



EUGENE NEWSLETTER

PCjr CLUB

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



The April Meeting of the Eugene PCjr Club will take place at the Northwest Natural Gas Bldg., 790 Goodpasture Island Road on Thursday, April 8th. This meeting is the Annual General Meeting. Set-up and disk sales will begin at 6:30 and the meeting will begin at 7pm.



President Frank Ratti
Vice President. . . . Christine Brown
Treasurer Phil Janz
Disk Librarian. . . . Paul Bonney
Ass't Disk Librarians
Cindy Page
Simon Ratti
Documents Librarian .
Dick Page
Modem Captain Gordon LeManquais
Commercial Contacts .
Warren Hampton
Juanita Hampton
Social Director Rosemary Janz
Newsletter Editor . . . Louie Levy
Newsletter Coeditor .
Barbara Caselton
Contributing Editor .
Dick Page

FROM THE OVAL OFFICE

By Frank Ratti



omeday, when they make the movie (and sequels), The PC Junior Story, our club will be the heroic protagonist in the three part saga. Part I: PC Junior, born heir to the royal IBM throne, heralded as the future standard home computer. Part II: The fall from favor in the kingdom, and banishment to apparent obsolescence in garage sales and storerooms throughout the land. Part III: The tenacious refusal to say die of the little computer that could be due to a rugged band of individuals in Eugene, Oregon. Against all odds, as clubs in major cities folded, and computer service was all but refused by local vendors, this group made use of their stalwart machines, increased their number among those who were without computers, and even expanded them to match the clone imposters. Do you think we could interest Steven Spielberg and George Lucas? How about Kevin Costner as the charismatic Newsletter Editor, and Demi Moore as his voluptuous companion?

The reason I am so enthusiastic is that we had the biggest crowd of the year at our March club meeting. Perhaps it was due to Dr. Page's enlightening presentation on the history of print-types. He expanded our understanding of how typeface calligraphy preceded computers by centuries. This year's new Club meeting room also has also increased participation, thanks to Christine Brown. Also Gordan LeManquais's monthly demonstrations of "modem magic" has been a great addition. He has opened previously unexplored territory for our club through computer bulletin boards.

We have reason to be enthusiastic toward the future, because our club members continue to be willing to teach what they learn, participate in organization and leadership, and of course, bake cookies. The nominating committee of Phil Janz and Louie Levy, will present the nominations for election of a new president, Treasurer, Disk Librarian, Contributing Editor and Commercial Contact. They will also review the club Bylaws to help you understand how the club organization operates. Support your club with your vote of confidence.

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The theme for April will be show and tell, stand and deliver, share and talk. Bring something you have done with your Junior this year. Encourage one another and expand our horizons. Have you processed words, spread sheets, crunched numbers, mastered games, composed sonatas? Bring them. Show them.

We are also trying to do some unfinished business held over by popular request. Louie Levy will demonstrate a second time, (this time in slow motion) how to expand Juniors working memory (RAM) with components coincidentally available in the club store. He will give an in detail survey of hard and soft wares in our inventory. I also still want to see a demonstration of Bridge Pal. As usual we have a full and productive agenda.

A final note. This is my last article as President of the club. I have learned a great deal from this exercise in administration over the last two years, which can be transferred to other organizations. This club is a model of cooperation, participation and leadership. Many larger organizations could benefit by copying the operation of this group. I thank each of you and particularly the other leaders who lead by their example.

Elmer Hungate's

Tip 'O The Month

Be careful if you should need to replace a floppy drive in your "Racoreized" PCjr with DMA. If you replace either your A or B drive with a non-Qume unit, you may begin getting various and sundry problems. Some of these problems are intermittent and can include read/write errors and formatting 180K instead of 360K. If you begin to see these problems arise, try disabling the DMA. . . or look for a used Qume brand drive.



A TIME TO SERVE By Christine Brown, Vice President

Our Club is able to continue because of the willingness of members to serve in a variety of administrative tasks. It is especially encouraging when new members step forward and offer to take part.

