

range Bytes

Award Winning Newsmagazine of the North Orange County Computer Club

Vol 27 • No 9

SEPTEMBER 2002

\$4.00

NOCCC MEETINGS - September 8

9:30 a.m. *Irvine Hall*
NEW TECHNOLOGIES
John Johnson
*Tracking Vehicles on the Internet
with GPS*

See Page 4 for details

1:00 p.m. *Irvine Hall*
MAIN MEETING
Jim Hill of INC Technologies
*All about burning CD's & DVD's
Who's Good, Who's Not*

See Page 4 for details

8:30 a.m.

Visual Programming I *Science 109*
Visual Basic and Visual Basic Script for Beginners

9:00 a.m.

Autocad *Wilkinson 130*
Linux for Desktop Users *Wilkinson 210*
Desktop applications under Linux
Visual Programming II *Science 109*
Visual C++ and Visual J++ for Beginners
Windows *Science 111*
Windows Tips, Tricks, Q&A

9:30 a.m.

NEW TECHNOLOGIES *Irvine Hall*
See box above
Computer Aided Investing *Wilkinson 221*
Member Investment Strategies, Techniques and Software
Gaming PC & Mac *Wilkinson 111*
Mac/PC gaming SIG newly forming. Bring your friends! :-)
Hardware Essentials *Science 306*
Cable/DSL Router (SMC Barricade 8)
Intermediate Linux *Wilkinson 210*
Linux for administrators or programmers
Java Basics *Science 203*

10:00 a.m.

Linux for Server Administrators *Wilkinson 210*
Vendors *Science 127*

Visual Programming III *Science 109*
Intermediate and Advanced Visual Basic

11:15 a.m.

Computer Security *Science 203*
Linux Programming Concepts *Wilkinson 210*
Macintosh *Wilkinson 221*
Office Suites! *Science 111*
PC Q & A *Irvine Hall*
Jim Sanders • Most questions answered, some problems solved, assorted demos done
Understanding Operating Systems *Wilkinson 111*
Get Help with DOS, Windows 3.1, Windows 9x, OS/2, etc.
Visual Programming IV *Science 109*
Office program development using VB

12:00 Noon

PIG SIG *Argyros Hall Cafeteria*
A lunch get together and talk. See SIG Reports

1:00 p.m. General Meeting, Irvine Hall

See box above

2:30 p.m.

Genealogy *Irvine Hall*
Discover your family history with modern tools
Hardware Essentials *Science 109*
Cable/DSL Router (SMC Barricade 8)
OS/2 *Science 203*
OS/2 News and Installation

NOCCC web site:
<http://www.noccc.org>

Future Meetings
Sept 8, Oct 6, Nov 3, Dec 1

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ORANGE BYTES STAFF

Publication Chairman

Jim Sanders • 714-636-5523 jsanders@ligasmicro.com

Editor - Oversees, edits, and makes final selections of the articles to be included in the Bytes.

Dave Keays (on leave) rdksft@sbcglobal.net
Jim Sanders (acting) editor@noccc.org

Associate Editor/Production - Lays out and formats in PageMaker the articles received from the editor, prints, and submits camera-ready copy of the Bytes to the printer.

Jim Sanders • 714-636-5523 jsanders@ligasmicro.com

Contributing Editor

Timothy B. Everingham teveringham@earthlink.net

Editor/Reviews • Communicates with the vendors and the members who evaluate products and write the reviews. Rides herd on members to make sure deadlines are met. Also makes sure that a copy of the Bytes gets back to the vendor with the review that was done.

Ted Littman • (714) 779-1936 tedlit@adelphia.net

Copy Editor • Does final proofing of Bytes for typos and misspellings. VOLUNTEER NEEDED!!!!

Circulation — Oversees the mailing and distribution. VOLUNTEER NEEDED!!!!

Commercial Swap Meets • Distributes Orange Bytes and NOCCC material at swap meets. VOLUNTEER NEEDED!!!!

Commercial Advertising • Obtains ads from both national and local vendors for the Bytes; the success of this helps our club finances.

VOLUNTEER NEEDED for local ads!!!!

D J Jennings, National Ads dj97@hal-pc.org

Classified Advertising • Obtains members' computer-related non-commercial ads.

Jim Sanders • 636-5523 jsanders@ligasmicro.com

Help Line • Maintains the volunteer list, the software and hardware subjects for which they are willing to answer questions.

Ted Williams • 639-1009 TedWilliams@alum.mit.edu

HELP WANTED

User Group Web Page Reporter

To check web pages of other User Groups for articles that we should reprint in the Orange Bytes

President's Message

At the last meeting, James Smith did a fantastic job of covering his Windows SIG, the Q & A SIG and the main meeting. Thanks for your hard work, James. While attendance was a little low, the membership did have a lively discussion of Windows.

We are having some trouble finding speakers for our meetings. If you know of an interesting topic, please tell me or George.

At the last board meeting, we discussed our Club newsletter and a few other topics I want to mention. I know the Bytes has been late. As I write this column, I haven't received the August issue yet! We are trying to come up with a plan to speed up the production. Meanwhile, Ted Littman has volunteered to be our reviews editor. He did this several years ago.

Lloyd and Joe Mizer will assist him. They will handle any of the review products issued before July. Timothy Everingham will continue to be a contributing editor. Another topic discussed is our decline in membership. We have formed a membership committee to try to get additional members.

We also decided not to sell the entertainment books this year. We have a minimum we have to sell and last year we barely made it. If you want one, I can refer you to other organizations that sell them.

I will not be at the September meeting due to Rosh Hashanah. The coffee and the donuts will be there. Thank Jim Sanders when you see him. He's making the coffee this month.



Alan Pearlman

714-828-5242 • pearlmana@aol.com

CORRECTION

to the August Orange Bytes:

Ted Littman is the Reviews Editor.

The one, the only.



Membership Benefits

*As a valued member, you receive discounts and special offers as part of the entire benefit of belonging. (Caveat - we do not endorse companies or products). If you have suggestions for items for this column, e-mail them to **Cathy Grammer-Margolin** at: cgmargolin@pobox.com.*

Free Exhibits Pass to Comdex—Register online at: www.comdex.com/register and use the priority code # UCCUSS, Coupon Code #365 to get the free exhibits pass to Comdex in Las Vegas November 16-21.

New Fast Defragmentation Program - VOPT XP—VOPT XP is now out and will work with Win 95, 98, ME, 2000, and XP by Golden Bow software (www.goldenbow.com). Download a free 30-day trial to see how fast it will defrag your hard drive. Mention "Margolin" to get the user group discount of \$10 off the \$40 price.

Orange Bytes on PDF earlier in the month! Members ONLY - Watch your e-mail every month for the Password to get the award-winning Orange Bytes much earlier in the month via PDF file on the www.noccc.org website. Make certain you let us know any e-mail changes (membership@noccc.org) so you can get the jump on all the great reviews and articles

PowerQuest- Partition Magic 7 & Drive Image 2002 — PowerQuest Bundle includes PartitionMagic, Drive Image, SecondChance, Lost & Found (List \$279.80) \$99.00

- PartitionMagic v7—(List \$69.95) \$35.00
 - Drive Image 2002 —(List \$69.95) Full System Backup Utility plus DataKeeper \$35.00
- <http://www.ugr.com/order/> with group code UGJULYNOCCC. Phone 801-796-7370

Redmond Technology Press—20% discount to User Groups. To receive the discount, user group members need only to order directly from the Redmond Technology Press web site at www.redtechpress.com and identify themselves as a user group member when they give their name (for example, John Doe, CUG member).

NewRiders Book Discounts—Please visit www.newriders.com and check out our Promotions section. You can see examples there of some of the UG discounts we have set up for our partners.

Microsoft Press Savings—Save 20% off Microsoft Press books. Visit <http://www.microsoft.com/mindshare/offers/mspress/> and use the code: MCPC, to get your 20% discount. Call 1-800-MS-PRESS to order.

O'Reilly discount—O'Reilly books at 20% off. Include code: DSUG. Order via Phone: 800-998-9938, email: order@oreilly.com or online at www.oreilly.com

Spring Cleaning—Spring Cleaning 5.0 can be purchased at the special price of \$40 (retail is \$50), including sales tax. Write to them at: Aladdin Systems, 245 Westridge Dr., Watsonville, CA 95076; or at their internet site, www.aladdinsys.com/support/usergroups/ugvalid.html using the order code MUG 2002

September Board Meeting Minutes



Details are
available in
the
printed
Orange
Bytes
which is
mailed
to members

Up-coming Presentations for the September 8th Meeting

At the Main Meeting at 1:00 pm: EVERYTHING you want to know about CD Burners, Burning and Music Recording with MP3 on your computer. A fun AND serious WOW meeting. We're going to have Jim Hill (see photo on page 23) and one of the most informative presentations you'll ever see. He's been involved in the recording industry for years. **KNOWS ALL – TELLS ALL!** If you want to find out what's coming down the pike with recording media and software and RW disks — **THIS is the meeting you need to attend!** the hot new world of recordable DVD.

New Technologies 9:30: John Johnson will be presenting at the meeting. He and an associate will show and tell all about the marvelous new world of GPSvehicle tracking. This lets anyone go to the Internet -- put in the proper code and be able to track a vehicle anywhere in America. It tells you the place it's at, the direction it's going and the speed it's travelling. REALLY interesting. Don't miss it!

Consignment Table

1. The consignment table is for members only. Only current members can place items for sale, but non-members are welcome to purchase items from the table. This is a great place to get some money for your surplus computer items, and help your Club at the same time.

2. The consignment table operates on a 90/10% basis — with the owner getting 90%, and the Club treasury 10%.

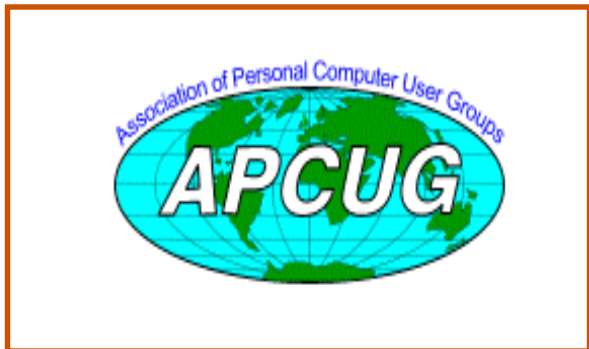
3. Fill out a tag on each item! It must contain: Seller's Name, NOCCC Membership Number, Item name, a short description and selling price.

