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# jr Newsletter

Sept.-Oct., 1993

## Word Processing on Jr

By Dorothy DeBisschop

Let's face it—your PCjr doesn't have the speed and power of the latest computer dynamos. But do you really need gigabytes of memory and mammoth hard drives to do what you want to do?

The most common use of a home computer is word processing, and the PCjr, properly set up, can handle any of the DOS-based word processors. The choice of a word processor should be based on several factors:

- \* Convenience
- \* Amount of advanced features needed
- \* Cost
- \* Hardware requirements.

### Keyboards Are Important

In word processing, the most important part of the computer is the keyboard, the part that forms

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the link between you and the software. Because the original PCjr keyboard has the combination of the function keys with the numbers across the top, word processing programs which require use of function keys can present problems and create compatibility issues. The best solution is to get an enhanced keyboard designed especially for the PCjr.

The PC Enterprises 101 enhanced keyboard features a full 101 keys and 100% scan code compatibility with other PC keyboards, which eliminates the problems caused by the PCjr keyboard's Fn key. The 12 function keys located at the top of the keyboard make operation simpler for programs that require function key combinations. No more pressing

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## *Beginner's Corner*

# Tips for the New PCjr User

By Diana Fisher

When I bought a PCjr in December of 1984, I believed that owning a computer was comparable to owning a giraffe; it would be a nice conversation piece, but what would I do with it?

My children, however, were fascinated as the pieces emerged from the boxes. For a week I listened to Chopin's Funeral March play each time "Jumpman" fell from his game board to the bottom of the screen, and as I listened, my disenchantment with the computer grew. I was determined to find a legitimate use for a home computer, (other than teaching manual dexterity with a joystick) so when a friend gave me a box of blank

disks, I courageously turned on the power and put them into the drive one by one. The message "NON-SYSTEM DISK" appeared 10 times, so I threw them all in the garbage. Obviously this was either a faulty batch of disks or the computer didn't know how to do anything but play Jumpman.

It wasn't until I did some reading that I realized disks must be formatted first. I did manage to write myself a note with a word processor and print it out.

I found the note this Christmas stuck in a bag in the attic; words full of frustration and anger for over-extending my budget to buy this awful toy. Reading it again brought a smile because the thought of living without our PCjr would be incomprehensible to any of us now.

Looking back on my learning process, the one full of frustration, but which proved oh so worth-while, perhaps I can offer some tips to those who have not yet fully explored their PCjr's vast capabilities. Perhaps you've heard the words "word processor", "data base" and "spreadsheet" thrown around so often that you're embarrassed to ask how to begin.

A good place to begin is the Disk Operating System User's

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# Questions & Answers

By Rene Waldron



**EDITOR'S NOTE:** Jr Newsletter gets questions in the mail from PCjr owners every day. So many, in fact, that we apologize for not being able to answer them personally. This Questions and Answers column is our way of responding to the questions readers ask about their PCjrs. We can't answer all of the questions we receive, but we try to answer those that are either asked by several readers or those we feel will be of interest to PCjr owners in general. If you have a question that you do not see answered here, or elsewhere in this newsletter, please feel free to write to us at Jr Newsletter, Box 163, Southbury, CT 06488.

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**Q.** I can't figure out why there is so much attention given to ramdisks. Won't we just have two copies of the file in our RAM, taking up twice as much valuable memory? I've already got problems loading the newer, larger programs without taking away more RAM and have never configured for a ramdisk successfully. J.A. Tucson, AZ.

**A.** The great success of computers, as we have come to discover, is in their incredible flexibility. In the general case of memory disks there is a trade-off of memory vs. speed. The speed increase with the use of memory disks is phenomenal and we think you'll be an addict if you give it a try. Some of our readers have expanded their RAM above 1 Meg ONLY to use as a ramdisk.

From the amount of memory you have and the CONFIG.SYS file you sent us we can see that there is a way you can successfully set up a ramdisk. The size can be configured according to the following determinations: (1) how much free RAM you have when any given program is loaded and

(2) the size of any files you want to access at this time. Remember, you also have some "wasted" RAM below 128k because of the way you use Jrconfig so you can add that to your tally of free RAM.

O.K. Load one of your programs, shell out of it, and do a CHKDSK to determine the free RAM. That's right, the second number you see (UNDER "bytes memory") is RAM, not disk space, when you read the CHKDSK results... Now add the amount of free RAM below 128k according to the documentation for Jrconfig in your own particular set-up. Subtract a couple of K bytes for the ramdisk directory, divide this by two and you have it. What remains is probably the optimal size of a ramdisk to be used with this program. Keep in mind that you can have a different size of ramdisk for each program! The size change is simply a matter of a .BAT file with the proper ramdisk sizing information and file transfer prior to starting any given program.

Do the above and here's an example of the approximate per-

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## Questions & Answers

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formance difference:

PC-Write read/write 11K text file to A: about 3 sec.

Read/write same 11K text file to hard disk: about 1 sec.

Read/write same 11K to ramdisk: too short to gauge, almost instantly. This kind of difference can really add up over the span of even a single session at the computer. For a spell-checker which must access the words list on a disk, the performance really becomes phenomenal, even when compared to a hard disk!

One other thing - ever notice how you hesitate with your hands poised over the keys waiting for a read or write and how fatiguing that is? The crisp, quick response of a ramdisk can help to lessen that problem and whatever other syndrome it might amplify.

**Q. A while back you published a patch to DOS to color the screen and the text to get away from the white on black. I believe it was a patch for DOS 2.1. Is there a patch for any of the later DOS versions? P.B. Albany, NY**

**A. Mono is dead, long live color! Microsoft only defaults to black and white to be backward compatible with the older DOSs and machines. Too bad IBM didn't do the same with the design and attitudes of the PC Jr... Yes, there are patches for the later versions**

of DOS and they are all different because the DOS screen color defaults addresses are in different places, so be SURE you know which version of DOS you are changing. We have found the addresses for the CLS command for all versions up to and including 3.3 plus 5.0 and have streamlined the process a bit.

Be sure DEBUG.COM and COMMAND.COM are on an otherwise clean floppy disk. DO NOT use your booting disk! Change to the drive with the disk by typing A:<ENTER>, for example then type in the following:

```
DEBUG COMMAND.COM  
<ENTER>
```

At the debug hyphen (-) prompt, type:

```
E xxxx yy <ENTER> (see below!)
```

```
W <ENTER>
```

```
Q <ENTER>
```

For the xxxx above use;

2359 for DOS 2.1

2428 for DOS 3.0

2642 for DOS 3.1

282E for DOS 3.2

28AD for DOS 3.3

4369 for DOS 5.0

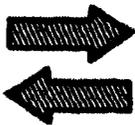
The xx represent hex numbers of your choosing for the new Background Foreground colors. Examples:

1E is Blue with Bright Yellow text

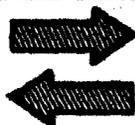
4E is Red with Bright Yellow text

70 is White with Black text.

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## Reader Feedback



### PCjr Like the Eveready Bunny...

The PCjr is like the Eveready Bunny, it keeps going and going, and if you keep upgrading your memory, it keeps growing and growing. I am still hoping to eventually attain 640K.

Metro-North Commuter Railroad's (MNCR) FL9's almost had a similar fate as the junior. However, they stuck with them and continued to improve their performance. Junior users will continue to do the same because they know that there's plenty of opportunities left for this computer.

#### Addressing Tip

When addressing letters or printing computer generated labels, U.S. Postal regulations state that no punctuation other than a hyphen for a Zip +4 should appear. Therefore, the periods after the addressee's initials should be eliminated.

#### Homeword II Question

Sierra states that Homeword II hasn't any PCjr support because of a programming problem. Is there

a patch available to correct this problem?

*R. M. Lombardo, Tallahassee, FL*

**EDITOR'S NOTE:** PCjrs were very well made and do indeed continue to run like the well known bunny.

As for Homeword II, you must have at least 256K and you need to have the INT9 patch or you will get double letters every time you type.

This patch is available on our JR PATCHES DISK #56, but an easier solution is to use jrconfig.sys which automatically solves the problem each time you boot up on your PCjr.

