.

We have tested this new PKZIP extensively, and find that it has the best compression of any archiver in most cases. It also operates as fast or faster as any of the similar products. Its awareness of the varieties of equipment and its versitility are impressive. This new program is so good, many of the Bulletin Board systems which had changed to other formats are coming back to PKZIP as their standard format. Since Bulletin Boards use archived files more extensively than any other users, we think the change back to the PKZIP standard is the highest commendation any archiver could receive.

PKZIP is Disk #104 in the Software Store and may be ordered using the forms on pages 30-31.

FAMILY HISTORY. Includes complete manual on disk with how-to info on tracing and setting up your family tree with detailed genealogical information. Easy to use and modify as you gather more data. New compiled version runs faster than previous version. 128K order Disk #33 alone. 256K order #33 and #33A.

HOME BUDGET MANAGEMENT SYSTEM. Easy-to-use system for keeping track of income and expenses. Create separate accounts for income tax categories and get a summary at end of year. Provides chart of accounts, transaction reports, sorted ledger entries, etc. 128 K. (Disk #57) Or v. 3.13 for improved screenwriting and disk access speed. 256K. (Disk #57A)

HOME INVENTORY. Taking an inventory of your home might even be fun with this easy-to-use software that takes you through the process step by step. Gives a complete record for insurance purposes. Also good for listing collections. 128K. Cartridge BASIC required (Disk #58)

RESUME SHOP. Makes preparing a professional looking resume easy. Guides you through all the steps of the process with a series of menus and suggestions. One page limit. 256K (Disk #121)

PC-CHECK MANAGER. A menu-driven program that can handle multiple checkbooks, unlimited payees and ledger account assignments. Requires 256K. (Disk #25)

SAVE THE PLANET! If you want to do your part to stop destruction of the earth's environment, this disk can help you. Let your PCjr explore this extensive database of information on the major environmental issues as well as what you can do to help. Charts, graphs, background facts, games and demonstrations all related to saving the only planet we have. Need 512K. (Disk #120)

Writing Essentials

GALAXY. One of the easiest to use word processors we've ever seen, Galaxy has all the features you need to write letters and do most word processing. It has many, but not all, advanced features. Its strength is its simplicity, with help menus always ready to assist you. You probably wont even have to read the manual. 256K ok. (Disk #69)

New Batch File Tutor

The batch file is one of the most powerful and versatile aspect of DOS commands. Writing batch files is an excellent way to learn how to use the DOS commands and get the most out of your computer. Our new Disk #26, Batch File Secrets, provides a series of lessons teaching how to write and use batch files.

The disk shows you how to make menus, simple programs, and color screens. The first chapter introduces the simple concepts of a batch file. The second chapter explains the DOS ANSI commands, and how the escape sequences control the color of the screen display.

When you advance to chapter 3, you will learn how to write 64 color combinations, experiment with 1 and 2-letter color codes , and create a color menu. You learn how to test your color combinations in chapter 4.

Chapter five concentrates on macros, teaching the creation of both one and two-stroke macros. Following the instructions in this chapter, you will be able to program your computer to do a whole series of commands, just by pressing a Fuction key, or by pressing a function key and the Shift key together.

The program is designed as a beginning course, and each of the terms used is explained, with plenty of examples, so anybody who can turn the computer on and read, can learn to batch file program. By the time you complete the course, you will not only have some useful batch

files for your PCjr, you will have acquired the knowledge necessary to write batch files for your own special needs.

In addition to the tutorial, we have included a small utility called PromptMaker. This little program asks you a series of questions, about what color screen you would like, what info you would like at your prompt, and at the top of your screen. Based on your answers, it creates a small batch file, which will configure the DOS prompt and screen. Not only is this a quick way to get just the screen you like best, you can also read the little prompt batch files created to see how the batch file language accomplished these results. It will increase your understanding of the ANSI commands.

Batch File Secrets is disk #26 in the Software Store, and replaces an older program. The New Disk #26 may be ordered using the form on pages 29-30.

How to Submit a Classified Ad

Classified Ads are $12 per month. Ads for items offered for $75 or less or for swap or trade, are $6 per month.

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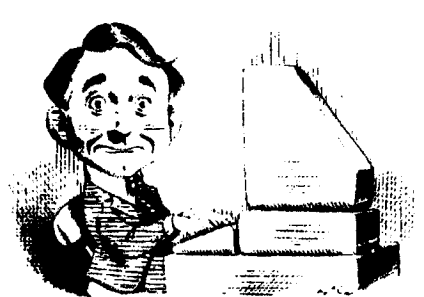
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Need Help?

The following disks from the jr Newsletter Software Store can help you to get the most out of your junior. To order, use the form on pages 30-31.

PCJR AUTOSETUP. A beginner's dream: Just select from a menu to make separate boot disks especially for each type of software you use. Automatically creates the right config.sys and autoexec.bat files for RAM disks, games, word processing, telecommunications and other software to run at maximum power and efficiency on your PCjr. Designed especially those who haven't mastered the art of customizing their computers. This one does it for you! 256K (Disk #99)

JR TOOLKIT V3.0. A collection of upgrades, modifications and repairs. Some easy, some require experience. Includes adding second 5.25" drive (easy) or 3.5" drive (easy), PCjr to Tandy 1000 Mod (harder), power supply upgrade (harder), reset button (harder), V20 speedup chip (easy), how to quiet drives (easy), adjust monitors (easy), plus many others. (Reviewed 3/90, 6/90, & 8/92) (Disk #110)

JR POWER PACK. A collection of particularly useful programs for PCjr owners. Set up RAM disks, address memory to 736K, turn a joystick into a mouse, set screen colors, keyboard click, scan and search text files, screenblanker, print spooler, and more. 128K. (Disk # 52)

JR POWER PACK II. Disk full of programs to make your PCjr more useful and powerful. Fix compatibility problems, set up ram disks, tiny word processor, set up 3.5" drives, use DOS easily, and more. Need 256K for some, 128K ok for most. (Disk #65)

JR POWER PACK III A disk chock-full of utilities to get the most out of the PCjr, including the latest version (4/92) of jrConfig, a program to increase disk space from 360K to 420K, a quick bootup disk for DOS 3.X, multipurpose compatibility drivers, keyboard patches, ramdrive programs, and many more useful utilities. 256K Reviewed 4/92 (Disk #140).