4. Also, fill out the USER LIST with Name, Address, Phone Number. and a complete list of items and their selling prices.

5. All items and/or money may be picked up by the owner at any time, but MUST be picked up no later than 2 PM on day of sale.

6. Any items and/or money not picked up by 2 PM, will become the property of NOCCC and will be subject to disposal at the Club's discretion.

7. NOCCC is NOT RESPONSIBLE in any way for items bought and/or sold at the Consignment Table. Each item is placed and sold on an AS-IS BASIS.



NOCCC Officers

President

Alan Pearlman 714-828-5242 pearlmana@aol.com

Vice President

James C. Smith 714-751-2922 jamescsmith@bigfoot.com

Secretary

John Johnson 714-991-3314 jrosjohnson@juno.com

Treasurer

Elise Edgell 714-544-3589 eliseme@aol.com

Directors

Elise Edgell 714-544-3589 eliseme@aol.com

Ted Littman 714-779-1936 tedlit@adelphia.net

Cathy Grammer-Margolin 949-645-5950 ... inventor00@pobox.com

George Margolin 949-645-5950 inventor@pobox.com

Else Olovsson 714-832-3155 eolovsson@msn.com

Gerry Resch 714-772-6667 gresch@hotmail.com

Linda Russell 909-949-4930 .. goodnewsent@compuserve.com

Jim Sanders 714-636-5523 jsanders@ligasmicro.com

Herb Wong 714-968-7264 ocug@singularitytechnology.com

Past President

Terry Warren 714-633-5467 twarren@alumni.caltech.edu

Editor (acting) Jim Sanders editor@noccc.org

Webmaster

Jim Peugh 909-948-5150 Webmaster@citivu.com

Volunteers, Committees, and Projects

Business Solicitations/Lecture Series

George Margolin 949-645-5950 inventor@pobox.com

Consignment Table

Cathy Shimoazono 562-437-1463 shimca@jps.net

Classified Advertising (non-commercial, members only)

Jim Sanders 714-636-5523 jsanders@ligasmicro.com

Commercial Advertising

D J Jennings dj97@hal-pc.org

Help Line

Ted Williams 714-639-1009 TedWilliams@alum.MIT.edu

Membership Database

Elise Edgell 714-544-3589 eliseme@aol.com

Membership Chairman

James C. Smith 714-751-2932 ... jamescsmith@bigfoot.com

Programs

George Margolin 949-645-5950 inventor@pobox.com

SIG Coordinator

Linda Russell 909-949-4930 goodnewsent@compuserve.com

Public Relations

Open

Publications

Open

University Liaison

Terry Warren 714-633-5467 twarren@alumni.caltech.edu

Hold on to Your Domain Before it Slips Away

by Matt Lake

Domain names are precious commodities and they can be lost in a matter of days.

How would you like to see the Web site you've been working on all year slip through your fingers? You may think it's unlikely, but despite the enormous bureaucracy surrounding the Internet domain name system, dotcom names are falling out of the hands of registrants all the time.

The consequences can be embarrassing, costly, and time consuming. When you lose your domain to someone else, you must reprint your stationary with new Web addresses, send out releases to your customers confessing your mistake, and lose untold e-mail messages when your e-mail vanishes into the ether (or worse, goes to the domain's new owner).

But in most cases, it's easy to avoid problems like these. So learn a few lessons from four organizations that recently lost their domains. Take heart that two of them have gotten their domains back again-but don't assume that you will have the same good fortune as they did. Prepare for the worst, and be happy when it doesn't happen to you.

Fumbling the ball

In May 2002, two popular nonprofit sites lost control of their domains when they expired and speculators snapped them up. Their stories have some similarities, but have two different endings-one happy for the original owner, the other, not.

CASE 1: MacSlash the Knifed

Damien Barrett had built a very popular Macintosh help site called MacSlash at the obvious domain <MacSlash.com>. Suddenly in May, he found that instead of the forums, articles, and tips that belonged there, only an under construction page remained. The Future



Home of macslash.com apparently now belonged to Vicente Peiro Crespo of Valencia, Spain, and any e-mail sent to Barrett's former addresses or that of the MacSlash administrator Ben Stanfield vaporized in cyberspace.

The domain had expired, "dropped" back into the public domain, and been snapped up by a speculator. The previous owners of the domain "fixed" the problem by registering the .net version of the domain and hosting their site there. The MacSlash community rallied round the cause and registered the .org and .info versions of the domain too. And word spread quickly about the new location of the site.

The MacSlash story has a happy ending: The issue became a cause celebre in the Mac community and pretty soon, things got too hot for the new registrant, who returned <macslash.com> to its original owner.

But not everyone is so lucky.

CASE #2: User Group Gets Mugged

The Pasadena IBM User Group is a long-standing nonprofit organization, so it seemed natural for them to take the .org version of their domain name. There, they built a well trafficked site for their members.

But in May of 2002, the domain expired without notice from the registrar, and was subsequently reregistered by a portal company based in Hong Kong. Ultimate Search redirected the user group's former domain to a generic portal with links flashing online casino ads and links that generate revenues for the company on a pay-per-click basis.

As of this writing, the user group has not regained control of its domain. However, it continues to operate its site at <pibmug.com>.

Why Did the Notice Go Unnoticed?

Registering domains is like leasing a car: You have the thing under contract for a specified length of time. Once the term of the lease is about to expire, you can extend it indefinitely. And unlike lease cars, a domain only gets more valuable the longer you have it. But the responsibility for renewing the lease is all up to you.

Naturally, domain registrars are all too keen to keep their customers-the competition among

domain registrars is fierce. The governing body of the .com domain system, ICANN, has accredited more than 50 registrars, and hundreds more companies resell domain services. So most registrars send out not one but several reminders to their customers to reregister their domains early and often.

Both MacSlash and PIBMUG used the registrar Dotster, which sends out automatic reminders at T-minus 45 days, 30 days, and 15 days before the domain expires. In fact, Dotster is so vigilant, the company even sends out reminders to former clients who have transferred their domains to other registrars.

But MacSlash and PIBMUG did not get their reminders. The jury is still out as to what happened with PIBMUG, but MacSlash traced the problem to over-vigilant spam filtering. When the group registered <macslash.com>, they used Apple's iTools e-mail service, which provides free e-mail at the mac.com domain. Unfortunately, the service's spam filtering treated repeated requests to renew domains as unsolicited commercial messages, and threw them into the bit bucket.

The Domain Graveyard

Once a domain expires, it enters a no-man's land for an unspecified length of time. During this time, the domain is on hold-it does not resolve to the previous registrant's site, but it can't be reregistered. Sometimes, the on-hold period lasts for only hours, sometimes for weeks.

The .com registry, run by Verisign's Network Solutions division, holds on to all the expired domains until it's ready to "drop" them en masse back onto the market.

And once an expired domain drops, it's up for grabs by anyone with \$10 to \$35 to spare. And an entire aftermarket has sprung up around expired domains. Companies like DomainsBot, The Unclaimed, and Daily Expired Domains compile lists of on-hold domains for subscribers, and domain registrars including Network Solutions and Dotster maintain services for their subscribers to snap up domains as soon as they drop.

The aftermarket for expired domains creates a feeding frenzy among speculators, which is bad news for domain holders who let their domains expire. Once a domain is reregistered, the only recourse the original domain owner has is to go through ICANN's dispute resolution process (which is outlined at <www.icann.org/udrp>). During disputes, ICANN tends to favor copyright holders and people with legitimate claims on a domain-which would act in favor of PIBMUG's claim against Ultimate Search. But the process is a time consuming hassle, and ICANN doesn't give preferential treatment to previous owners of

domains who let them expire.

Losing the Ball Completely

Not every organization has control over its own domain. Sometimes, a company without strong technical resources will give the reins to an outsider who seems to have a better handle on the situation. This can have disastrous results-as a theater company and a housing authority found out earlier this year.

CASE #3: Taking a Domain by Barnstorm


The oldest continuously operating community theater in Pennsylvania, The Barnstormers Theater outside Philadelphia, bought a Web site package from a small hosting company two years ago. The company took control of everything-domain registration, Web site hosting, and updates. This was great for the small volunteer-run theater... until the hosting company went bust. The Web site disappeared, and any visitors to the group's domain name got an error message. The Barnstormers' contact at the now nonexistent host went AWOL, and left them high and dry.

The theater found free hosting for its Web site at GeoCities, and rigged up an ad-laden version of their site there. But nobody involved knew how to handle the domain issue, so they had to change their Web address at the various arts and theater portals, search engines, and periodicals that listed them.

When the domain finally expired, a fan of the group snapped it up and arranged for new hosting for <barnstormerstheater.com> at a local community site.

But unlike Barnstorm's good fortune, there are disasters.

CASE #4: Housing authority... without authority

A city housing authority in Delaware (which asked not to be named in this article) outsourced most of its technical services to a pretty reliable company 

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editor@noccc.org

throughout the 1990s. The support company developed and maintained the Authority's general infrastructure, including an intranet.

At the time, there were no plans for a public Web site, but last year, an office manager submitted plans and a project management timeline for a public site that she could develop and manage herself. When she came to register the Authority's domain name, she found that the .com, net, and .org versions had all been registered years earlier. The registrant was their IT company, which used the names as a bargaining chip for taking control of the Web development project—a potentially lucrative contract.

Who Owns Your Name?

Possession is nine tenths of the law. If you register a generic sounding domain name or one that matches a business you own and run, you have a good case for keeping it. And if someone else does so on your behalf, you won't easily be able to wrest control of the domain back. If another Barnstormers theater had registered <barnstormerstheater.com> when it dropped, the original owner would have no recourse through ICANN or the law courts. The only other recourse would be to buy back the domain at whatever price the new owner wanted—and prices can run into the hundreds or even thousands.