Jrconfig is on Jr. PowerPack III, Disk #140 in the software store. If you are using a Racore memory expansion unit on your PCjr, you must keep the switch in the PCjr position to run Homeword II.

Another way to resolve this incompatibility problem, as well as any others that may arise with other programs, is to purchase the PC Enterprises Compatability Cartridge, which will make the junior 100% IBMPC, XT compatible.

Homeword I ran well on PCjrs and required only 128K, but it was a more primitive word processor than Homeword II.

### Games

**Cribbage Partner** is a realistic representation of the traditional card and board game of Cribbage. No color/ graphics adapter is needed, and BASIC is not required. A Microsoft-compatible mouse can be used if desired. 128K Reviewed 5-8/93. (Disk #150)

**ADVENTUREWARE.** Six different text adventures with titles like *Island of Mystery*, *Terror in the Ice Caverns*, and *Moon Mountain Adventure*, all test your wits and take you to strange mysterious places. 128K (disk #14)

**ARCADE GAMES.** Includes *Kong*, *Pango*, *PC-Golf*, *Pyramid* and other exciting, colorful games for hours of fun. 128K. (Disk #30)

**BOARD GAMES.** Eleven different games on one disk! Hours of fun with *Monopoly*, *Yahtzee*, *Cribbage*, *Backgammon*, *Othello*, and others. All run great on your PCjr! 128K. Need Cartridge BASIC (Disk #31)

**BUSHIDO.** Test your skills in martial arts combat. Fighters kick, spin, duck, punch, etc. Requires 256K and keyboard with function keys (Disk #16)

**CASTAWAYS/S.AMERICAN TREK.** Test your survival skills as the survivor of a shipwreck in the South Pacific. Or as an explorer of South America. Two novice text adventures from Jim Button. Ages 12 and up. 128K. (Disk #53)

**COMPUTER JOKER.** Disk full of jokes, wisdom, and visual tricks to play on your computing friends. 128K ok (Disk #64)

**DOUBLE TROUBLE.** Two of the most challenging, highest quality arcade style games we've seen: *Amazing Mazes* and *Willy the Worm*. Ten different mazes and five levels of play will tie your brain in knots. And *Willy*, who is the fastest, jumpingest worm you'll ever see, will beat you for sure! You can even modify *Willy* to give yourself more (or less) trouble. 128K ok. (Disk #68)

## Word Processing on Jr

(Continued from page 1)

the PCjr keyboard's Fn key to get the functions to work. The keyboard also features the dedicated numeric keypad, print screen, scroll lock, pause, page up, page down, home and end keys.

Touch typists will appreciate the feel of the keyboard. With its two control and ALT keys and isolated escape key, the keyboard makes it easy to develop speed and accuracy in word processing. The PC Enterprises keyboard comes with a full year warranty and costs about \$120. The purchase of the enhanced keyboard should be considered a must for anyone who wants to do serious word processing on a PCjr.

Be sure to note that not just any standard full-size keyboard will work — it has to be especially adapted to the PCjr to make the keyboard strokes entered on the PCjr what the word processing software expects to get from an XT or AT class machine. We recommend the PC Enterprises product for maximum compatibility. (The DataDesk keyboard — another 101 keyboard made for the jr by another company — does not use the F11 and F12 keys properly, even with a compatibility cartridge, due to faulty scan codes in that keyboard.)

### WordPerfect 5.1

As of this writing, one of the most popular word processing programs is WordPerfect 5.1, which

is common in homes and offices on all sorts of computers. (WordPerfect 6.0 is now out and we'll report on it in a future issue.) To run WordPerfect 5.1, you need an expanded PCjr, with a hard drive, a full-size keyboard, and 640K of memory. Without the enhanced keyboard, you will have problems using the function keys for routines within WordPerfect. For example, when you press F2 to begin a search, WordPerfect doesn't recognize when you have released the F2 key if you are using a original style keyboard with its combination function keys.

Another way to overcome this problem is to install a PC Enterprises Compatibility Cartridge (cost is about \$40 for just compatibility or about \$90 for Combo Cartridge Version 3, which increases the keyboard buffer so you can continue to type while the disk is spinning; speeds up the video display and speeds up the boot-up process) and keep the original keyboard.

While we like our compatibility cartridge, we prefer the 101 key keyboard for its ease of operation. Give the junior an enhanced 101 keyboard (or the Compatibility Cartridge) and it will run WordPerfect 5.1 as well as any state-of-the-art 486-based computer. Granted, the 486 processor runs faster than the junior, but you'd have to be an incredible typist to hit the keys faster than junior can accept them.

*(Continued on page 20)*

## **PCjr Software** (Order form on pages 20-21)

**DUGEONS & WARS.** In *Dungeon Quest* you can choose to be a dwarf, elf, magic-user, fighter or other type of character. You select your strengths and weapons, too. Then you enter the dangerous dungeons on your Quest. *Thermonuclear War* pits the US vs. the Soviets in a very real demonstration of what a nuclear war might be like. Combat is a strategic battle on the ground. 128K ok. (Disk #6)

**DUOTRIS.** Two great Tetris-like games on one disk. Similar to the popular Russian strategy game, both of the versions add new twists of their own. Written in Turbo Pascal, both are high quality games. 128K ok (Disk #116)

**GAMES I.** An assortment of games for hours of fun and excitement. Includes *Spacewar*, *Airtrax*, *Life*, *Wumpus*, *Wizard* and more. All good with 128K. Need Cartridge BASIC (Disk #8)

**GAMES II.** A wild bunch of games to test your wits and skills. Includes *Silthor*, *Xwing*, *Torpedo*, *ABM2* and *Overcast*, where you are in charge of a nuclear plant. 128K. Need Cartridge BASIC (Disk #34)

**GAMES III.** *Kingdom of Kroz*, an award-winning arcade action game. *Go-Moku*, a challenging Japanese strategy game, also known as *Pente*. *Zigsaw*, the first really good on screen simulation of a jigsaw puzzle. All three on one disk. 256K Reviewed 12/89 (Disk #101)

**GAMES IV.** *Turbo-Car* tests your skills at driving a fast car on a two lane highway. Can you keep from crashing? *Return to Kroz* is a colorful, exciting arcade-strategy sequel to *Kingdom of Kroz* on Games III. *Trek Trivia* tests and expands your knowledge of *Star Trek*. Three great games on one disk! 256K Reviewed 2/90 (Disk #106)

**GOLF/SAILING.** Two great games! The golf game has three courses, user definable club ranges and a swing control that determines whether you hit a slice, hook or straight shot. Three nine hole courses (Novice, Pro, and Sadiatic). In the other game, you try to sail the three legs of the Bermuda Triangle avoiding, if you can, the creeping mists, alien crystals,

vortexes and storms. Your boat is equipped with radar, rudder and sail (all of which you control) and an engine for emergencies. 128K ok for sailing. Need 256K for golf. (Disk #47)

**MEAN 18 GOLF COURSES.** Three excellently designed courses for those who play Mean 18, the commercial golf game. Disk #79 has Boca Woods North, Boca Woods South, both with especially challenging water holes, and Kearsage Valley, with fall foliage in full color. Disk #80 has TPC of Avenel, TPC of Sawgrass, with massive sand traps and a tough 17th green on an island, and TPC of Woodlands, which may be the most challenging of all. (Disk #79 and #80)

**PC-CHESS.** Two great chess games on one disk! A full-color, many featured chess program with four levels of play, allows such things as switching sides, setting up the board yourself, validity checking, en passant, etc. The other works on color or monochrome, has window showing options it considers before moving, adjustable difficulty level but a powerful opponent at any level. 128K ok for one, 256K for other. (Disk #44)

**PHRASE CRAZE.** Based on the TV show Wheel of Fortune, you get to be the guest who guesses the mystery phrases and wins piles of money! The wheel spins to select the amount of money you win for correct guesses. It gets harder with each round you play. You can add your own phrases to this game or try to guess the ones provided on the disk. Lot of fun for adults as well as older kids. 128K. (Disk #46)

**PINBALL RALLY.** A colorful collection of amazingly realistic pinball games. Using the Shift keys as flippers, the games get more and more complex until you get to Twilight Zone, the hardest one of all. Runs on 128K. (Disk #10)

**PLAYERS CHOICE.** Six different card games, some easy, some hard, but all excellent. Youngsters can have fun playing Memory or Even-Out, which are quite easy to master. Blackjack is hard to beat, and Poker, which has the ability to modify its play in response to your methods, is a real challenge. Also two fine versions of Solitaire, one with great graphics. Some need 256K. (Disk #78)

## Beginners' Corner

(Continued from page 2)

Guide, the slim, paper-covered pink booklet included with the DOS Manual. With the help of the little yellow birdie (or chicken, or whatever that unidentifiable creature is) you can get started with simple DOS commands like **FORMAT**, **DISKCOPY**, **ERASE** and **DIRectory** (which allows you to find you what is on a disk). Knowing what information a disk holds becomes quite important as you grow more familiar with your computer, and these listings or directories can be displayed in several ways.