I would like to express appreciation to the nominating committee for their efforts in contacting people of the Club. The elected positions open this year are President and Treasurer. The nominees for these positions are:

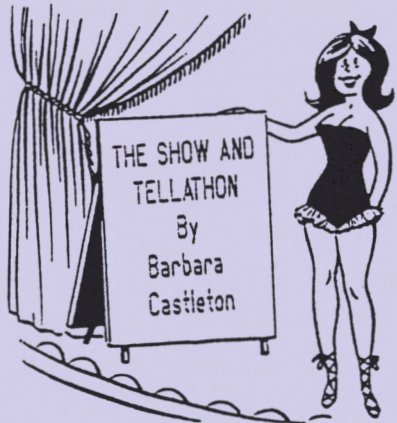
President: Rosie Janz
Treasurer: Phil Janz

The open positions on the Board of Directors are appointed by the President after elected positions are voted upon by the membership. The candidates for these positions are:

Disk Librarian: Cindy Hoffman
Commercial Contact: Mike Ruiz
Social Director: Virginia and
Court Pierce

Nominations may be made from the floor of the Annual General Meeting during elections provided the consent of the nominee has been obtained in advance.

A well attended meeting will be a great show of support for these people who will provide our leadership. Let's keep out Club providing "low tech" support to all of us who know there is a lot we don't know!



When I was a kid I had a wart removed from the bottom of my foot. Really gross, huh? But not to a kid. Lying there on the table in the doctor's office the first thing I wanted to do was SEE the wart. Could I take it home with me, I wanted to know? The more mature minds of the doctor and my mom dissuaded me, but for several years I regretted not having the evidence in a jar on my shelf. Why? So I could SHOW AND TELL!!!

Probably your mom wouldn't let you save your warts either, so what we're asking instead is that you bring your "Junior gems" to the April 8th meeting. Each of us loves our Junior for different reasons and uses it for varying purposes. We've illustrated "the peanut's" flexibility all year with workshops, demonstrations, data and meetings. April 8th will be the night to show what we've learned and show off what we've accomplished.

Have you written a cookbook with Junior? Bring us the cookbook. . . and the cookies. Have you finished writing your thesis? We want to see it, and the diploma too. Earlier in the year someone displayed the paper a junior Junior member had turned in at school. Bring it back. Others may use Junior for accounting, games, artistry, composing or stationary design, etc. We'd love to see it all.

Oh, I heard that. So what if you only use Junior to correspond with your gray haired mother in Altoona, PA. We wanna know. Yeah, yeah, you hardly turned it on this year and then it was only to see if the screen was still blue. Tell us!

April 8th is your SHOW AND TELLATHON. Much of the meeting will be devoted to the items members bring. Let the full glory of Junior's capabilities be spread out around the room. And, of course, all entries will be duly rewarded on the basis of we-know-it-was-a-lot-of-trouble-but-you-brought-it-anyway.

Modem News For April

by Gordon LeManquais

You are probably aware of the video game potential of personal computers. You know that those desktop marvels playing PAC-MAN, Frogger, and many more, can do an honest day's work as word processors, accounting machines and educational tools. Besides all this, your PCjr can do "Telecomputing." This involves connecting your home computer to other computers over the standard phone lines. PCjr then becomes a link to hundreds, perhaps thousands of other computers. You can sit back in your easy chair, and do everything from paying bills to reading weather reports.

Telecomputing is one of the fastest growing areas of personal computer use. Many computer owners regularly use their computers to talk to other computers. (How many of us are even thinking of doing this?) To begin telecomputing you must first connect Junior to a special device called a MODEM. The modem then is connected to your telephone line. You dial another computer's number, and when it answers, you talk to the other computer by using

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your keyboard. The computer on the other end of the phone line responds to your requests by sending information. This information is displayed on your monitor.

Telecommunications also gives you many ways to acquire and use information. Many local BBS are the electronic equivalent of the bulletin board down at the laundromat, complete with notices of events, wants ads, offers of free puppies and descriptions of new computer equipment.