Five Cardinal Rules for Domain Owners

If these horror stories have given you the fear, take heart. A few simple guidelines can keep you from suffering the same fate.

Rule #1: Control your own domain

Make sure your name and contact information appear in your domain's owner and administrative contact fields. Hop over to your registrar or to <betterwhois.com> and enter your domain name in the form. The site will return the domain's whois information (who is the owner, who is the technical contact, and so on). Your name, address, and current e-mail address should be in the owner (or Registrant) and Admin Contact fields. If it's not, follow your registrar's instructions for updating them.

Rule #2: Keep contact information up to date

The most important information in any domain record is the admin contact. It's to this e-mail address that domain registrars send their reminders. If you ever decide to switch to a different registrar, all the confirmation e-mail messages go to this e-mail address. If you've changed ISPs, or you've hired a new office

manager, you'll need to update this e-mail address immediately. Different registrars handle the update procedure in different ways—some registrars let you do this by logging in to administration Web pages, some require notarized written proof.

Check with your registrar for details.

Rule #3: Keep your own records

Don't rely on your registrar for domain renewal reminders—we've already read how two organizations came to grief over that. Check the whois information for all the domains you have registered. At the bottom of the whois record, you'll see details like these:

- Record last updated on 1-May-2002.
- Record expires on 12-Oct-2004.
- Record created on 12-Oct-1999.

Plug that "record expires" date in big bold letters into your PIM, your diary, and your wall calendar. Tattoo it on your wrist if you need to, but make sure that a month before that date, you pay the registrar for another year or two of registration.

Keep a Lock on Your Domain

Some domain registrars provide a service called domain locking. If you're paranoid that someone may try to hi-jack your domain, check with your registrar about how to turn on the lock. This prevents anyone from transferring ownership of your domain (not an easy or likely thing for most domain holders, but possible for hackers targeting high_profile sites).

Of course, it also prevents "slamming" by unscrupulous registrars who send bogus domain renewal notices that actually transfer your domain to a new registrar. You don't lose control of your domain this way, but you often end up paying more or losing services like free hosting or e-mail forwarding. And even high-profile companies like Network Solutions seem to regard this as a legitimate marketing tool.

Keep a Backup

What's the first thing you do when you hit a Web site that's not what you were expecting? You check the Web address for typos, right? If it looks right you figure you copied it down wrong and replace the .com with .net, or .org, or even .info until you see what you're expecting. Anticipate this behavior, just in case someone manages to get control of your main Web domain. If you have the

.com, net, and .org versions of your domain name in reserve, all redirected to your main site, you'll have an instant quick fix for any domain napping problems. Sure, this will set you back a few bucks-but it gives you more flexibility in the long run.

And it's pretty good for bragging rights too.

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<webmaster@regselect.com>

New Entertainment and Creativity Options via New Graphics Technologies

By Timothy Everingham teveringham@acm.org

We have now reached the point where complex computer graphic animation and visual effects can be rendered in real time using inexpensive computers. Some of it has to do with the increasing speed of CPUs, but much of it comes from the fact that graphics processors are increasing in speed three times as fast as CPUs. This was shown and discussed at the SIGGRAPH 2002 Conference in July. What does this mean for both the consumer and the creators of computer games, feature films, and television programming?

For the consumer, it means that using a single processor computer using a consumer level graphics card can render complex animations at resolutions far better than those of television in real time. Instead of having to have a video clip of the animation you would only have to have the models of the characters, objects, and backgrounds with the instructions how to animate them, resulting in considerable savings in download time. This is similar to what Flash animation does on the web, but this is far more complex and using three-dimensional(3D) animation. ATI Technologies showed

this in their booth at SIGGRAPH using the very complex animated short Pipe Dream from Animusic (<http://www.animusic.com/pipe-dream.html>) only using single processor 2.4 GHz Pentium 4 computers with their recently announced graphics cards, the Fire GL X1 and the Radeon 9700 Pro. Proposals for animation extensions for version 2.0 of the MPEG-4 standard would automate the download and play process, so you could just use an MPEG-4 video player to point at the animation and it would do all the work of getting the animation, setting up the rendering, and then playing it. These advancements will also be able to produce complex visual effects and animations during video editing faster. Depending on your output format you still may have to render the final product out, but at least during the editing process you will not have to do as much if any.

For the computer game developer it means that doing real time ray tracing in a game is possible. Ray tracing uses a simulation of how light interacts with objects and the environment within a three-dimensional scene, which produces the most realistic images. Currently computer game graphics are using prerendered backgrounds and different tricks coming out of human visual perception research that enables them to produce 3D images within the parameters of the speed of the available consumer computer and game console hardware. These methods have been getting more realistic over time, but lack the quality that ray tracing produces. As the result of the use of ray tracing the computer gamer will get much more visually stunning and realistic games than ever before. The first games that will start using ray tracing will come out next year.

For the creators of major productions of film and video it means that you can have a visual effects team on site to be sure the scenes shot and the visual effects will line up, preventing a lot of the time consuming and costly process of fixing things post-production. The visual effects team would do initial rendering of the visual effects before arriving on the site of the shoot, which will then be overlaid with the live shot in the camera monitors during the shoot. After the shot is done, a preliminary composite of what was just shot and the visual effects can be played back to give the director the information to decide if he needs to reshoot the scene. Also some tweaking of the visual effects can be done on-site to match the scene and then composited with the live shots for preview. Some of these techniques were done for the feature motion pictures AI and Minority Report. However, some directors and

producers think the composited image they will finally get will look exactly like that on the monitors and additional tweaking or changes to the visual effects and/or live shots will not be needed when they get to post-production, which neither is true. With visual effects no matter what the computer horsepower you have available, a frame of film will still take the same amount of time to render. It is because there is always the time vs. quality issue, a historically accepted amount of time for something to be done, and the people doing it want the best quality possible as a matter of pride, reputation, and marketing. However, this new process should result in having to correct less in post-production and shorter shooting schedules. This methodology may gain more acceptance when the second generation of digital video cameras that have the potential to replace film come out next year.

One of the big problems that animators have is animating faces of their characters, especially when the characters are speaking. Now the capability is there to animate facial models including matching the lip syncs in real time. You can either take a video of the person speaking or just point a camera at them linked to a standard dual processor computer and the software will link all the facial movements of the person to the underlying model of the animated character. You can be just talking away, and on screen your facial movements will drive the animated character. Software to do this was shown at SIGGRAPH by Eyematic Interfaces and is available for purchase from them. Face2Face Animation currently is a service bureau to do this, but their software will be commercially available shortly. Both companies have wireless as one of their targets, so you may be seeing animation generated by this technology on your cell phone in the future as well as in multimedia, film, television, and computer games.

These technologies solve problems for consumers and content creators, but at the same time can provide opportunities for criminals. Now you are able to fake your looks, voice, and surroundings in a realistic enough way to fool people and then send it over the Internet as video. In a video conferencing situation this technology could especially be dangerous. Some kid thinking he or she is going to meet someone of his or her own age by seeing and speaking with them live via videoconferencing could instead be setup to be grabbed by a fake video system. Also the Massachusetts Institute of Technology stated they had come up with a system

where you could videotape someone, then run it through their software, have them speak anything the MIT people wanted them to, and make it look realistic. A criminal use of this would be to run video of well-respected people through such a system and the fake video would endorse a fake event or company. Through this they could get people's credit card numbers via registering for a fake event or selling fake merchandise through a website. With the fake event, they would be able to know when people were going to be out and where they lived so they could send teams of burglars out to their homes or just have a mass armed robbery at the fake event site. Knowledge that this is possible is the best defense to becoming a victim. "Be cautious of believing everything you see" will be a watch phrase in the coming years.

New graphics technologies are solving problems and creating opportunities for consumers, computer game developers, and content creators. They also have the potential of improving the quality of our entertainment. They will give us more options to be entertained and for our own creativity. As such, they have the prospect not only to entertain us; but enrich our lives as well.

Timothy Everingham CEO of Timothy Everingham Consulting in Azusa, California. He is a member of North Orange County Computer Club. Further information can be found at <http://home.earthlink.net/~teveringham>

SWUG Conference Report

by Elise M. Edgell, NOCCC

I attended the South West User Group Conference on the weekend of August 10th and 11th. Also representing NOCCC were Jim Sanders, Cathy Grammer-Margolin and George Margolin. The conference was held at the Hilton Hotel in Mission Valley. The purpose of the conference is to promote the exchange of ideas between User Groups.

There were many different workshops and presentations by vendors. I found it very informative. Most of the User Groups (computer clubs) are facing the same problems that our club has. Over all there is a

decline in membership. There is also a decline in vendors willing to sponsor User Group events such as the SWUG Conference.

I decided that I would attend the workshop on club newsletters. The presentation was very well done. The presenter was Susy Ball from the Fresno PCUG. One surprising piece of information that came out of the attendees at the workshop was that the clubs that had switched to electronic newsletters only, had a large decline in membership. A couple of years ago the opinion was that electronic versions of newsletters would allow clubs to eliminate the printed version. This does not appear to be true. There was a discussion as to why this may be. It centered on the fact that people like to be able to read the newsletter in their favorite chair or even in the bathtub. The computer is not bathtub friendly and can be difficult to hold on your lap while reclining.

There was also a fairly large resistance to publishing an electronic form of the newsletter because of the increased burden on the volunteers producing the newsletter. Fortunately in NOCCC that has not been an issue.

Some of the largest clubs and still growing clubs are based in senior communities. It is easier to reach a known group of prospective members and to cater to the needs of current members in such an area. If the club is restricted to members of the senior community then they are not very interested in getting outside notice of their club. Publishing their newsletter to the Internet doesn't have a very large attraction.

Most of Susy's presentation contained some very good ideas about what to do and not to do in producing a newsletter. Instead of a paper handout she also distributed a CD-ROM with tips, programs, slide show presentation, stress reliever game, and many other helpful things. This is a really nice idea. It certainly is a way to give the attendees a much richer handout than is possible in the printed form.