The most common way to display your directory is to type **DIR** at the "A prompt", which is the **A>** you see when you "boot up" the computer with **DOS**.

Sometimes, however, there will be so many files on a diskette that after you type **DIR** the list of files will disappear off the top of the screen before you can read them all. In this case, issue the command **DIR/P** at the **A>**, and your files will fill up the screen and wait for you to "Strike any key when ready..." when you want to see the rest.

A third way to look at your directory of files on a disk is to issue the **DIR/W** command at the **A>**. Your files will list in five columns **ACROSS** the screen, but you won't be able to see what size they are or on what date they were created. This is the fastest way to see all the file names at once on

your screen. Learning to do things like these directory commands can give you a wonderful sense of power! Here's another simple, but almost essential tip for beginning users of PCjr's:

### **Big Letters vs. Little**

The PCjr comes up in 40 column mode on the display, (unless you're using a special program to start up with). These are big letters, and as you type, the beginning of your sentence will be forced off the screen to the left so you can no longer see it. In order for you to read what would normally print on one line if you sent your words to a printer, you must change the computer to what is called the "80 column mode."

This is done from the DOS A> by typing **MODE CO80**. Your DOS disk must be in the drive when you type this because the DOS disk has the **MODE** command on it. Many PCjr owners routinely start up their PCjrs in the 80 column mode because it is best for word processing and most other uses. (Incidentally, the **CO** in front of the **80** stands for **Color**, which allows you to operate in color while in the 80 column mode.)

Commands like **MODE CO80** and others that people would rather not type in each time they start up their computers can be grouped into one special file called an **AUTOEXEC.BAT** file. This file will **AUTO**matically **EXEC**ute commands you write into the file so you needn't enter them from the key-

board every time you boot up the computer. Here's how to make an **AUTOEXEC.BAT** file that will put your computer in the 80 column mode automatically every time you start up or reboot (using the **Ctrl-Alt-Del** combination to wipe your computer's memory clean and start up again).

### **Preparing A Boot-up Diskette**

To create a convenient disk to use for everyday booting up, you can use **DISKCOPY** to copy the contents of your DOS master disk onto a blank disk. The DOS User's Guide page 4-9 will tell you how to **DISKCOPY**. When you have finished the **DISKCOPY** you will be asked if you wish to copy another disk. Type **N** and hit the **Enter** key. Put your original DOS disk as far away from children, pets and visitors as you can, then insert the new copy of DOS in the drive. At the **A>** type **COPY CON AUTOEXEC.BAT** and hit the **Enter** key.

On the next line, type **MODE CO80** and hit the **Enter** key. On the third line, type **DATE** and hit the **Enter** key, and on the fourth line, type **TIME**, press **F6** (the key marked **Fn** and the number **6**) and hit the **Enter** key.

You will see the message "1 file copied". Now re-boot (**CTRL-ALT-DEL**) and your new **AUTOEXEC.BAT** file will set your display in 80 column mode, ask you for the date and time and start you on the way to the many won-

*(Continued on page 10)*

## PCjr Software

(Order form on pages 28-30)

**BRIDGE PLUS.** Play Contract Bridge Or Mahjong. Realistic bridge practice in bidding and playing against the computer. Good way to practice the game, but need some knowledge of the game or a rule book. Mahjong rules are included on the disk. Requires 256K Reviewed 9/91 (Disk #131)

**REFLEX POINT.** Patterned on the TV show Robotech, this game follows the shows storyline, with the Freedom Fighters trying to reach the Reflex Point and destroy the evil Invid Prince. 128K ok. (Disk #12)

**SCRABBLE.** At last, an excellent Scrabble game that runs in 16 colors on PCjr! Plays just like the board game. Expandable dictionary checks words. Keeps track of all premium score squares and scores for up to four players. Also contains WORDWHIZ, a nice vocabulary building game. 256K (Disk #113)

**STAY ALIVE !!!** Three games that require all your wits to stay alive. Can you avoid the terrible nightmares and reach the highest level in Dr. Sleep? Or fight off the alien hordes on the Planet Isakib? Bet you cant shoot down the clever enemy pilots in Sopwith. If you can, you deserve a medal! 256K (Disk #89)

**SUPER BOARD GAMES.** Excellent versions of two popular board games Monopoly and Risk. Very much like the board versions, except your computer keeps track of everything for you. All you have to do is make the right moves and have fun. 256K. Need Cartridge BASIC (Disk #55)

**TOMMYS TRIVIA.** Excellent trivia game with 3 ways to play against computer, 2 against human opponent. 2,500 questions in many categories, from entertainment to history. More Qs available. 16 colors on PCjr. Need 256K. (Disk #90)

**WAR ON THE SEA.** Based on World War II naval battles, this game allows you to command a fleet in seven different campaigns in the Atlantic and Pacific. Not a joystick game, this one will allow you to see whether you have the strategic skills to be an Admiral. 256K (Disk #100)

## Beginners' Corner

*(Continued from page 9)*

derful things you can do with your computer! [EDITOR'S NOTE: If you enjoyed reading this column and would like to see other beginner topics covered in future columns, please write and let us know. Remember, there is no such thing as a stupid question. Everyone was a beginner once, and we are here to help you get beyond the beginner level so you can do as many things as you want to do on your PCjr.]

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## Questions & Answers

*(Continued from page 4)*

71 is White with Blue text.

You use the hex number of the colors as used in BASIC for the screen colors. Any BASIC manual lists them for you.

With this patched version of command.com copied to your booting disk, whenever a batch or other file clears the DOS screen or you type CLS, it will clear to the new chosen colors.

For DOS versions 4.xx and 6.xx we have been advising a different method. This is one which can be used with the above DOS versions as well if you dislike using debug or simply do not wish to patch command.com.

Be sure a copy of the DOS-included file ANSI.SYS is avail-

able in your boot disk root directory. Load the ANSI.SYS device driver into the computer on boot-up by adding the statement "DEVICE=ANSI.SYS" to your CONFIG.SYS file. Now get into a plain-Jane ascii text editor and load your autoexec.bat file for editing.

Somewhere before clearing the screen add a statement such as the following:

```
PROMPT $E[0;34;47m $E[2J
$P $G
```

Here's how this parses: "\$E" is the ansi esc. or control alert character. For color control the next char MUST always be "[" (the left square bracket) The "0;" (zero) resets screen attributes to the no-blink default. "34;" is ansi blue foreground and "47m" is ansi white background. The lower case "m" signals the end of controls so the semicolon separator isn't necessary. Once again the "\$E" and the "[" start a new sequence and "2J" clears the screen. "\$P" is the current drive and directory and the "\$G" will put the ">" on the screen. If you do not want the screen cleared each time the prompt is called leave out the "\$E[2J" sequence and just leave the "\$P \$G" on the end of the PROMPT statement. Re-boot, and you'll have your colors...