PCJR COMPATIBILITY DISK V4.0. Tips on how to run hundreds of software titles, includes PCjr compatibility info, tips on running software, and how to make some incompatible software operate. Powerful search feature finds titles quickly and easily. 128K ok. Last update April 1991. (Disk #60)

PCJR PATCHES V6.0 Patches to fix software to run on PCjrs. Most enable 16 colors. V6.0 adds patches for 1 on 1, 688 Attack Sub, Battle Chess, Battle Tech, Boxing II, Genius Mouse, Grand Prix, Indiana Jones, Jack Nicklaus, Knight Games, Paperboy, Prodigy (thru V3.1),Shanghai, Silpheed, Sim City, Space Rogue, Steel Thunder, Strip Poker II, Test Drive II, Tetris, The Games (Summer), Ultima IV, plus new patch to stop disk drive spin. Dozens of older patches, too. (Reviewed 2/91) (Disk #56)

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jr Newsletter
Software Store

The software in the jr Newsletter Software Store is the best public domain and user-supported software for the PCjr we've been able to find. All software has been tested on our PCjrs and is highly recommended. Some of the programs are equal to or better than commercial programs costing hundred of dollars. These are offered for you to try at $5.95 per disk. Some shareware requires additional payment if you continue to use it.

Buy Two Disks, Get One Free!

Newest Releases

* NEW * Batch File Tutor. This shareware tutorial will teach beginning programmers batch file techniques. The program include chapters on macros and color menus. Reviewed 3-4/93. (Disk #26.)

* NEW * PKZIP V.2.04.c The new version of the popular file compression utility used by more and more BBSs.Now allows archives on multiple disks. Includes PKUNZIP, the one you need to uncompress downloaded ZIP files, and many other features. 128K ok. Reviewed 3/4/93 (Disk #104)

* NEW * ALITE. ALITE is a powerful spreadsheet program with graphics. Graphics may be printed on any 9-pin EPSON or graphics compatible printer, or PIC files may be created for inclusion in other programs. Need 256K. Reviewed 1-2/93. (Disk #149.)

* NEW * THE WORLD29. View the world on your computer! Locates cities and countries by name or latitude and longitude, shows the capitals of 150 nations, each state, and other cities of note. Allows entry of additional locations, storm-tracking and features an educational Name-That-City game. 512K required. Reviewed 1-2/93. (Disk #105.)

* NEW * VIRUS PROTECTION KIT. This disk set includes **SCAN, CLEAN,** and **VSHIELD,** and **INTEGRITY MASTER** Scan will check your disks for viruses. Clean will disinfect any disks which have a virus. VShield can be used as a TSR to prevent viral infection. Integrity Master will protect your computer against unauthorized changes and additions to your files without your knowledge. Reviewed 1-2/93. (Disk Set #8; 4 disks, $15.00.)

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Software Store (Page 2)

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PCjr Disk Storage Improvements Ahead?

PCjr users are gradually getting around most of the compatibility issues which have surrounded their machines.

That leaves only two drawbacks -- its speed, or rather the lack of it, and disk space. There are enhancements to increase the effective speed of the PCjr, ranging from the inexpensive V-20 chip replacement up to such things as the PCjr Excellerator or the 286 adapter card mentioned in this issue's Questions and Answers.

The remaining obstacle is disk space. It's possible to put a hard drive on the PCjr, but not cheap. But there are some interesting technologies for hard drives today that may eventually help the PCjr. The disk programs with compression on the fly include DOUBLE-DISK, SUPER-STORE, and STACKER. They essentially double the storage space of the drive, by creating a compressed file which is opened when needed. The newest version of STACKER includes a "Stacker Anywhere" feature for floppy diskettes. It can be read by 100% IBM compatible computers without the STACKER program with a small resident stacker routine placed on the floppy disk. Sounds like a dream come true for those of us who keep machines without a hard drive!

However, experiments with the STACKER floppy diskettes on the PCjr were a disaster. The PCjr seems unable to handle the STACKER ANYWHERE resident program. It loads seldom, and crashes often.

But there is hope--the new version of MS-DOS which is slated for release this spring, will have a built-in disk compression program. Hopefully it will run on the PCjr. (Since DOS 5.0 can be patched to run on the PCjr, or it can be run without modification when you have the compatiblity cartridge, that's not an unreasonable hope.)

In the meantime, order JrPowerpak III, it features a program called MAXI which enables PCjr users to format their 360K disks to have 420K of space. JrPowerPak III is Disk 140 in the PCjr Software Store and may be ordered with the forms on page 30-31.

Dos Tips

(Continued from page 24)

"File Not Found," "Bad Command or Filename," and other depressing statements. But 90 per cent of the time, the problem indicated by the error message is minor. For example, unless you're perfect (in which case, please let us know, we'll do an article on you in our next issue), you may have simply made a typing error. Your PCjr is VERY particular about which keys you press when communicating with it. Or, some slight misalignment, dust particle, flea or gnome may have caused the problem and then disappeared. In which case simply trying again will do the trick.

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