I also attended a presentation on the Pocket PC. The presenter was a lively and informative speaker. She is really in love with what the Pocket PC allows her to do quickly and easily. It is hoped that at some time in the near future she will make a presentation to our club.

There was a lunch sponsored by Microsoft. The speaker is their User Group Representative. He talked about what the Microsoft's MindShare (User Group area of Microsoft) can and will do for User Groups. Mindshare does send a package of programs and other things to User Groups occasionally. The items in the package can be used as raffle prizes or for review. On occasion Microsoft will also send out requested software for review. The club then has the responsibility of publishing a review of the requested software and sending a copy of publication to Microsoft. There are so many User Groups in the country that it is difficult to get Microsoft to make a presentation at a User Group meeting.

There was also a Vendors Panel. This was a chance for the representatives of the vendors to put forth their ideas on what the clubs need to do to attract vendors to make presentation at club meetings, how the vendors are looking a User Groups, and the declining amount spent on User Groups. There has been a sharp drop off in vendors sponsoring events such as APCUG during COMDEX and SWUG Conference as well as interaction with individual User Groups.

What I got from the information provided by the panelists was:

1. Money is tight.
2. Vendors are looking for ways to cut spending

Continued on page 15 

NOCCC on the Internet!

NOCCC has a presence on the Internet. You are invited to access our home page at <http://www.noccc.org>

You will find the *Orange Bytes* there in both HTML and PDF format—and other goodies—plus more that are planned as our home page develops.

Special thanks to Webmaster Jim Peugh and his hard-working group who have dedicated many hours maintaining our home page.

Spring Cleaning Version 5.0 for MacIntosh OS X

by John Willner, NOCCC (willner@earthlink.net)

Aladdin Systems has just released the latest version of Spring Cleaning to take advantage of features within OS X, Apple's latest operating system. In doing so several new functions have been added. One is iClean. iClean provides a quick and easy means of locating and removing files created during internet browsing, such as web cache files, internet history files, and browser cookies. It also reattaches aliases and empties trash in the process.

Another tool specifically for OS X is Access Monitor. It will identify files not used for a specific length of time, such as 3, 6 or 12 months or before a specific date. Also, the Duplicates Finder under OS X works with QuickCompare™, a new OS X tool, to provide additional information.

Installation for OS X will typically be into OS XApplicationsUtilities, unless you wish to leave this program under Applications. In operation the main difference for OS X is that you can open in Advanced Mode by double-clicking a small ikon in the upper right hand corner of the Finder tool bar. This is an alternative to double-clicking the broom ikon for Standard Mode operation found inside the installed folder.

Spring Cleaning is the program Mac users love and sometimes love to hate. The main problem is that it is so efficient at finding duplications one can easily remove files that should have been retained. However, it does a masterful job of helping you to remove excess hard disk storage to a number of optional locations, and make repairs when needed. Applications include Access Monitor™, Alias Fixer, Custom Search, Document Finder, Duplicate Finder, Empty Folder Finder, Fat App Slimmer, File Checker™, Font Finder™, Help Finder, Internet Cache Fixer, MacUninstaller™, MailCleaner™, Orphan

Adapter, Orphaned Pref Finder, and Storage Items Finder. Installation requires a Power MacIntosh computer with 8 MB of free, 13 MB of free hard disk space, and Mac OS 8.6 up to OS X.x.

My conclusions after running this latest version is that you need to devote quite a bit of time to it. Just running Custom Search took close to an hour on a dual processor G4 computer with a partitioned hard disk for OS 9, a partitioned hard disk for OS X and a firewire backup drive—110 gigabytes in all. Then you start in with making decisions on all of the duplications, the help files, foreign files, aliases with no parents, empty folders, cookies, apps written for 682x0 CPUs, etc. It is amazing how many thousands of such files exist, all taking up space. The only real limitation encountered was MailCleaner™s restriction to Eudora, Microsoft Entourage or Microsoft Outlook Express.

This is a very good program for all Mac computer owners to have at an affordable price. The need becomes more pressing as your computer ages and hard disk storage space nears capacity limits.

NOCCC members can purchase Spring Cleaning 5.0 at the special price of \$40 (retail is \$50), including sales tax, writing to them at Aladdin Systems, 245 Westridge Drive, Watsonville, CA 95076; or at their internet site www.aladdinsys.com/support/usergroups/ugvalid.html using the order code MUG 2002.

Paint Shop Pro 7 from JASC

by John F Donan, NOCCC

Goldilocks And The Three Users of JASC's Paint Shop Pro 7. My Goldilocks review of Paint Shop Pro 7 (PSP7) will consider as to how it might apply to three classes of users, a new comer to computer graphics (too little experience) the professional/

serious non-professional from the world of Photoshop (too established) and the already user of PSP (two times ten million of them.) The requirements to install from its CD are modest, a Pentium processor or equivalent, any Windows from 95 on, 75 MB of hard drive space, 32 MB of RAM, 256 color 800x600 resolution monitor and in addition to a mouse it will accommodate a tablet. It is well documented including a 500 page Reference Guide. There are 10 tutorials on the CD. Part of the JASC Software web site, <<http://www.jasc.com/gatut.asp>>, has guest authored tutorials.

This space limited review will not include many of the extensive capabilities of this program. Such things as animation and web design, digital camera support, vector images, Media Center with its organizing and managing of media files and slide show capability and the Tenth Anniversary bonuses such as plug-in filters will not be covered. I will consider most of the many features that do apply to still images which can be viewed and printed.

The newbie has very likely been attracted to PSP7 as a means of restoring some of the family's old pictures, which could be faded, worn or damaged, and hasn't considered doing much more. For those with little experience, there is a set of automatic actions that can be taken. They are for color balance, contrast enhancement, saturation enhancement, and small scratch removal, in addition, red eye removal consists of little more than clicking over the offending region. A special tool called Scratch Remover complements these. This full set provides all that is needed to repair and embellish one's photographs. Some thought is required for small scratch removal as there are settings and a value which can be changed, the rest of the enhancements can be done on autopilot. Too extreme an approach with small scratches can soften the overall picture.

To experience this beginner's approach, I applied color, contrast and saturation to a dual image (two images in one frame) of the B-1 bomber which I had downloaded from the Internet for a piece I was doing on aviation. When I compared the before and after images I found, to my dismay, that a noticeable degradation had taken place but that turned out to be due to a mistake I had made. I was comparing images in reverse order. I had, indeed, made a marked improvement

There was a distracting line of small print across the bottom of both pictures on which I used the Scratch Remover tool.

They were removed without a trace. I then found myself experimenting with the classical techniques generally used in graphics software which made me realize that this elementary form of photo enhancement was an excellent starting point for the beginner.

Now for the too experienced Photoshop users, both professional and serious nonprofessional. I feel that I can appreciate their viewpoint since I have polished my skills by taken a number of evening courses in computer graphics. Colleges mostly teach Photoshop because they have preparation for jobs in industry in mind and look upon Photoshop as the standard in the graphics/publishing industry. My goal in doing course work, however, was to be able to restore 40 to 50 year old 35 mm slides from my days in amateur photography.

These advanced users will have a relearning disadvantage with PSP7 for the tools and commands that do the same classical things in the two programs do them in different ways. Its similar to one driving a new car that had a joystick control instead of steering wheel and pedals. As an example, right and left mouse buttons are used quite differently. The mouse is just one of the adjustments in performing routine tasks. Let's consider, on the other hand, some of the conveniences I have found in using PSP7. Since I am working almost daily with images for my own enjoyment, I can cite at least a half dozen significant features I found in PSP7 which have great appeal to me.

First of the things I find useful is PSP's capability to read the proprietary KDC file format of my Kodak DC120 camera. I had earlier obtained Paint Shop Pro 5 for the use of this feature alone and this capability carries over with PSP7. No other graphics software can do this. I download a great number of graphics files from the Internet which may require a quick minor alteration such as cropping. Paint Shop Pro 7 has a fast load time making it preferable for such spur of the moment tasks. When making such a collection of images and retaining their lfile identification from the Internet, it is difficult to later distinguish which of similarly named files you may want to open. Paint Shop Pro 7 has a browser which, in addition to an Explorer like view, presents an array of thumbnails of all the graphics files held in any folder selected. You see them all for comparison. I have stored Encyclopedia Britannica on my hard drive, for fun, Browser allowed me to not only view all of EB's graphics but I could work on them; a double click of the mouse would place them in PSP7.



Product Reviews

Should I want to E-mail an image active in PSP7 all I have to do is press the E-mail button and it is placed in an E-mail message ready to describe and send on.

There is a tool called Picture tube which is a one click paint brush that will place a small image from a set of such images into an active layer of your work, where the pixels are replaced as is done with the Paintbrush Tool. I have just painted three toy airplanes around the B-1. Three successive Undos and they are gone. Tube images can be down loaded from the Internet or you can create your own set. I can now see my first project using Tubes. I have collected a considerable amount of art work by scanning books from the library; many of them are of still life showing displays of flowers. Gardening is one of my hobbies so, with my camera, I can now collect tube sets from my own pictures and create a combination of the two, art and the tube images. I have done this in another way, with success, using a clone tool and combining the best of several artists into one picture.

Frames with which you can enclose a picture made the biggest hit with me and they fit into another project I have been contemplating for over a year. I was looking for a good source of different picture frames. My intent is to make a collage of family photos which will appear as framed pictures on a wall. I have delayed this, lacking a source of frames. Paint Shop Pro 7 loads in your computer with 49 different frames to choose from, there are others on the CD and many more can be downloaded from the Internet. I am in the process of learning to load these extra frames. By using frames I have created a silk purse from a sow's ear. I started my PSP7 evaluation with a nondescript photograph which I had taken on a main street in the city of Orange, California. My intent was to use this no good picture to learn what I could do in PSP7. This particular photo was of a four column building, it had a lens flare from an afternoon sun and the vertical perspective gave the appearance of the building falling backwards. After a trial and error familiarization using the histogram, color, saturation and lightness then adjusting the geometry I had an unplanned but excellent composition. The lens flare somehow added character. When I added a frame called "Old Wood" I had something that looked as if it could be in a gallery. By shifting the hue of the color wheel (the greys of the building and its masonry changed very little) I had a set with colors that would thrill an interior decorator.