The sequence of color numbers works as follows: 0=black, 1=red, 2=green, 3=brown, 4=blue, 5=magenta, 6=cyan, 7=white. Note that these are NOT the same as the BASIC color codes! For the

*(Continued on page 12)*

## PCr Software

*(Order form on pages 28-30)*

**ZAXXON/GALAXY TREK.** Two exciting high tech shoot-em-up games. In Zaxxon you fly through an obstacle course, shooting while you go, up and over walls, and eventually through space. Galaxy Trek makes you the commander of a Star Ship which you maneuver through the universe seeking to destroy a fleet of Megaton warships before they conquer the planets. 128K. (Disk #45)

### Databases

**3 X 5.** An information management program that works just like a 3 x 5 card file. It offers speed, versatility and simplicity in entering, indexing and retrieving data. Has an integrated word processor, powerful search commands, multiple windows so you can edit in one and search in another, etc. Requires 256K. (Disk #19)

**FILE EXPRESS. (V4.22)** Very easy to use database manager. Extensive menus and prompts to guide you. Excellent choice for maintaining mailing lists, etc. Many powerful features. 256K (Disks #83 and #84)

**MR. LABEL.** Extremely versatile, this software enables you to make labels ranging from the very simple to the very sophisticated. Its the best of many we've tried. 128K ok. (Disk #97)

**NAMEPAL.** An excellent utility program for maintaining and printing name and address lists, address books or mailing labels. Keeps business and personal references and allows user to maintain free-form notes as well. Requires 128K Memory. (Disk #70)

**PC-FILE III.** This excellent database manager will handle up to 9,999 records, such as names and addresses, notes, product descriptions, etc. Uses generic, embedded, soundex and wildcard searches. Global updates and deletes. Sorts on any field. Too many features to mention. (Disk #3 runs on 128K, Disk #4 needs 256K)

## Questions & Answers

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foreground add 30 to the ANSI color sequence such as; 30=black, 31=red, 32=green etc. For the background (screen) colors add 40 to the same series; 40=black, 41=red, 42=green etc. use a "1;" in the sequence just before the text color for bright and "5;" just before the background color for blink. There is a load of information in the DOS manual in the customizing chapter referring to ANSI and PROMPT. Remember, none of this will work if don't load the ANSI.SYS device driver first!

By the way the "\$P \$G" is not

part of ANSI so it will always work, showing your drive and directory and we recommend it for all hard disk users.

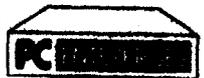
**Q.** I just got a good deal on an internal modem and have started getting "on line" with various BBSs in my area. My problem is that I sometimes get lots of re-send errors when I download and sometimes the text or instructions on the menus looks like garbage. Other time everything is fast and fine! I would like to try Prodigy or Compuserve or Genie but I have doubts about this modem or the

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### PCjr Owners!!

Everything You'll Ever Need Plus Much, Much, More!!

- Memory Sidecars – Expand now to 1.2 MBI
- Second & Third Disk Drives which Snap-on-Top
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## Questions & Answers

(Continued from page 12)

**set-up. P.R. Secaucus, NJ**

A. According to the information you sent us, the set-up is exactly right for the communications software you are using and the modem is working normally. We surmise you occasionally connect to a "noisy" telephone line or switching center. The errors reported are, as you say, re-sent (this is error detection and correction in action) and are not showing up as bad or glitched files when you uncompress them later, so the software / hardware combination is doing the job properly. You would actually have faulty files otherwise. Most software does not bother with error handling for straight text transmission. If you're getting lots of error messages or bad text in any given session, try going off-line then re-connecting to the BBS. In our area where we still have old lines and pulse-only phones, re-dialing often gets us a clean connection.

Do not be worried about getting into a mess with any of the commercial services you are interested in trying. All supply special software (which we recommend!) with excellent error detection and correction and these handle all kinds of phone line problems. They also include accurate and speedy protocols for file transfers.

You've already learned quite a lot about how to do serial and

(Continued on page 14)

**PCjr Software**

(Order form on pages 29-30)

### 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 PCjr's, 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 #66)

**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-Modems of the most efficient and reliable transfers available. If yours 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.

**The Software Store**  
**(on Pages 29-30)**  
**Features Affordable**  
**Software for your PCjr!**

## Questions & Answers

(continued from page 13)

modem communications and you'll have no problem setting up for any of the above services. Go for the free trial period offered by each one, and then make up your mind about which to stay with.

**Q. Are there really four text screens in BASIC? I would like to make and access these extra screens for help screens, etc. Do they pop up as needed or what? How do I do this? J.J. Denver CO**

**A.** Yes there are four text screens if one has CGA or better, but they are a part of the operating system (DOS) not BASIC. It so happens they are easily accessed using BASIC and other programming languages. Refer to the pages in your BASIC manual pertaining to CGA SCREEN and paging for more detailed information about the parameters following the SCREEN statement. Now type in the following little test program.

```
DEFINT A-Z
COLOR 14, 5: CLS
  FOR PG = 0 TO 3
    SCREEN 0, 1, PG, 0
    COLOR 14, PG: CLS
    LOCATE 1 + PG * 2, 1 + PG * 2
    PRINT "This is page "; PG
  NEXT
SCREEN 0, 1, 0, 0
PRINT "Press number (0 - 3) to view a screen"
100 KY$ = INKEY$
  IF KY$ = "" THEN GOTO 100
  IF KY$ >= "0" AND KY$ < "4" THEN SCREEN 0, 1, 0,
    VAL(KY$) ELSE END
GOTO 100
```

The screen swaps are really quick, and will be ideal for the requirements in your query.

Visual Basic for DOS, if you're using it, is another animal altogether and the SCREEN statement is not compatible with earlier Basics. You don't need this in Visual Basic for DOS anyway because that language already allows an alternative method or two for the kind of operation you require.

**Q. Now that I have my hard disk up and running I lose track of where some files are located, i.e. which subdir in which dir has what. Is there some way I can just look for a file or set of files from**

the root directory? It sure is tedious to try to find files now. P.G. New Bedford, MA

A. There is a really neat option built into DOS 5.xx and later which can help you out. This is listed as the "/S" switch so do not confuse it with the "S" or "-S" ordering option. Here's how to do what you want:

```
DIR \FILENAME.EXT /S /B
<ENTER>
```

This will give you a screen listing of: drive, directory, subdirectory and matching file name! The wild card symbol (\*) is usable for the file name and the extension too, so that:

```
DIR \*.TXT /S /B ,ENTER>
```

will list all the paths and files which have TXT as the extension. If you have so many file matching the specs you are looking for, add "/P" to pause each full screen listing. One more nice touch is that you needn't be in the root directory for this to work. It "back-tracks" to the root and starts its listing from there! Try it, you'll like it.



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in our Software Store!

**PCjr Software**  
(Order form on pages 29-30)

## Utilities

**UNPROTECT** is a disk of patches and routines to circumvent copy protection programs, which often make running them difficult on a PCjr. It also contains some patches to make early DOS and BASIC versions mor adaptable. The required memory varies from program to program. Reviewed 5-8/83. (Disk #152)

**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 1-2/83. (Disk Set #8; 4 disks, \$15.00.)

**DISKCAT.** Creates a catalogue of all files on all your disks, so you dont have to push disk after disk in your drive looking for that 1987 letter to the IRS. Makes table of contents for each disk, too. 128K ok Reviewed 10/91 (Disk #133)

**MEMSIM.** Simulates Expanded Memory on the Jr's hard disk (or floppy) through the use of a swap file, enabling you to run programs which require more than 640K. 384K recommended. Reviewed 12/91. (Disk#135).

**4DOS V2.21.** This is the ultimate utility since it replaces almost all DOS commands with new, improved versions. And it adds 35 more useful commands of its own! It will replace many of your favorite enhancement utilities. For example, 4DOS allows 40 character file descriptions, more flexible wildcards, multiple commands per line, handy conditional commands, command stacking, alias commands, faster batch processing and MUCH more! A must for all serious computerists. Reviewed 1/90 (Disk #102)

**LHAV.2.11** Powerful archive software will compress even more than PKZip, (though not as fast). Many extra features to update, delete, list files in archive, even extract and run. 256K (Disk #128)

## PCjr PowerPack III Helps Jr Run Better

**POWERBATCH.** Compiles batch files into .EXE files, which run as much as three times faster. Additional commands add power, control, & flexibility. Requires DOS 3.0 or above. (Disk #127)

**BAKERS DOZEN.** 13 powerful utilities by shareware star Jim Button. Recover zapped files, save screen to files, print sideways, sort files, file management, locate text, pop-up calendar, powerful one screen spreadsheet, set screen colors, and more. (Disk #73)