Several banks have systems that help customers transfer funds and pay bills by computer. I'm not too sure of this. . . I personally wouldn't want to try it! Also available via telecomputing is electronic travel service. You can make your own airline and hotel reservations, get restaurant rating guides, and see international airline schedules.

One telecomputing service you can join, the Dow Jones News/Retrieval Service, charges an initial fee of \$50. There is no monthly fee, but instead, you are charged for the actual time you use the system. This charge varies depending on how many different services you use.

All of these services and more are out there, and all you have to do is get a modem! Although most of these telecomputing services charge for their use, there are many that are free. You have to decide which is best for you. Myself, I like to use the local area bulletin boards as there are only 3 or 4 that charge for their use while most of them are free. Telecomputing is a great way to get information and talk to other people from around the world.

Happy Modeming!



You Bought Another Computer?

by Louie Levy

You did it! You went out to that furniture store and bought their 486DX magnificent computer with the .28 dp Super VGA monitor. You have Windows up and running and have loaded Writing Assistant and all your other Junior software onto your zillion megabyte hard drive. No more space, so you had to move your old Junior off the computer desk so your new machine could have room. Now, what are you going to do with your old friend?

Your old Junior is obsolete with what you have now. Should you haul it out to the landfill? Just think what a nice door stop it would make. With the money you have invested in your old Junior, none of these are proper choices. Let's try to look at some of the possibilities from a more realistic point of view.

Of course, your first inclination would be to use Junior for trade-in on your new machine. Don't let the salesperson shock you, but his or her offer will come from the real world of economics and computers. We need to realize that our Juniors are not worth as much today as when we first purchased them. Still, we needn't feel too let down; we could have purchased an IBM PC or XT. If you were trading either of those in, you really would be upset at the dealer's offer!

If you purchased an XT eight years ago, one source says you paid about \$3,875 for it. This model computer is now selling for about \$200 in the local paper, so don't be surprised if a dealer offers you even less. But we purchased a Junior instead, so, while our computers have also depreciated, our losses are less. We shouldn't worry about the dollar amount as I am sure you have gotten much use from the Junior you purchased. But, back to what should be done with your old friend.

As you know, your Junior is not worthless. After all, you were using it, I hope, up to the time you brought your new machine home. And, you are still reading your PCjr Club's Newsletter!

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One thing you could do with your Junior is put it away in your closet or attic and drag it out in 10 or 20 years and take it to an antique dealer. There's no telling what they'll be worth in the future! We need to be more realistic, though, as most of us realize software in the year 2000 probably won't even run on your new 486 let alone your old Junior. So, your Junior should continue its service and not be put away. Closet Juniors are not happy Juniors, so just what can we do with them?

You can give Junior to your child or grandchild to use. With proper preparation, placing a computer in your child's bedroom and making it "their's" could do much to improve both their maturity and study habits. It sure beats a Nintendo for improving your child's mind! And, if you have no children yourself, just think how much a friend's child would appreciate your gift.

Another thing you could do would be to donate Junior to a local charity. Doing this may allow you to take a tax deduction that in some cases is higher than Junior's present market value. We know of at least one church in the area that uses a 128K Junior as its only computer. Wouldn't it be nice for them if someone upgraded their Junior to 640K?

Another suggestion is to donate Junior to your local computer club. Many clubs have taken on the worthwhile task of placing computers into homes that otherwise would never be able to afford a computer.

But, if you want to recoup some of your investment, you could place an ad in your local newspaper or in your computer club's newsletter. You should try to remember the actual value of your PCjr and not its aesthetic value--after all, Junior was, and may still be, a member of your family; a productive member of your family. It's much like selling your puppy!

Another way to get a little bit of cash from your Junior and have fun at the same time is to bring it to your computer club's meeting along with some tickets and raffle it off. (If you take this route, let your club know well in advance so an article can be included in their newsletter. The more folks available to buy chances the better you'll have at getting closer to your Junior's value.)

Of course, you can always put it in your garage sale. Very few computers look as good as a PCjr, so this could be

your best bet. Just be sure to answer inquiries realistically and truthfully. No, it doesn't come with Windows, and no, Writing Assistant isn't about the same as Ami Pro or PageMaker.