Two more features I almost overlooked are the ability to

select and capture from the monitor screen (at monitor resolution) and multiple images can be placed and arranged for printing on the same page which is not easily done with other software.

After my three years of indoctrination, many Photoshop manipulations are now second nature and I prefer to use many of them for effects I want in my graphics work. To my good fortune, images which are in process in either of the two programs (Pshop and PSP7) can be interchanged and worked on in the other program The layers will stay intact. So you can flip back and forth. My preference in my work at this time is to adjust levels and HSL in Photoshop. My habits also make Photoshop's way of color selecting preferable. There are also some things that PSP7 either can't do or doesn't do as well as Photoshop such as text enhancements, CMYK mode or duotones.

Twenty million users of PSP is quite a following. PSP7 appears to be two versions ahead of competitors in its price range. As for Photoshop, it is seven times as expensive as PSP7; ten times if the rebate that comes with the 10th anniversary edition is considered. PSP7 does (in its own way) 90% of that which can be done with Photoshop. Internet sites allude to PSP software having grown to suit its users by incorporating their suggestions. This has resulted in an abundance of help, tutorials and files available on the Internet. Twenty percent of the hits I obtained when searching under "Paint Shop Pro" were for support type sites providing no cost tutorials and files for downloading.

JASC's technical support is worth the price of admission. It reflects the smaller company attitude and takes the customer such as myself back ten years to when tech support was courteous, knowledgeable, conscientious and the companies seemed to care. Employeewise JASC is only one twenty seventh the size of its larger competitor Adobe. I have never been so pleasantly surprised as I was when I called for information and was given as much time as necessary with explanations down to the minutest detail needed to understand. None of this "You had better reload your Windows!" which is a common cop out these days.

Paint Shop Pro 7 is an excellent program for the beginner, more than enough for the more involved users who may restrict themselves to using just a single program. For the user that wants the most and the best, it has enough unique capability, complementary to what is in other programs, to be of great value. It is a real bargain 

Paint Shop Pro 7 sells for \$99.99 and its tenth anniversary offering has a \$30 rebate coupon. The companion software included with it has an estimated value of \$100. By Arthur Anderson accounting methods, if you buy it now, using the figures above, you can show that you have made yourself a clear profit of somewhere between \$130 and \$229.99.

SWUG Conference Report

Continued from Page 11

3. Advertising is subject to spending cuts
4. User Group spending is prime for cutting with the decline in club attendance.
5. Even traditionally LARGE membership clubs have a difficult time in getting club members to attend a meeting.
6. Products which have been given to a club for review must be reviewed and published.
7. User Group members want to read about a product that someone in their group has used
8. Reports of presentations by vendors in meetings must be published.
9. The larger the distribution of the newsletter the better
10. Timely reviews and reports published in the newsletter supports further interaction with the vendor
11. Coordinating meetings with other User Groups in your area with a vendor also helps.

What can we, as members of NOCCC, do to improve relations with vendors? Be sure that when a vendor is going to make a presentation that you come to the meeting. Bring a friend, or three. The more people in the room the better. Give the vendor feedback. Let them know you appreciate that they have spent their time and money making a presentation to our group. Review software and books. Write up your review and submit it for publication. (There is detailed information elsewhere in this newsletter concerning this.)

Vendors are reluctant to spend their advertising dollars on User Group activities if the participation by the User Group is small. It is very important that our club realizes that the vendors must have a return for what they may do for our club. So, be sure to come to our meetings, volunteer, bring friends, read the newsletter.

I am looking forward to going to the SWUG Conference next year and reporting to other clubs about how our club has grown.

The Best CD Label Applicator- LabelWhiz

By George Margolin, editor@netsurfernews.com

We have tried tons of CD-ROM Label applicators to no avail - you just twist everything up in knots. That is until we tried the LabelWhiz applicator found at <http://www.labelwhiz.com/html/applicator.html> and it danced the socks off any other CD applicator!

With most other applicators, you put the CD on the "unit" and carefully try to put on a label over the CD. With the adhesive side down, the hard part is getting the label to stick to the CD without creases, a very hard task, I must say!

With LabelWhiz, you put the CD on one side and the label on the other and just close it! No positioning, no trying to position it correctly so there are no creases, etc. It really works - just like a clamshell!



It comes in a CD Labeling kit with software and labels plus the award-winning applicator for \$25.95 (sometimes on special!).

LabelWhiz.com, Inc., 14 Segada, Rancho Santa Margarita, CA 92688 USA • Phone: 949-858-7855
LabelWhiz.com

Orange Bytes Appeals to the Membership

We wish that all of the articles in the *Orange Bytes* were written by NOCCC members. Why don't you share some of your expertise by writing an article for our Computer Talk section or check out one of the software programs or books that are listed in the review corner. If you write an article, you get to keep the program or book.

The Editors

If you write a review for the *Orange Bytes*, you may keep the item. If you would like to review a specific product (software, hardware, or book), please let me know and I will try to obtain it. If you are interested, please contact me:

Ted Littman

NOCCC Reviews Editor

- (714) 779-1936
- reviews@noccc.org
- TedLit@Adelphia.net

Products Available for Review

The following items were available as of mid-August for review by qualified NOCCC members. If you are interested in doing a review (which will be published in *Orange Bytes*), please call or E-Mail me and provide your membership num-

ber, phone number, and E-Mail address. A current listing of all available products can be obtained by sending an email to items@noccc.org. Your response will be the listing.

Art Icons Pro 3.2 for Windows - Create, edit, and manage icons

photoBase 3.0 for Windows - A multimedia management/presentation-making app

McAfee VirusScan Online - A 1-year subscription to stay virus free

Stuffit Deluxe 7.5 for Windows - Compress files so they fly across the Internet

Handy Backup 3.5 for Windows - Automatic backup of critical data to any storage type

Essential Net Tools 3.1 for Windows - A suite of network tools

Xplay - Enables Windows users to use Apple's iPod

BackUp MyPC - Backup and Disaster Recovery Software

WinFaxPro 10.02 - Leading fax management software

Murach's Beginning Visual Basic .Net - a 725 page primer for beginners.

Preparing a Review Article for the *Orange Bytes*

by Ted Littman, NOCCC Reviews Editor

The following suggestions for preparing a review article for the *Orange Bytes* were extracted from an OCIPUG article and are intended as a guide only. As a reviewer, your audience wants to know your opinion (as an end user) of the product you are reviewing.

Please fully identify the product and its cost so that interested club members may purchase it. After you have tested the product, consider these questions:

- I. Does the product meet its stated purpose?
- II. Within its category of software (i.e., spreadsheet, database), does it stand out?
- III. What are its major features?
- IV. Is it easy to use? Can a novice use it?
- V. Can you quote or reference articles/reviews in the computer magazines?

The following list contains more specific questions that apply to either software or hardware:

- I. Requirements:
 - A. Operating systems?
 - B. Windows?
 - C. Memory?
 - D. Disk space?
 - E. Is a Mouse supported?

Membership Drive

Tell more people about the advantages of membership in NOCCC.

Please pick up a few copies of the *Orange Bytes* at the Membership Desk and deliver them to your local library, computer store, and to your friends.

II. Installation (do not overemphasize details): Was it difficult?

- A. Copy or write protected?
- B. Does it allow drive and directory selection?
- C. Does it automatically configure system? Can you control it?

III. Information about your system hardware?:

- A. Operating system/Version?
- B. Memory?
- C. Video display?

IV. Documentation: What is supplied? Tutorial? Templates? Table of Contents? Index?

- A. Was it concise and helpful?

V. Product Support: How would you grade the vendor's tech support?

- A. Does it cost anything?
- B. Is it a toll call?

VI. About the product: What comes with the product?

- A. What is the cost? (list & street)
- B. Version number and release date?
- C. How difficult is the learning curve?
- D. Would you buy/use the product?
- E. Do you recommend it?
- F. What don't you like about it?
- G. What improvements or changes would you like to see?

VII. What are the Name, Address, Phone number (including 800 number), and WEB address (e-mail and URL) of the vendor?

After you have answered all these questions, you should have enough information to write your review. Please be precise but do not make it so technical that only a few people

can understand. Please advise the Orange Bytes Editor if you need graphics, pictures, or illustrations to get your point across.

Guidelines for Submitting Articles and Reviews

Important! Please limit your submissions. We now request you limit general articles and software reviews to a maximum of 1300 words, SIG reports to 700 words, book reviews to 600 words, inexpensive CD-ROM titles to 600 words, and more sophisticated CD-ROMs to 1000 words. As far as the minimum is concerned, we'd just like to see you do justice to any general article or to any product that's reviewed. A \$600 software package deserves close to 1,300 words. A \$50 program or CD-ROMs title might have 500 words. Reviews must be completed within 2 months so that the Reviews Editor (Ted Littman) can, in a timely manner, send a copy to the vendor. If you change your mind about doing the review, please call him (714)779-1936 ASAP to make arrangements for returning the product for reassignment. We hope you enjoy writing your review.

You can now e-mail articles directly to the Editor through the North Orange County Computer Club's Web Site: editor@noccc.org.

Or just give the file on disk and printout directly to Alan Pearlman, Jim Sanders (Publications Chm.) Jim Sanders (Editor acting), or Ted Littman on the next meeting day. If you e-mail your review, please send a copy to TedLit@Adelphia.net.

To transfer your article from your Windows word processor, click at the beginning of the article with your mouse, shift down arrow to the end of the article, then Edit Cut (^C), open your e-mail program, and Edit Paste (^V). This will convert the file to ASCII. If your article is too long to include in an e-mail, please save as ASCII file with a .TXT extension. Then zip the article and attach it to your e-mail.

All documents should have flush left margins, and double carriage returns (skip a line) inbetween paragraphs. The editors will bold your paragraph headings, etc., in order to obtain consistent formatting throughout the Bytes.