**BATCH FILE TUTOR.** A tutorial on how to create batch files, including color menus and macros. 128K (Disk #26)

**DOSAMATIC.** A nifty way to view the contents of disks, easily manipulate files and carry out DOS commands. Features a Mac-like point and press interface which allows you to select the commands you want from pull down menus. Also permits loading several programs at once and jumping from one to the other. 128K ok, but more memory needed for multi-tasking. (Disk #49)

**ASIC.** Excellent BASIC compiler turns your BASIC programs into executable COM or EXE files. A shareware alternative to costly compilers. 128K (Disk #122)

**LZEXE.** Cut down dramatically on the disk space required for software. LZEXE compresses EXE files into 2/3 to 1/2 their original size and allows them to be run from compressed form. Great for keeping RAM disks small and memory free. Utility will also convert COM files. 256K (Disk #112)

**MORE SUPER UTILITIES.** A collection of excellent screen and keyboard enhancements, useful file managers, color selectors, and more. Under 128K ok (Disk #29)

**NEW KEY.** Powerful popular program that allows you to redefine keystrokes and assign series of keystrokes to one or two keys. Customize software to meet your needs. Many other useful features included. 128K. (Disk #35)

**PC DOS HELP.** Similar to PC-Prompt, but takes up less memory (16K) as a resident program. Geared to DOS 2.1 with special PCjr commands included. 128K. (Disk #24)

Junior Powerpack III is chock full of programs to help you get the most out of jr.

Jr Powerpack III, disk # 140 in the jr Newsletter Software Store, includes the premier memory management software for PCjrs. Every PCjr with more than 128K needs memory management software installed to run each time you start your machine. Jrconfig has, over the years, proved to be the best. Here's why:

Jrconfig allows you to customize your computer to look the way you want it to and to do what you want, easily and quickly. With a one line command, you can tell your computer to set the keyboard click on, set the video display to color or monochrome (in 80 col mode), tell DOS how many disk drives your Junior has, use Junior's fast memory, create a RAM disk for super-fast operation of most software, read the internal clock and report time and date to DOS - and much more. This can all done automatically for you each time you boot up your Junior.

No other software we know of is as useful to PCjr users as Jrconfig.

### Jr Power Pack III Offers Many Other Utilities

Boot33, a utility for quicker booting of DOS 3.X on the PCjr, by John King.

JrHotKey: Multi-purpose PC-

Compatibility driver of PCjr, fixes scrambled graphics on PCjr screens.

**SetMem.Sys:** A device driver to shorten PCjr boot time for machines with more than 128K of memory.

**l48fix:** PCjr 83 or 101 Keyboard Patch for PCjr.

**SAVEjr:** Screen saver especially made for PCjr.

Ramdrive configuration programs.

Programs to run Disk BASIC and BASICA on the PCjr without the need of a cartridge.

Device drivers to re-map the PCjr's memory.

Utilities to label disks or change volume labels and eliminate the need to label the volume when it is formatted.

**Bootsect,** a program which replaces the boot sector on a DOS 2.1 disk for systems with add-on hardware.

Programs which enable PCjrs with expansion cards to use cartridge BASIC.

Tips for installing MS DOS 5 on a PCjr

Printer utilities, and more.

### **Why JrConfig is Needed**

A standard PCjr uses internal memory to store video information. Programs designed for a CGA card write a block of video information (up to 16KB long) to hardware address B8000h where the cards provide 16KB of memory. However, Junior does not use this memory address. Instead, it allo-

cates 16KB of internal memory at another address. For compatibility with CGA programs, the PCjr's hardware redirects the memory to Junior's video buffer. Memory management software allows you to change the size and address of this video buffer. The PCjr can have up to 96KB of video memory, or as little as 2KB, depending upon the options you specify with jrConfig.

### **Memory Management Speeds Up Junior**

The PCjr inserts "wait states" in its internal memory for video refreshing. When hardware suppliers design add-on memory products, they can design them to work without these added wait states. So a program forced to run from a memory expansion sidecar will run faster than if it were loaded in slow memory. One of jrConfig's defaults lets the PCjr set aside all slow memory. Then all programs load and in the faster expansion memory area. If "slow" memory is needed, the /S option recovers as much slow memory as desired.

### **When Memory Management is Not Needed**

JrConfig automatically executes twice when Junior starts. Some options take effect the first time jrConfig runs; others take effect the second time. The first time jrConfig reports 112KB of memory. Then jrConfig moves the video buffer out of DOS's way, changes

*(continued on page 18)*

## **Powerpak Has JrConfig**

*(continued from page 17)*

other defaults specified by your switches, then restarts DOS. The second time DOS loads, it sees all the PCjr's memory up to 640KB (736KB if you are using the /L option).

### **DOS 5.0 Compatibility**

The patches used to run DOS 5.0 deal with the amount of memory reported by DOS. Junior won't load DOS 5.0 without them because it needs more than the 128KB of conventional memory junior reports the first time it boots. The DOS 5.0 patches cause DOS to report adequate memory. JrConfig moves the video buffer to allow DOS 5.0 to run.

The new JrConfig automatically checks for the PC Enterprises' Compatibility Cartridge. If found, it automatically installs all the routines to correct DOS compatibility problems. If you do not have the cartridge, JrConfig operates without it.

If you have a PC JrExcellerator, you can now leave JrConfig in your CONFIG.SYS file all the time - even when you operate in PC memory mode. In this case, JrConfig ignores the /V option (which controls video buffer size) and lets the PCjr use 32KB of video memory all the time. So, if you have the Tandy Mod, you can run any 4-color CGA program, or almost any 16-color Tandy program, without changing CONFIG.SYS. If

you do not have the Tandy Modification, this feature will not affect system performance or available memory in any way.

### **PCE Display-Master Support**

The new JrConfig supports PC Enterprises' Display-Master VGA sidecar for SuperVGA, VGA, EGA, and true CGA graphics on the PCjr, resolving some problems experienced when earlier versions of JrConfig were used with Display-Masters. Now, Display-Master users can leave JrConfig in their CONFIG.SYS file even when the VGA cartridge is used.

In addition, JrConfig has numerous options unique to PCjr-CGA which can be used in Display-Master Memory Mode. It also resolves some "sector too large", "divide overflow", and "out of memory" errors, and system crashes related to problems in the DOS 2.10 stack. It allows the Display-Master VGA sidecar to operate under DOS 2.10.

### **Improved RAMDISK Controls**

DOS assigns drive letters to floppy drives controlled by DOS first, then to hard drives recognized by BIOS, then to other devices which use device driver software. Since JrConfig is the first device driver in your CONFIG.SYS file, the ramdisk created by the /R option will normally be assigned drive letter C: or D:, depending upon how many floppy drives you tell DOS you have, and whether you are using a self booting hard

drive system. If you have additional drives which use device driver software to operate, you can now tell DOS to assign their drive letter before your ramdisk. This way your devices will always have the same letter, whether or not you use a RAMDISK.

When jrConfig is used without the /R option (for the ramdrive in faster memory), the amount of memory specified with the /S option is set aside for possible use as a ramdisk. Then when the LOWRD.SYS device driver is executed, DOS assigns the next available drive letter to the slow memory that was allocated for use as a ramdisk.

### Improved RAMDISK Operation

The new jrConfig v3.0 creates a ramdisk which conforms to DOS ramdisk specifications. DOS overhead is increased by 128 bytes, but the ramdisk will work correctly with all versions of DOS including DOS 5.0 (even the CHKDSK command works!).