Whatever you do with your old Junior, please try to place it with someone who will continue to use it. Juniors do not like to remain idle, so try to get it into someone's hands who'll use it. After all, wasn't it Junior that introduced you to the wonderful world of computing?

How About More Hints

The response to "hints for King's Quest" was pretty good! Here are a few more:

KING'S QUEST I:

Q: What is the Gnome's name?

A: On a piece of paper write the alphabet from A to Z. Then directly below it write the alphabet backwards from Z to A. In order, find each letter of the name RUMPELSTILTSKIN on the top line and write down the letter you find directly below it. Type in this word when the Gnome asks for it.

Q: How can I capture the Goat?

A: Get a carrot (where do they grow?), go into the corral shutting the gate behind you, then SHOW THE CARROT and the goat will follow you most anywhere.

KING'S QUEST II:

Q: How do I get past the ghosts at the castle?

A: Wear the cross you got from the monastery.

Q: How do I get the maiden out of the tower?

A: Hold the amulet and think "home".

BLACK CAULDRON:

Q: How do I get out of the cell?

A: Make a racket with a cup like any upset prisoner.

Q: How do I free Flewddur Flam?

A: Fly fast, fetch the keys, swing your sword, slap the guard silly, and open the door.

Dick Page

When Was the Last Time You Took the KEYBOARD ADVENTURE?

Many have forgotten that built into every Junior is the special teaching program, Keyboard Adventure. This is an interactive program that teaches you, or your child, how to use all 62 keys of the PCjr keyboard, including the special function keys.

To use Keyboard Adventure, you must first remove any cartridges you may have in the cartridge slots on the front of your junior, and also remove any disks from the disk drive. Keyboard Adventure can only be run from Cassette BASIC which is built into Junior's Read Only Memory (ROM).

Everyone remembers why this built-in BASIC is called "Cassette" BASIC. It was designed for the early versions of the IBM PC computer to be used with a cassette tape recorder as a storage device. Yes, that's what that C connector on the back of Junior was meant for: a cassette recorder. Using a cassette tape recorder was the way data was stored, but the floppy disk soon took its place as the diskettes were far superior to tape for computer operations.

After removing cartridges and disks from your Junior, press Ctrl, Alt and touch the delete key to reboot. You will soon see the Cassette BASIC screen. When you do, press the ESC key on the upper left corner of your keyboard. This is the way you enter the often forgotten program, Keyboard Adventure.

As you go through Keyboard Adventure, follow along in the Guide to Operations manual (the Red Book). The instructions on how to use the game begins on page 2-6. Keyboard Adventure can keep youngsters entertained for quite a while!

What kind of games should you purchase for your children? Francis X. Bolton addresses this in the following article that was first published in the NYPC Users Group Newsletter and reprinted in November 1992 issue of the Jr Newsletter.



ONE PARENT'S GUIDE TO BUYING GAMES

Here is the checklist I'd give a parent who is interested in buying computer games for his or her child or children, based on my experiences. Perhaps readers can offer more suggestions.

- If your child isn't particularly interested in the computer, don't believe that buying software games will change that attitude.
- Make sure that any games you evaluate can be returned if they won't run on your PCjr. Most reputable software outlets will allow you to return software.
- Determine the type of game which your child enjoys: arcade games, text-based games, board games, simulations, and so on. Surprises in this regard can result in a \$40 piece of software sitting unused. The owner of an electronics store in Manhattan once told me his son has over 100 Nintendo games, most of which sit in his closet unused.
- Determine the type of game you might want your child to play. You may object to your child playing games where the goal is to destroy alien warships or where Wile E. Coyote gets smashed by falling rocks while pursuing The Roadrunner. Or you may believe that Dungeons and Dragons is not suitable. If you choose the type of games your children will play, without consulting any but the youngest child, you could buy the wrong type of game and end up with unused software in your closet. With discussion, you might hit upon a compromise which satisfies both parent and child.
- When choosing between two games, evaluate all the other features such as graphics, whether or not the entire screen is used for the game, whether you can choose a skill level when you start to play, the use of color, and speed. This last category may have an impact on how often a game will be used: some software is extremely slow to load and, surpris-

please turn page >>

ingly, just as slow to start the second game when you've finished the first one. Some require you to re-boot the computer in order to exit the game. Others require you to enter a specific word from a specific page in the manual. All of these little annoyances can make a child decide not to bother.