Don't use CAPS for emphasis; that's like shouting at someone! We usually have to delete and retype them, which can be a lot of work. CAPS are reserved for computer commands or file names, like AUTOEXEC.BAT or KNOW.TXT. For titles of books and software, capitalize the first letter of each word. The Editor will add the underlining in PageMaker.

Also please spell check your article, and try to follow the ordinary rules of grammar. Don't use columns, tabs, indents, justification, hyphenation or formatting codes. (If columns or tables are absolutely needed, send us a hard copy to guide us.)

We will look forward to seeing your review in print and on the Web site.

General Meeting August 11, 2002

by Eric Saca

In August, our Vice President, James C. Smith gave a presentation on Microsoft Windows XP. Most people who attended felt that they had learned a great deal more from James than from Microsoft's own Windows XP presentation (done last November).

The meeting was opened by President Alan Pearlman. Alan announced that Chapman University had taken back a storage room in which NOCCC was keeping tables and chairs. We need to find a new location for these items. Anyone who might have some spare space was asked to e-mail Alan at president@noccc.org.

James began his presentation by announcing that Windows XP is basically Windows 2000 Professional with a facelift. It is the first Windows NT kernel operating system targeted at consumers. It now has a powerful user interface with many bells and whistles. He augmented this explanation with a graphic describing the Microsoft Windows history (like Gene Barlow's graphic from July).

There are two editions of Windows XP – Home and Professional. James said that the Home Edition is the same as the Professional, but crippled – some features were cut out.

James noted the new features in Windows XP, as follows:

- A brand new user interface with a new look and feel (requiring minimum display settings of 800 x 600 resolution and 16-bit colors)
- Simultaneous access for multiple users with different desktops on a single computer. *Fast user switching* is provided – allowing instant change from one user's desktop to another's. This greatly increases productivity when multiple people use the same PC. James demonstrated this by running his

own and his wife's desktops simultaneously, then instantly switching between them.

- A much faster boot time than for any previous Windows version. This is achieved mainly through simultaneous device loading.

- *Remote Assistance*, allowing you to provide desktop control of your system to remote support technicians – through the Internet, a network or a modem. For this, you are safe with multiple levels of security. You must be at your desktop and approve the support person's connection before he or she can manipulate your computer. When the technician is connected, there is a chat window, allowing you to chat with him or her if you are not speaking over a second phone line. If both systems have microphones and speakers, you can even *speak* to each other using *Remote Assistance*.

- *Remote Desktop*, allowing you to control your desktop and do anything with your computer from a remote location – through the Internet, a network or a modem. This works even when you are using an older Windows PC to remote control your Windows XP system! James demonstrated this by remotely controlling his Windows XP system with a Windows ME computer over an Ethernet connection. (*Remote Desktop* is only available in the Professional Edition.)

- A personal firewall. (James recommended disabling this, however, and downloading *ZoneAlarm* – a much more powerful firewall.)

- A new *Media Player* with built-in DVD and MP3 support

- Features to clean up the system tray, task bar and desktop. This organizes your icons and hides seldom-used icons. (It can be disabled if you do not want Windows manipulating your desktop.)

- A *Lock Task Bar* feature, which can be very handy if you do not want to accidentally change your task bar settings

- Built-in CD burning features. (These are probably not as powerful as the software that accompanies your CD-ROM, however.)

James next covered what he considers the *anti-features* of Windows XP (those with which users are basically unhappy). They are as follows:

- *Product activation* is required. This is a deterrent to those making illegal copies. *Product activation* is different from *registration*. You do not provide any personal information to Microsoft – just your country and serial number. However, if you change so much as four components in your computer, you have to perform *activation* again by calling or e-mailing Microsoft and asking for it.

- *Passport* is enabled by default. This saves your passwords and attempts to use the same password on multiple websites – thereby providing less security. James recommended that you disable this feature when you install XP.

- Windows XP is HUGE, requiring a minimum of 1.5 gigabytes for installation.

James presented the differences between Windows XP and 9X/ME, as follows:

- The true 32-bit NT kernel
- The NTFS file system, providing enhanced disk and file security
- Personal firewall
- XP is less compatible with older DOS applications
- Task Manager
- Disk Administrator
- Services
- A new command interpreter (similar to the DOS prompt but more powerful)

He then presented the differences between XP and 2000, as follows:

- A new look and feel
- XP is easier to use, with more wizards and help from balloon text

- In the XP Home Edition only, every user has administrative privileges. (You can limit them but not very much.)

- More compatibility with legacy Windows (9X/ME) applications He then covered the minimum system requirements for XP, as follows:

- A 233 MHz processor (300 MHz recommended)
- 64 MB of RAM for limited features – 128 MB are recommended
- 1.5 GB hard disk space

He covered the features that are in the XP Professional Edition but not in the Home Edition, as follows:

- Remote desktop
- Support for multiple processors
- Support for multiple languages
- Encrypting File System (EFS)
- Internet Information Services (IIS)
- Other advanced *2000 Server* and administrative features (mostly found in the *Administrative Tools* menu)
- Ability to *join* a domain (although the Home Edition can *access* a domain, i.e., log into it; use its resources)

As far as upgrading, James recommended buying a new system to get Windows XP – instead of upgrading – unless your current system is powerful enough to take advantage of it. He displayed an upgrading chart, detailing which versions of Windows can successfully upgrade to XP and under what conditions. He also provided an upgrade pricing chart.

James made it clear that if you do upgrade your current system to XP, perform a backup first! He also suggested that you can install XP as a second operating system in a second partition - this would not affect your current Windows installation.

At the conclusion of his presentation, James provided a brief question and answer period, then the meeting was finished with a raffle.

Next Meeting – EVERYTHING you want to know about CD Burners, Burning and Music Recording with MP3 on your computer. A fun AND serious WOW meeting. We're going to have Jim

Hill and one of the most informative presentations you'll ever see. He's been involved in the recording industry for years. KNOWS ALL – TELLS ALL!

If you want to find out what's coming down the pike with recording media and software and RW disks, THIS is the meeting you need to attend: the hot new world of recordable DVD!

PC Q&A:

by James Smith

James Smith filled in as SIG leader for Jim Sanders who was out of town. Most of the Q&A focused around networking issues. James demonstrated some of the tools used when building and troubleshooting Ethernet networks. A 50 or 100 foot Ethernet cable can cost as much as \$30 at BestBuy or Comp-USA but you can make your own for about \$3 in part. The trouble is, those parts are usually sold only in large quantities and you will also need some tools which cost anywhere from \$10 to \$50. To make an Ethernet Networking cable, you need Category 5 (Cat5) cable, crimp on RJ45 connectors, and tools including a crimper, and cable stripper. Cat5 cable can be purchased in spools for as little as ten cents per foot. This can be very cost effective when wiring a small office building or a large home office. But if you only need a few cables, the cost of the tools, and the large quantity minimums for the parts, will be prohibitive. In that case, your best bet for cheap cables would be swap meats or friends who already have the tools and some extra Cat5 cable they can spare.

Once you have all your Ethernet cables, and an Ethernet card in each computer, you will need a hub, switch, and/or Router to connect them all together into an Local Area Network (LAN). A hub allows many computers

to connect to each other on a single LAN. Hubs accept messages from each computer, and broadcast the message to every other computer on the LAN. Imagine three computers; A, B, and C, connected together on a LAN. Each computer is connected to a central hub. In order for computer A to send a message to computer B, the message is first sent to the hub then the hub broadcasts the message to all the computers on the LAN which causes the message to eventually make it to computer B. Because of the broadcasting nature of hubs, messages sent from computer A to computer B will also be sent to computer C. Those messages will be address to computer B so computer C will ignore them. But they will be sent down the wire to computer C. If special "sniffer" software is installed on computer C, it could be used to eaves drop on message send from A to B.

A switch is a good alternative to a HUB. Switches do not use broadcasting. If a message is addressed to computer B, it is only send down the wire connect to computer B. Computer C has no way of eaves dropping on the conversation between A and B if the LAN is using a Switch. By eliminating broadcasting, Switch are not only more secure than hubs, they are also faster. The network is not congested with traffic for other computers. Switches are now so cheap there is no reason to buy hubs anymore. You can buy an 8 port switch for as little as \$40.

A router is needed when you want computers on your LAN to be able to communicate with other networks or the Internet. A router helps make messages find they way off the LAN (Local Area Network) and onto another network. Routers are becoming very common in homes now that many people have high speed internet access that they would like to share among many computers in their home. A year or two ago, Linksys started making simple low end routers designed for home users with high speed internet connections. These DSL/Cable modem router allows all the computers on your

LAN to share your high-speed Internet connection and also share a single IP address. A router acts as a fire wall by hiding your computers IP address from the Internet. Each computer on your LAN has a private IP address that is never sent to the Internet. Your router has a single public IP address that is sent over the Internet. DSL/Cable modem routers initially sold for around \$199, but now they can be found for as cheap as \$39 including a built in 4 port switch. Since the topic of firewalls came up, several people pointed out that hardware firewalls, such as routers, only protect your computer from attacks originated on the internet. They block incoming messages from getting to your computer, which prevents hackers from accessing your system. But they do not stop outgoing information. Software firewalls such as ZoneAlarm can make sure no information is sent out of your computer without your knowledge. Some programs you run on your computer may try to use your internet connection to send your personal information to the creator of the program. Hardware fire wall such as routers will not block this information but software firewalls like ZoneAlarm will.

Macintosh SIG

by John Willner, NOCCC
willner@earthlink.net

We are being asked to leave our present meeting room (Wilkinson 210), because the Linux SIG wants several sessions in a row. Tentatively, we will simply meet down the hall in Room 203. Since the overhead projector cabinet was open, we experimented with hooking up our laptop computer to the classroom overhead projector. Synchronization was poor and would have required time to fix. Also, resolution was lacking. For the time being we will continue to use the portable LCD projector.