### Tandy Mod Compatibility

Most Tandy programs write video information to B8000h. The Tandy's hardware then redirects information up to 32KB long starting at B8000h to the actual video buffer, which can be set up anywhere in the Tandy's memory. The PCjr's hardware also redirects information written to B8000h to the video buffer, but the PCjr was designed to only redirect 16KB. So

*(Continued on page 20)*

## PCjr Software

(Order form on pages 28-30)

**AUTOMENU V4.7** Make your own menu system to greet you every time you start up your trusty Junior (or PC,XT,AT,PS/2). This is perhaps the easiest menu system to set up, and yet it has advanced features if you want them. Uses only 32k. (Disk #123)

**PC-DESKTEAM.** Provides memory resident notepad, alarm clock, appointment calendar, typewriter, calculator, phone book, auto-dialer. Some say better than Sidkick! Quick, easy, powerful. (Disk #22 V1.04)

**PC-PROMPT.** A memory resident program that provides the format for DOS commands in an on-line mode. Help screen toggles on and off. Also help screens for BASICA, Turbo Pascal, Debug and EDLIN. 128K. (Disk #23)

**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)

**RAMDISK.** Use ADJRAM to create a RAM disk of any size and adjust its size at any time without losing the contents. Use JRCONFIG to set up your PCjr. Both programs with complete instructions for creating and using RAM disks on you PCjr. Need 256K. (Disk #75)

**SCOUT.** Excellent memory resident (or not) file manager, DOS shell. Move, copy, rename, volume label, search, sort, printer control, view files, and more - fast and easy. Best we've seen. (Disk #81)

**SPEECH.** Make your Junior talk! With this software you can make your PCjr's internal speaker say anything you want. Very easy to use. No additional hardware required. 128K ok. (Disk #114)

**SUPER UTILITIES.** The 15 utilities in this collection include Undelete, to recover a mistakenly deleted file; a powerful command editor; a clock, notepad, time and calendar; another to redirect file contents from printer to disk...and many more useful utilities. Under 128K ok. (Disk #28)

## **Powerpak Has JrConfig**

*(continued from page 19)*

when you try to run a 16-color Tandy program on the PCjr, the Tandy program usually writes 32KB of video information to B8000h and the PCjr redirects the second 16KB of information to the same place as it redirects the first 16KB! This makes the program look like venetian blinds are blocking every other line of the display. The inexpensive "Tandy Mods" fix this problem by causing the PCjr to redirect a 32KB block instead of 16KB. If you have this modification installed, your PCjr handles Tandy graphics the same way as it handles PCjr graphics when JrConfig uses the /V32 option.

There are also software patches that allow the PCjr to run Tandy software without a system board modification. They "hard code" the location the program will use to write video information. Once a program is patched to write video information to any address other than B8000h, JrConfig must allocate the new location for use as the video 32KB video buffer. The /S option (which changes the video buffer location when setting aside the slow memory) must be configured to match the location where video information to be written when software patches are used to achieve Tandy video compatibility.

JrPower Pack III is Disk #140 in the JrNewsletter Software Store on page 29-30.

## **Word Processing on Jr**

*(Continued from page 7)*

### **WordPerfect 5.1 Files**

WordPerfect is especially handy to use on junior if you have it at the office and want to bring work home. If you either have a full-size keyboard or the Compatibility Cartridge, but no hard drive, you can still take your WordPerfect files home from the office for use on PCjr. Here's how:

WordPerfect 5.1 has an import/export feature which is accessed by saving or retrieving files through the Control-F5 buttons. You can save your files as ASCII text or as WordPerfect 4.2. If you choose ASCII, you can edit that file in virtually any word processor, but you will probably lose special formatting placed in the document when it was in WordPerfect 5.1. However, if you save the file as a WordPerfect 4.2 document, you will preserve the special formatting created in WordPerfect 5.1.

Once the office document has been saved in the earlier format, you can continue to write or edit using WordPerfect 4.2 on a PCjr. You'll need 640K, but you won't need a hard drive.

### **WordPerfect Jr**

WordPerfect Jr, a special version of WordPerfect written for the PCjr, will run on one disk drive and read and write WordPerfect-compatible files. Unfortunately the program is limited to documents of about 62K or less. If you work with larger files, the program cannot

handle them, and a better choice is to use the older version of WordPerfect 4.2 on the junior.

### WordPerfect 4.2 on Jr

WordPerfect 4.2 requires only one disk drive and at least 512K of RAM, but it will maintain formatting information from WordPerfect 5.1 files saved as WordPerfect 4.2.

In a previous article in jrNewsletter, author John King explained how to run WordPerfect 4.2 on the PCjr. This version of WordPerfect has an option which allows the

whole program to be loaded into memory. This speeds up the operation and allows you to use the single disk drive for the data disk, the speller disk, or the thesaurus.

First create a ramdisk and copy these files to it:

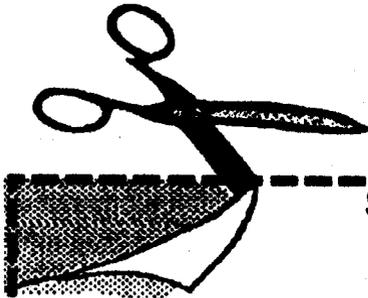
WPFONT.FIL  
WPPRINTER.FIL  
{WP}SYS.FIL  
WPHELP.FIL

These files take up about 75K bytes.

If you are using a sheet feeder on your printer, you'll have to copy WPFEED.FIL, as well.

WordPerfect will also store temporary overflow files on the ramdisk if you are working on a

*(Continued on page 22)*



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## Word Processing on Jr

(Continued from page 21)

large document. Therefore, it should be at least 100K.

However, be sure to leave at least 300K free memory for WP.EXE. You can use CHKDSK.COM from your DOS disk to check free memory after the ramdisk is installed.

The command to start WordPerfect using this setup is:

**WP/R/D-C:**

The /R loads WP.EXE completely into memory, and /D-C: tells WordPerfect to find all necessary files on ramdisk C:. If your ramdisk is not C:, substitute the appropriate letter.

### Letter Perfect on Jr

LetterPerfect is a WordPerfect spin-off, which works well on a PCjr. It reads and writes files in a format compatible with WordPerfect 5.1. It requires 640K and two drives, but does not require a hard drive.

A big advantage of LetterPerfect is its similarity to the WordPerfect command structure, so it's easy for a person to use this program at home and WordPerfect 5.1 in the office. The pull-down menus make it easy to use.

### Bank Street Writer Plus

If you don't need to transport WordPerfect files back and forth to the office, your choices of word processors is wider. One full-featured program which works especially well on the PCjr is Bank Street Writer

(Continues on next page)

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apply to this special offer)*

Plus. The program contains on-screen prompts which guide you throughout the process of writing, saving and printing the file. It requires only 256K of memory and a single disk drive. It includes all the standard editing features, including copy, erase, move, boldface, and underlining. The program allows line numbering and includes a spell checker and thesaurus. It features the ability to set up function keys to make your own macros or multistep commands.

Bank Street Writer is affordable (available from PC Enterprises for about \$60).

### **Brown Bag Word Processor**

The Brown Bag Word Processor is also a good choice for the PCjr. It also includes special mention of the junior and its keyboard in the instruction manual. It will work with as little as a 128K, but if you want to write or edit files larger than 5,000 characters (about a page), you'll want more memory. Brown Bag Word Processor has been around for a long time, but it has lots of useful features. You can edit two separate documents or edit between two different areas of the same file, by the use of windows. Keyboard macros are available to automate repetitive tasks. It imports database file information for mailmerging. The program includes a spell checker (which requires 256KB to run).

Brown Bag Word Processor is available from PC Enterprises for about \$55.

*(continued on page 24)*

**TEXT UTILITIES.** Includes V7.0 of List.com, the powerful text viewing software, which adds many handy new features in this version. Also on disk: A versatile directory listing and disk labeler; the fastest text searcher we've seen; a handy copying utility with many features; a memory resident protection against overwriting precious files. 256K Reviewed 2/90 (Disk #103)

**TYPEWRITER.** When you'd rather use a typewriter instead of a word processor, this is the one to use. Couldn't be simpler. Margins, tabs, type size all can be set. Disk includes two printer control programs for higher quality output. 128K ok (Disk #93)

### **Print Utilities**

**IMAGEPRINT V3.33.** Produces near letter quality print on dot matrix printers. IBM Graphics Printers, Proprinters, Epsoms and compatibles. Contains many format features, three quality levels, interfaces with word processors. 256K ok. (Disk #50)

**PRINT HANDLER.** Excellent printer setting utility allows you to set features from a menu. Other software on disk for banners, sideways printing, custom font generator (Epson), print spooler, count pages before printing and more! Will work with most dot matrix printers. (Disk #51)

**PRINT IT!** Selection of programs allows you to print large banners as well as tiny (but quite readable) documents on most dot matrix printers. Compress four pages on one sheet with Docemash, print on both sides of computer paper with Both, reformat into tiny columns with Microtext (many other options), make wall-length banners with Bannerific! 256K (Disk #111)

**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)

**SIDE WRITER.** Prints text files and spreadsheets sideways on dot matrix printers. Has Menu System for configuration. Works with IBM and Epson compatible printers. Requires 128K Reviewed 9/91 (Disk #132)

# Word Processing on Jr

(Continued from page 23)

## ShareWare Word Processors.

There is a whole host of shareware word processors available. The JrNewsletter Software Store carries those we have found work best on the junior. The most popular is PC-Write.