Do kids learn from games? I think so. Some games are clearly lacking anything that pretends to improve a child's intellectual acumen. Despite this, the child may be learning his or her way around the keyboard, may very possibly be increasing hand/eye coordination, and is having fun. And after all, isn't that what games are all about?

Francis X. Bolton



CLUB LIBRARY

JR POWER PACK II: This disk has the answer to many compatibility problems. It contains some well documented programs, including Larry Newcomb's JRCONFIG. This is the disk you need that has programs to use when cleaning your drives, if you have an external modem and need to "switch" Com ports, programs that change screen colors and much, much more. U-611 in the Library.

JUNIOR MUSIC MACHINE: An oldie but goodie. You can write and play music with your Junior, change tempo, key, volume and display the musical notes as you compose. 128K. E-107.

MUSIC SAMPLER: This disk really shows what Junior is capable of producing in the way of classical music. You will be impressed with the exceptional quality of this program that makes it by far the best value in the Library. G-216.

PC-FILE III: "It's still going!" One of the best, and easiest, database programs around. Just look at your address label any you will see just one aspect of PC-FILE. Room for over 9,000 records (books, names, addresses, parts, coins, stamps, VCR tapes, etc. Design your own records. Do sorts, print lists, do global updates, searches, selected reports; too many features to list. P-501.



WHAT EVERY PCJR USER SHOULD KNOW BEFORE THEY PURCHASE A MODEM, MOUSE OR OTHER SERIAL DEVICE:

Did You Know That Not All PCjrs Are The Same?

All PCjrs did not come with the same internal power supply card. To determine which power supply you have, you need to look inside your Junior. The most common power supply measures seven inches long and produces voltage at three different levels, +5V, +12V, and -6V. Other PCjrs came with a power supply that is ten inches long. This power supply produces -12V instead of -6 volts.

If you have the seven inch power supply card, you may encounter some problems when you connect an RS-232 device (to the serial port connector on the rear of Junior). What caused this problem concerns the negative power (-6V). 100% PC compatibles use -12V to generate RS-232 signals. To make matters worse, IBM's published specifications for the -6V level permits this voltage to vary 16% (approximately 1 Volt). This means the actual negative voltage produced by the internal power supply card may actually be as low as -5V!

If you use the ten inch power supply card, or any of the power supplies produced by PC Enterprises, you do not have to worry about this problem at all. If you have the seven inch PCjr power supply card, PC Enterprises recommends that you purchase all your PS-232 devices from competent PCjr product suppliers who are aware of this problem and therefore sell serial devices which have been tested to work with all Juniors including those which only produce -5 Volts.

(Adapted from the PC Enterprises catalog, page 10, by Gordon LeManquais)

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EUGENE PCjr CLUB, 1011 Valley River Way, Suite 220, Eugene, OR 97401. Please furnish the following:

Name _____

Address _____

City _____ State _____

Zip _____ Phone _____

NEED HELP? Give These Club Members a Call:



BASIC or WordStar:

Paul Bonney - 344-1501

NamePal Phil Janz - 343-1059

PC-FILE III or WordPerfect:

Louie Levy - 343-7592

PC-FILE +, 5 or 6:

Dick Page - 342-3193

Writing Assistant:

Phil Janz - 343-1059

Communications:

Gordon LeManquais - 746-1594

Sierra Games:

Cindy Page - 342-3193

Hardware Problems:

Dick Page - 342-3193

Spreadsheet Programs:

Mike Ruiz - 687-8661

For help in the Portland Metro Area, call

Robert Mueller: 252-1106

Parts and supplies:

The Company Store: Phil Janz



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