Jaguar, the new X.2.2 operating system was discussed. It is supposed to

be released before the end of August. Jaguar will contain over 150 new features. Among them is an update to Sherlock. Already, the best search tool available, Sherlock will now incorporate most of the complementary Watson software. That adds searches for closeby movie theaters, restaurants, etc., including from-to directions. Other new items are iChat, presumably for those users who like to chat, an updated version of Mail, Inkwel, a handwriting recognition system, ad hoc networking and Quartz Extreme accelerated graphics. Enhancements to Finder are included, one of which is the return of springloaded pulldown lists.

The change accompanied by the greatest amount of controversy is the plan to replace the free iTools with a \$100-per-year service called .Mac that includes more storage space, antivirus software and other new features. Grumbles have followed, and obviously this increases Apple's revenue stream at the expense of many loyal users. But what many do not know is that this decision was prompted by hackers who were abusing their free privileges. iTools was being used for illegal and commercial mass storage schemes. The only realistic solution was to cut them off. Anyone subscribing to .Mac will be fully identified. In characteristic fashion Apple says nothing, and the decision stands.

After the meeting Claire Lemire and I attended a session with Garr Reynolds, Mac User's Group Coordinator at Apple. This meeting was held at Farmer's Market in West Los Angeles above the food courts. Since there are more Macintosh User's groups in this area than any other in the country, the ideas was to have representative mingle and describe their activities. How that leads to positive benefits is a bit unclear. However Claire will give a report at our next meeting. Incidentally, Garr offered to attend any of our future meetings.

Computer Aided Investing (CAI) SIG



By Bob Krishfield, NOCCC
bobkrish@socal.rr.com

7-14-02 Report

Selling ? the Critical Step for Making Money in Investing.

The past week in the market saw almost a 700 point drop in the DOW, and the news presented us with more bad news - issues of corporate fraud, improper accounting and crooked CEOs. Discussions about the market were mostly pessimistic. The S&P and NASDAQ indexes were already below the Sept 11th lows and there were no strong signs that we had hit bottom. With Q2 earnings reports to begin in a week or two, there is a lot of uncertainty in the market's near term direction. The membership straw vote on the Dow was strongly down, for a continued drop of more than 100 points by next meeting.

The main presentation was by Irv Sanders, who prepared a paper "The Question is.. When to Sell?" Irv covered the subject of selling the emotional issues, the steps that he uses, some general points and guidelines, and his spreadsheet for tracking data used in making buy and sell decisions. Some of his main points include setting mental stops 10% below current prices as a stop loss, and raising these stops as prices rise. He establishes a price objective for the stock to achieve which uses a Point & Figure model. He sells when the price gets within 10% of the price objective. Irv recommends keeping diversified across 10 to 15 stocks in his portfolio which keeps needed monitoring and tracking effort to a reasonable level. Based on his experience, he has been able to achieve a trade record of 85% wins. Good job, Irv.

There was a lot of interest shown in point & figure chart methods, so we will keep that on our agenda for further

discussions, as well as other selling methods and techniques. A few charts were reviewed the use of Bollinger Bands as one technique for buying and selling. While the method did not lose money, it did result in making a few extra trades that reduced profits. We will continue on this subject, exploring other trading rules and systems next meeting or two. Bring some of your experiences to the next meeting.

Developing effective selling skills requires learning the important chart patterns, technical indicators, and the rules for using them. Computer trading systems are great tools for helping this process, but the individual investor not the computer must make the decisions. Hopefully we can contribute to this learning process.

(CAI) SIG

8-11-02 Report

Trading Methods and Systems

This month's focus was on the market and whether or not it is ready for an upturn. The performance of the DOW, S&P500 and NASDAQ over the last few months was reviewed from a technical viewpoint, identifying the downward trends and what is required for an up trend.

For the DOW, the first step is watching how it reacts to the resistance level at 8750. A breakout (up or down) is soon likely from the symmetrical triangle formed by trend lines of recent highs and lows. This pattern also exists for the S&P around the 910 level. The NASDAQ formed a descending triangle and just broke above it, which leaves a lot of uncertainty in its future direction.

Technical analysis provides many tools that help to classify the market's performance and infer what will happen next. We reviewed five indicators and what they indicated near term.

1. The Fed Model which looks at S&P500 earnings yield divided by the S&P500 index and compares this with the 10 year treasury yield. The current indicator says the market is extremely

undervalued and will have a 30+% upswing ahead. Result: Market Ready to Rise

2. The number of 52 week lows on a given day - when this number exceeds 1000, the market will have a significant upturn. This has not happened since Oct 1998, when the market rose over 75% in 16 weeks. Recent lows have not exceeded 600 per day. Result: No Signal yet

3. The McClellan Oscillator must be above zero and the Summation Index above 2500. This signal last occurred after 9/11, but has been negative since May 02. Charts show that the Oscillator is positive and the Summation index is rising, but still negative. Result: Market weak, improving, but positive signal weeks away.

4. The VIX index. When it spikes above 50 and the NASDAQ crosses over its 20day moving average, the market bottom has passed. We had a VIX reading of 56 last month, but the moving average is way above the index. Result: No bottom signal yet.

5. Cycles. The 4 year cycle is due to bottom this Fall (Sept - Oct) Markets should rally after this bottom. The 9 month cycle identifies shorter term swings that support a small rally in Aug, a bottom in Sept, and more volatility. Result: Market uncertainty until Sept, then a possible rally.

Summarizing the results, we have a lot to watch this month, with many signals ready to flash, but not conclusive at this time. When they do flash, it will be important to get confirmation from other signals.

These technical indicators provide investors with alert messages to be used as part of making investment decisions, but are not decisions themselves. This information is provided for educational purposes and is a not recommendation for a specific investment. Our next meeting's topic will be Trading Systems for Making Money in Today's Markets.

Genealogy SIG

by John Johnson NOCCC

The August 11th meeting was led by John Johnson. Gerry Resch was back in the Midwest for both a family reunion and a High School reunion. We first looked at some of the data that is presented on a few of the CD's that come with Family Tree Maker Deluxe. We looked at some of the records on the Military Records: U.S. Soldiers, 1784-1811, the Vital Records: Social Security Death Index, 1937-1999 and the Family Finder discs.

We were able to locate the date of a particular Death Certificate for a family member of one of those in the audience. The last known letter was in the mid 1930's, but the Death Certificate was issued in the late 1950's.

We then went to the L.D.S. site, the Family Tree Maker site and rootsweb.com to search for various people. There was some success, and more work needed for others.

Jim Peugh suggested going to his Web page to see the work he has done on his family. It is quite impressive, going back to about 750 A.D.. Ask him about it.

At the September meeting, Gerry will be back leading the group.

VISUAL PROGRAMMING I

by Anson Chapman, NOCCC
aeccrcss@hotmail.com

The primary topic of last month meeting was XML. The reason for this is that it is the glue of Microsoft's .NET initiatives. Because of this, you will need to understand something about it before you can understand VisualBasic.Net. We covered some of

Visual Programming

Continued from previous page

the very basic properties and had several demonstrations which were displayed on the screen via my laptop. Additionally I gave away a CD full of XML documents and software.

This month's meeting will continue with this basic introduction as well as several more demonstrations of XML. We intend to cover basic structure as well as things such as elements, attributes, DTD's and Schema's. Additionally, we will cover such topics as XPointer, XLink, XPath and the XML transformation language XSLT. Undoubtedly, we will not be able to cover all of this in the time allowed and these will be continued as needed. Once we understand how this relates .NET we will setup Visual Studio.NET which includes Visual Basic.NET among other things. Free software and documents will be distributed (cookies will need to be self-supplied).

Notes:

Visual Basic 6 will continue to be supported until 2007/2008 so the need to convert current VB6 software has been minimized. However, users of the system should take note that most new medium-to-large systems will be considered for .NET rather than VB6. This will be mainly built for .NET version 2 currently in Beta as the first release of .NET had quite a few design problems that need to be corrected before it truly becomes a formidable system.

Additionally, Microsoft is promoting Visual Studio.NET which contains Visual Basic.NET because VB itself does not have all of the tools needed for designing WEB services. Visual Studio does.

Books:

Next issue will contain a list of books on VB and XML.



How Big is 120 Giga Bytes?

By Jim Sanders

When you look at that 3.5 inch hard drive that is one inch high and easily held in your hand, trying to put that 120 giga bytes of storage in perspective is a little tough. One way to do it is to start small with something that you can relate to and work your way up. Now we know that one byte equals one character. The common 10 point type, has ten characters per inch. So if we have 120 characters/bytes in a row, we have one foot. There are 5280 feet in a mile. So 5280×120 gives the number of characters/bytes that would be on a mile long ticker tape that was being printed with 10 point type, an answer of 633,600 bytes. Compared to the 120 giga bytes on the hard disk, 633,600 bytes is not much. To find out how much, we need to take the 120,000,000,000 byte capacity of the hard disk and divide it by 633600. The answer to that math problem is 189,394. To put that into perspective, lets take the circumference of the earth (nominally 25,000 miles) and divide that into our answer. So $189,394 / 25,000 = 7.58$. So if we could find a big enough roll of ticker tape, printing all the information on that hard disk would wrap around the equator of the earth 7.58 times. That sounds impressive, but how many people can really visualize that.

I don't know anyone that has a big enough ticker tape printer, so lets try it with regular 8.5 inch x 11 inch paper. Again, standard printing would be 10 point type, 10 bytes per inch, 6 lines per inch. Most people leave at least a half inch margin all the way around the page. So that means each line will be 7.5 inches, or 75 bytes, and there will be 60 lines per page. So each page will use 75 bytes x 60 lines, or 4,500 bytes. So first, lets take 1 of the 120,000

megabytes on the disk and see how many pages that represents. $1,000,000 / 4,500 = 222.2$ pages. We still have 119,999 megabytes left, and using them, the total number of pages comes out to 26,664,000 pages. That is also a little hard to imagine, so lets see how many reams of paper that is. $26,664,000$ pages, divided by 500 hundred sheets per ream = 53,328 reams of paper. Again, a little hard to visualize.