### PC-Write Family Growing

We offer PC-Write in a variety of versions to meet the varying needs of our readers as well as the various configurations of their machines. Whatever version you choose, this popular program is powerful, but easy to use. Choose the version that's right for you.

VERSION	RAM NEEDED	JR NEWS DISK#	Needs
2.5	128K	Disk #1	1 drive
2.7	256K (no speller)	Disks #2a and 2B	1 drive
2.7	307K (with speller)	Disks #2a and 2b	1 drive
3.02	384K (with speller)	Disk Set #1 (3 disks)	1 drive
PC-Write-Lite	384K (with speller)	Disk Set #5 (2 disks)	1 drive
PC-Write SL	384K (with speller)	Disk Set #7 (4 disks)	2 drives or one 1.2 or larger. (Mouse optional.)

### Editor's Favorite

We have found PC-Write Standard Level to be an exceptional value. The word processor is full of advanced features but does not require a hard drive. The program retains the function key menus used in earlier versions, but pull-down menus are also available. If you have an enhanced keyboard (and this is a good excuse to get one from PC Enterprises) you can just press the ALT key to get at the menus. Or you

## PCjr Software

(Order form on pages 28-30)

**PICTURE THIS** A label program which makes address labels with three lines of text and a PrintMaster or PrintShop style graphic on your dot matrix printer. 256K. Reviewed 5/92 (Disk #141).

### 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 Jr's 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

can access them with a mouse. If you still have the original PCjr keyboard, you can use the Customizer to make Escape bring up the menus.

The program allows the use of up to ten windows, letting you work on multiple files and cut and paste between documents.

The pull-down menus offer file conversion routines, allowing you to import and export WordPerfect and DCA files, and maintain the formatting set up by those programs.

Its font support lets you set the size of the font separately from the typeface. PC-Write Standard level will offer you automatic formatting options, header/footer controls, ease of printing, mouse support and extensive on-screen help and hints.

### **When Simpler is Better**

If you're like lots of word processor users, you probably don't need many of the features carried on advanced word processors. In fact you may be better off without them. If you don't use the advanced features, a trimmed-down version of the program will probably run faster and be easier to operate. So for the thousands of users who just want to write letters and realivly simple documents on junior, and don't need micro-justification, advanced indexing of files or mail merge, PC-Write Lite may be your answer. It's quick and simple and does well the job for which it was intended.

*(Continued on page 31)*

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)

**THE BEST OF JR NEWSLETTER VII.** Disk contains most of the major articles published in Jr Newsletter from the June 1992 issue through May/June 1993. 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 5-67/92 (Disk #151)

## ... PCjr CLASSIFIEDS ...

PCjr w/Racore Drive II, 640KB RAM, PC ID cartridge. Paralle printer port. Two 20 Meg HDs in switched-outlet case & Hardbios cartridge. Many accessories, cables & software. For complete list send SASE to Glenn Landry, 4770 I-10 Service Rd., Suite 212, Metairie, LA 70001. (504) 887-2592 or (504) 737-0848. (4-5)

PCjr 64K Complete with Color Monitor, IR Keyboard, power supply, also have 1 64K System Unit, 2 64K Cards, Parallel sidecar, Basic Cartridge, Manuals, Unused shrink wrapped joystick, TV connector and serial cable adapter in boxes. Best offer. Call Dave at (914) 737-5561 (5)

IBM PCjr, 5 1/4" & 3 1/2" drives, jr hotshot memory (640 total) upgrade, keyboard adapter and software. Make offer (318) 981-0476 home, (318) 233-6775 office, or write P.O. Box 81563, Lafayette

LA 70598. (5)

PCjr and PCjr Color Monitor with Tecmar Jr. Captain Expansion Board w/clock and parallel print port. Includes Okimate 20 Color Printer with replacement ribbon cartridges. PC ColorPaint w/ mouse, internal modem, BASIC, DOS 2.1, Wordperfect jr., and games. All manuals and original cartons available. \$400 incl. shipping. Call Roger (313)377-9048 (5)

PCjr 640K with PCjr color monitor, 5 1/4" drive, Hotshot with V20 chip, Tandy mod, cartridge BASIC, PCE Configuration & Quicksilver cartridges, IBM joystick, jr keyboard & cord, TV adapter, DOS 2.1, manuals, numerous PCjr software disks and most jr Newsletters since July, 1988. \$250.00 + shipping. Call Larry (908) 273-1286. (5)

### How to Submit Classified Ads

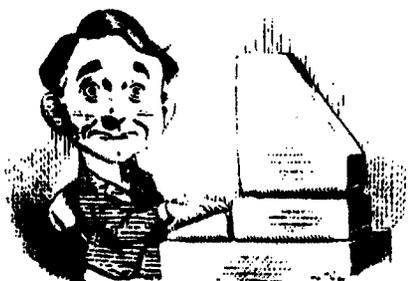
Classified Ads are \$12 per month. Ads for items offered for \$75 or less or for swap or trade, are \$6 per month.

Send your typewritten ad (no more than five lines on an 8 1/2 x 11 typed page). Send to Jr Newsletter, Box 163, Southbury, CT 06488.

Ads received by the 20th of the month will be printed in the next Bi-Monthly issue.

### Coming In Future Issues:

- How to add a hard drive to PCjr
- What to do when Jr breaks down
- Choices for upgrading jr memory
- Adding a Modem and using Commercial BBS services like Prodigy & CompuServe.



## 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 29-30.

**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, screenblinker, 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 PokerII, 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)



# 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!**



## DESCRIBED IN THIS ISSUE:

**Games, 6, 7, 8, 10, 11**  
**Data Bases, 11**  
**Telecommunications, 13**  
**Utilities, 14, 15, 19, 23**  
**Print Utilities, 23**  
**Especially for jr, 24, 25**

\* **New** \* **VERBAL VANQUISH.** SAT preparation program stresses strategies for taking the S.A.T. and similar tests. 512K, 1 drive Reviewed 7-8/92 (Disk Set #10)

\* **New** \* **NEWS OF THE PAST.** Program prints a report of what happened during any month since 1900. Includes news events, sports, cost of living, music, movies, etc. Great for birthday gifts! 640K, 2 drives Reviewed 7-8/92 (Disk Set #9)

\* **New** \* **THE BEST OF JR NEWSLETTER VII.** Disk contains most of the major articles published in jr Newsletter from the June 1992 issue through May/June 1993. 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 5-6/92 (Disk #151)

\* **NEW** \* **ROADWAYS PC.** A program to calculate distances between two or more U.S. cities. Also calculates best routes and time to travel to given major U.S. city. 384K Reviewed 5-6/93. (Disk#139).