A lot of things have their volume given in cubic feet. That's 12 inches x 12 inches x 12 inches or 1728 cubic inches, $12 \times 12 \times 12 = 1728$, or 1 cubic foot. I measured one case of paper at $11.25 \times 9 \times 17.5 = 1771$ cubic inches. Lets be generous and round that off to one cubic foot. So at 5000 sheets, or ten reams per case, we divide the 53,328 reams that we came up with by ten to get 5,333 cases, or 5,333 cubic feet of space. Stipulating that an average house is 1,400 square feet with eight foot high ceilings, then the average house has 11,200 cubic feet of space, ignoring the walls. So if you filled up half of your house, wall to wall, floor to ceiling, with cases of printed paper, that's how much the 120 giga byte disk holds!

Pig SIG

Open to All! From 11:30 a.m. till about 1 p.m., many of our members gather in what is called a PIG SIG – or PIG-OUT group, so to speak, at the Argyros Hall Cafeteria. There is a buffet lunch or several snack bars open, if you are hungry, or just bring yourself, grab a chair, and chat.

There are several sets of tables where NOCCC people gather, eat and chat with each other. Just look for the people with the NOCCC badges. This is an informal group, so lots of different subjects are discussed and you get to socialize with people you may not have met before. It is a great time to mix, mingle and network. Come on over!



Yolonda from Borland



A tired George Margolin

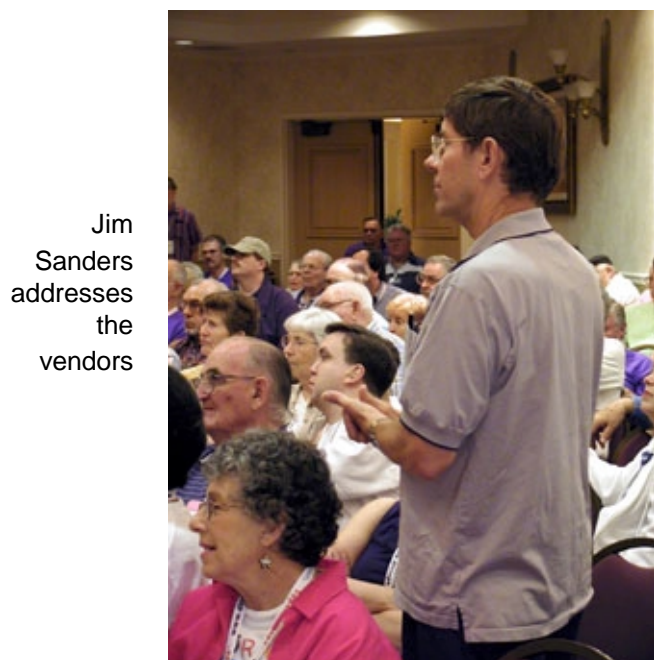
John Hill and crew



The vendors group



Cathy Margolin presenting at SWRUG



Jim Sanders addresses the vendors

Note! Three new SIGs: Computer Security, Gaming - PC & Mac, Linux Programming Concepts

SIG List

Those who have listed an e-mail address would prefer to be contacted by e-mail rather than by phone whenever possible

SIG	Bldg	Room	Time	Leader	E-mail	Phone
Autocad	Wilkinson	130	9:00	Joe Mizer	jmizer@earthlink.net	909-688-9848
Computer Aided Investing	Wilkinson	211	9:30	Bob Krishfield	bobkrish@socal.rr.com	xxx-xxxx
Computer Security	Science	203	11:15	Dave Keays	rdksoft@sbcglobal.net	xxx-xxxx
Gaming - PC & Mac	Wilkinson	111	9:30	Claire Lemire	clairelemire@earthlink.net	xxx-xxxx
Genealogy	Irvine Hall	—	2:30	Gerry Resch	gresch@hotmail.com	714-772-6667
Hardware Essentials	Science	306	9:30	Herbert Wong	ocug@singularitytechnology.com	714968-7264
Hardware Essentials	Science	109	2:30	Herbert Wong	ocug@singularitytechnology.com	714-968-7264
Java	Science	203	9:30	Terry Warren	Twarren@alumni.caltech.edu	714633-5467
Linux for Desktop Users	Wilkinson	210	9:00	Bob C. Ray	bobcray@pacbell.net	xxx-xxxx
Linux for Server Administrators	Wilkinson	210	10:00	Bob C. Ray	bobcray@pacbell.net	xxx-xxxx
Linux Programming Concepts	Wilkinson	210	11:15	Bob C. Ray	bobcray@pacbell.net	xxx-xxxx
Macintosh	Wilkinson	221	11:15	John Willner	Willner@earthlink.net	714-838-1431
New Technology	Irvine Hall	—	9:30	George Margolin	Inventor@pobox.com	949-645-5950
Office Suites	Science	111	11:15	John Heenan	jc_heen@csi.com	xxx-xxxx
Os/2	Science	203	2:30	Terry Warren	Twarren@alumni.caltech.edu	714-633-5467
PC Q&A	Irvine Hall	—	11:15	Jim Sanders	jsanders@ligasmicro.com	714-636-5523
Understanding OS's	Wilkinson	111	11:15	Charlie Moore	mooreca@aol.com	xxx-xxxx
Visual Programming I	Science	109	8:30	Anson Chapman	aeccrc@primenet.com	909-860-9515
Visual Programming Ii	Science	109	9:00	Anson Chapman	aeccrc@primenet.com	909-860-9515
Visual Programming Iii	Science	109	10:00	Anson Chapman	aeccrc@primenet.com	909-860-9515
Visual Programming Iv	Science	109	11:15	Anson Chapman	aeccrc@primenet.com	909-860-9515
Windows	Science	111	9:00	James Smith	jamescsmith@bigfoot.com	714-751-2922
				Please report changes to	Linda Russell	godnewsent@compuserve.com 909-949-4930



STOP! You don't use a pen or pencil on these PDA's

NOCCC Help Line

The Help Line is in the true spirit of NOCCC, which is to help others to learn more about computers. The following is a list of Help Line Volunteers. The list is organized by the topic that each volunteer is willing to help you with. Please help us to keep this list current. Call or e-mail Ted Williams at 639-1009 or TedWilliams@alum.MIT.edu with additions, deletions, or corrections.



Details are
available in the
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to members

FREE AD SPACE

If you are an NOCCC member, and have a computer related, non-commercial ad that you would like to have placed on the Internet, visit the *Classified Ads* section of our website at: www.noccc.org or contact Jim Sanders at jsanders@ligasmicro.com

Club members are also welcome to post “**Wanted**” or “**For Sale**” notices on the kiosk, but please do not tape them on doors, windows, or walls.

New volunteers for the Help Line would be appreciated!
Macromedia volunteers needed.



Volunteer's Pool Party



Chef Margolin



The food line



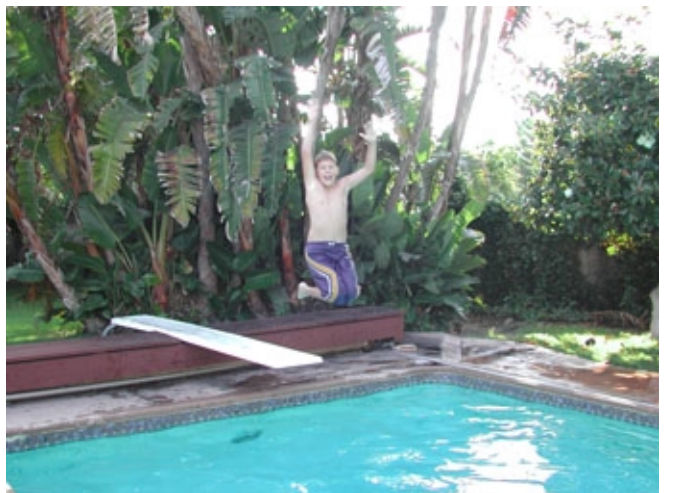
Ted Littman and James Smith



Alan Pearlman and Cathy Margolin



John Johnson



The cannon ball

**Orange Bytes is published monthly by:
North Orange County Computer Club
P.O. Box 3616, Orange, CA 92857
Phone 714-998-8080**

**Commercial Display Advertisements
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Production—Camera-ready copy of this issue of *Orange Bytes* was produced with Adobe PageMaker 6.5

Type set with True Type:Times New Roman, Bauhaus 93, Arial & Humanist 521BT fonts

Printed by

Windsor Enterprises

PO Box 731

Garden Grove, CA 92842

714-539-4373 • Fax (714) 539-2170

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- **Get help with your current computer problems.** In the Random Access portions of the meetings you ask your question of the entire assemblage, and more than likely someone will have the answer.
- **The NOCCC HelpLine.** Some 20 NOCCC volunteers, experts in their fields, stand ready to assist with your problems, as close as your telephone.
- **The Orange Bytes Newsmagazine.** Our Award Winning newsmagazine mailed monthly to your address reports on current activities and gives you articles and reviews geared toward your needs.
- **Raffles.** We have distributed thousands of dollars worth of hardware and software raffle prizes at our New Technologies and General meetings.
- **Product Review.** Write a review for this newsletter and keep the software, hardware, book or CD-ROM. Members review several products a month
- **Consignment Table.** We have a thriving consignment table on our regular meeting day in which we assist members to sell or buy all kinds of computer items.
- **Volunteer Work.** You are given opportunities to help our activities with interesting assignments. An all-volunteer organization, you can join with other members in a variety of activities, writing articles for our newsletter, conducting a seminar, run a SIG, man the help desk, show new members around, help the membership committee, and more.

Parking Information — Chapman University's main parking lot is on the north side of the campus (enter from Walnut) and is free of charge for NOCCC's meetings on Sunday. Please feel free to park in the parking lots.

Parking is also free on the **campus-side** of the surface streets. The city of Orange's parking laws prohibit parking in front of residential housing which is across the street from Chapman University. **Expensive parking tickets will be issued to violators.**

The NOCCC Information Desk, Membership Desk and most of the meeting rooms are in Irvine/Hashinger Hall and the Science Center on the east side of the campus (near Center Street).

Become an NOCCC member by signing up at the Membership Table on our general meeting day, usually the first Sunday of the month. Or simply fill out the form on the reverse side of this page and send it in!



For current meeting information, please call 714-998-8080 for a recorded message.

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