\* **NEW** \* **Cribbage Partner** is a realistic representation of the traditional card and board game of Cribbage. No color/ graphics adapter is needed, and BASIC is not required. A Microsoft-compatible mouse can be used if desired. 128K Reviewed 5-6/93. (Disk #150)

\* **NEW** \* **UNPROTECT** is a disk of patches and routines to circumvent copy protection programs, which often make running them difficult on a PCjr. It also contains some patches to make early DOS and BASIC versions more adaptable. The required memory varies from program to program. Reviewed 5-6/93. (Disk #152)

# *jr Newsletter Software Store*

## Buy Two, Get Another Free!

Please circle the diskette #'s of your choice

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- 4 TELIX V3.12 (3 disks-\$12)
- 5 PC-WRITE LITE (2 disks-\$10)
- 6 PRESIDENTS IN PCX (2 Disks-\$10)
- 7 PC-WRITE SL (4 disks-\$15)
- 8 VIRUS PROTECT KIT (4 disks-\$15)
- 9 NEWS OF THE PAST (2 disks-\$10)
- 10 VERBAL VANQUISH (SAT) (2 disks-\$10)

### # TITLE

- 1 PC-WRITE V2.5 (128K)
- 2a PC-WRITE V2.7 (256K), Disk 1
- 2b PC-WRITE V2.7 (256K), Disk 2
- 3 PC-FILE III. 128K
- 4 PC-FILE III. 256K
- 5 PC-CALC. 128K
- 6 PC-CALC. 320K
- 8 GAMES I
- 9 DUNGEONS & WARS
- 10 PINBALL RALLY
- 12 REFLEX POINT
- 14 ADVENTUREWARE
- 15 PROCMM
- 16 BUSHIDO
- 17 PC-OUTLINE
- 18 TYPING INSTRUCTOR
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- 20 EQUATOR
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- 26 BATCH FILE TUTORIAL-NEW!
- 27 MINICALC
- 28 SUPER UTILITIES
- 29 MORE SUPER UTILITIES
- 30 ARCADE GAMES
- 31 BOARD GAMES
- 32 PLAY AND LEARN
- 33 FAMILY HISTORY (128K), single
- 33A FAMILY HISTORY (256K), need both
- 34 GAMES II
- 36 NEW KEY
- 36 PIANOMAN
- 37 PC-KEY DRAW
- 38 PC-KEY DRAW DEMO

- 39 ORIGAMI
- 40 DOS 2.1 FIX
- 41 WORD PROCESSING FOR KIDS
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- 46 PHRASE CRAZE
- 47 GOLF/SAILING
- 48 EARLY LEARNING
- 49 DOSAMATIC
- 50 IMAGEPRINT V3
- 51 PRINT HANDLER
- 52 JR POWER PACK
- 53 CASTAWAY/S. AMERICA TREK
- 54 THE BEST OF JR NEWSLETTER I
- 55 SUPER BOARD GAMES
- 56 PCjr PATCHES V.6.0
- 57 HOME BUDGET MANAGEMENT, 128K
- 57A HOME BUDGET MANAGEMENT, 256K
- 58 HOME INVENTORY
- 59 CHECK PROCESSOR
- 60 PC-JR COMPATIBILITY DISK, V4.0
- 61 BOYAN
- 62 JR MUSIC MACHINE
- 63 GAMES FOR EARLY LEARNERS
- 64 COMPUTER JOKER
- 65 JR POWER PACK II
- 66 THE BEST OF JR NEWSLETTER II
- 67 AS-EASY-AS, V.2.06 (256K)
- 68 DOUBLE TROUBLE
- 69 GALAXY
- 70 NAMEPAL
- 71 CROSSWORD CREATOR V3.30
- 72 LANGUAGE TEACHER
- 73 BAKER'S DOZEN
- 74 MIND READER
- 75 RAMDISK MASTER
- 76 PC-STYLE
- 77 COMPUTER TEACHER
- 78 PLAYER'S CHOICE
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- 80 MEAN 18 GOLF COURSES-2
- 81 SCOUT
- 82 SPELLING BEE
- 83 FILE EXPRESS, DISK 1
- 84 FILE EXPRESS, DISK 2
- 85 BIBLE QUIZ
- 86 JRTELE V2.1
- 87 WORD CRAZE
- 88 HAPPY GAMES
- 89 STAY ALIVE !!!
- 90 SPEED READ

Circle your disk choices, Tear out page for order!

## Software Store (Page 2)

- |  |  |
|--|--|
| <p>91 THE BEST OF JR NEWSLETTER III<br/>           92 STUDY AIDS<br/>           93 TYPEWRITER<br/>           94 SHARESPELL V2.2<br/>           96 WIZQUIZ<br/>           96 EDNA'S COOKBOOK<br/>           97 MR LABEL<br/>           98 TOMMY'S TRIVIA<br/>           98 PCJR AUTOSETUP<br/>           100 WAR ON THE SEA<br/>           101 GAMES III<br/>           102 4DOS V2.21<br/>           103 TEXT UTILITIES<br/>           104 PKZIP V.2.04<br/>           106 THE WORLD V.2.6<br/>           106 GAMES IV<br/>           107 AS-EASY-AS V.4.00 (384K)<br/>           108 PROCMM PLUS TEST DRIVE 286K<br/>           109 FAMILY TREE<br/>           110 JR TOOLKIT<br/>           111 PRINT IT!<br/>           112 LZEXE<br/>           113 SCRABBLE<br/>           114 SPEECH<br/>           116 CALENDAR V4.0<br/>           116 DUOTRIS<br/>           117 READY FOR CALCULUS?<br/>           118 BEST OF JR NEWSLETTER #IV<br/>           119 PCJR MUSIC SAMPLER<br/>           120 SAVE THE PLANET<br/>           121 RESUME SHOP</p> | <p>122 ASIC BASIC COMPILER<br/>           123 AUTOMENU V4.7<br/>           124 WILLS<br/>           126 WORD GALLERY<br/>           126 MATH &amp; LOGIC<br/>           127 POWERBATCH<br/>           128 LHA ARCHIVE<br/>           129 SKYGLOBE<br/>           130 BEST OF JR NEWSLETTER #V<br/>           131 BRIDGE PLUS<br/>           132 SIDE WRITER<br/>           133 DISK CAT<br/>           134 BITE BY BYTE<br/>           136 MEMSIM<br/>           136 PIVOT!<br/>           137 FIRST AID TUTORIAL<br/>           138 CAPSWORLD<br/>           139 ROADWAYS PC<br/>           140 JR POWER PACK III<br/>           141 PICTURE THIS<br/>           142 BEST OF JR NEWSLETTER #VI<br/>           143 BASEBALL STATS<br/>           144 NORTHCAD-3D<br/>           146 VIEWIMAGE<br/>           146 MICKEY MOUSE ALPHABET (GIF)<br/>           147 PRINT PARTNER<br/>           148 SHARE-TAX 92<br/>           149 ALITE<br/>           150 CRIBBAGE PARTNER<br/>           151 BEST OF JR NEWSLETTER VII<br/>           152 UNPROTECT</p> |
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All Orders Sent First Class Mail

## **Word Processing on Jr**

*(continued from page 25)*

### **An Easy-to-Use Program**

Galaxy is an easy-to use word processor with some advanced features and good help menus. It requires only 256K and one disk drive and is found on Disk #69 in the JrNewsletter Software Store.

### **Mind Reader**

Another fine little word processor for specialized purposes or for those whose typing is not up to snuff is Mind Reader. It uses artificial intelligence to guess the words that you're about to type. Disk #74 in the JrNewsletter Software Store operates with one disk drive and as little as 128K of RAM. We especially like this word processor when we're typing indexing lists or any other document where the words are repeated time after time. Just type a few letters of the word and Mind Reader will supply the entire word. You can choose to accept that or you can continue to type in the whole word. It's also a handy word processor for those who have difficulty typing due to lack of training or to lack of manual dexterity.

With all these choices of word processing software to use on your Junior, you should be able to find one perfectly suited to your needs. If you have an unexpanded Junior, you may need to add memory, a new keyboard, or, for the most demanding software, a hard drive, but you will then have made your Junior into a computer that will serve your needs for years to come.

## **PCjr Hardware Expert Says Memory is Key to Word Processing on Jr**

Joseph P. Calabria, owner of PC Enterprises, says, "Memory is the first and often the only thing you need to purchase to run most word processors on the PCjr. It is the most important upgrade you can make. The 101 keyboard makes data entry more convenient, but it is optional. You could use a compatibility cartridge and the junior keyboard as well."

The company is offering a Back to School Special, consisting of a 512K upgrade, the Brown Bag Word Processor and ten formatted diskettes for \$199. For those who need only a 128K upgrade, the cost of the upgrade, the word processor and the diskettes is \$149.

The company is also offering a special on a full Letter Perfect software package complete with a second PCjr disk drive, either 720K or 360K for \$299.

Another special offer which the company will offer while supplies last is a Word Perfect 5.1 competitive upgrade, which will include the complete WordPerfect 5.1 program, a combo cartridge (which enables you to use the PCjr keyboard with WordPerfect 5.1) at a cost of \$299.

PC Enterprises is located in Belmar, New Jersey, and has long led the field in PCjr upgrades. They can be reached at 1-800-922-PCjr. The company provides complete PCjr service. (See ad on page 12.)

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