Orange Bytes

Award Winning Newsletter of the North Orange County Computer Club

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NOCCC Meetings for Sunday April 3, 2016

We will have the Consignment Table and E-Waste pickup this month

Main Meeting 1:00 PM   -   A Time To Reflect

Members will enlighten members and guests about when, how, and why they joined the club

There will be joke-telling opportunities - no technical presentations - just dress casual

Special Interest Groups (SIGs) & Main Meeting Schedule

9:00 AM – 10:30 AM

Linux for Desktop Users....................Science 131
Beginners' Questions about Linux

Beginners Digital Photography .... Science 131A
Questions and Answers about Digital Photography

10:30 AM – 12:00 PM Noon

PC Q&A & Computer talk……………......Irvine Hall
For anyone that wants to talk about computer stuff.

Advanced Digital Photography…. .... Science 131A
Questions and Answers about Digital Photography

Linux Administration ....Science 131
More topics about the Linux operating system

Mobile Computing..................................Science 109
We will talk about smartphones, tablets, and computer news.

VBA and Microsoft Access/Excel........Science 127
Using VBA code to enhance the capabilities of Access and Excel

12:00 PM Noon – 1:00 PM

PIG SIG…………………………………...Hashinger Courtyard
There will be Napkins, Oranges, Coffee, Cake, Cookies, plus creations like punch, sandwiches and water all provided free of charge.

Inside the great Irvine Auditorium Hall, the NOCCC Museum will display original Personal Computers, computer parts and books.
Food needs to remain outside the Auditorium.

1:00 PM – 3:00 PM

Celebration..............Irvine Auditorium

3:00 PM

Board Meeting…………………………………………Science 131A

SIGs in need of a SIG Leader

Programming; Visual Programming; Understanding Operating Systems; Microsoft Word, Excel, and Outlook.

Membership information exchange:	Next known meeting date:
membership@noccc.us	Sunday May 1, 2016

SWUG 1st Prize in 2004, 2005, 2006   APCUG 2nd Prize in 2003, 2004, 2005   Founded April 1976

Coffee, cookies and donuts are available during meetings in the Irvine Hall lobby.

"Friends Helping Friends" since April 1976

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Club email addresses
   editor@noccc.us
   membership@noccc.us
   help@noccc.us

To get to the club's Facebook homepage search:
   Computer Club NOCCC Facebook

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The President's Report

President's report by Ben Lochtenbergh

The 40th anniversary of NOCCC is upon us. What will we be doing that Sunday on April 3, 2016? From 9:00 a.m. to noon, we will have the usual SIGs, then at noon until 1 p.m. we will enjoy the special foods and drinks, and then at 1 p.m. to 3 p.m., we will have founding members and former members do their talk about some of their experiences with NOCCC spiced with joke telling. Why am I writing this? It is all on the cover page of the Orange Bytes!

Voting about the Main Meeting start time has been decided by an overwhelming vote in favor of a change. One voted in favor of keeping it at 2 p.m., two voted neutral, and seven voted 1 p.m.

Renewal and new membership report, thanks to our Treasurer getting things better under control is as follows. February (5) Rudy Lauterbach, Robert Love, Channing Tucker, Dan Coaklay, Rex Quinn; January (3) Bruce Jones, Harry Dice, and Larry Klees. These dues are up to date in the RENEWAL database, the one that generates the Orange Bytes mailing list. If your name is misspelled, incomplete, or omitted please email membership@noccc.us and treasurer@noccc.us for review.

Board meeting we tried some new and old procedures. At the start of the meeting, I asked someone to record the meeting. Jim Sanders readily volunteered. Thank you Jim. I have seen this done years ago and it seemed like a good practice to avoid going astray and being misunderstood. This also was helpful recalling what tasks the board members promised to perform for the 40th celebration.
The second change was using the big screen in room 131A to project computer files from my laptop. We looked at the meeting Agenda, made changes as we went along. We looked at the 2016 Budget plugging in monthly values reported by the Treasurer. We will getting to know better what to expect for 2017 and based on that do an even better budget for 2018.
We also looked at a member's payment record to verify the correctness of his DUE_DATE. If displaying information life on the big screen works without major objections, well we will use this method again in subsequent board meetings. There is so much that can be done with a computer☺. We must effort to limit the board meeting time to one hour.

president@noccc.us

Board Meeting Minutes
March 6, 2016

Submitted by Bob Dickson, NOCCC Secretary

The meeting was held in room 131A at Chapman University Science Hall. The meeting was called to order by President Ben Lochtenbergh at 3:20 PM. Present were: Ben Lochtenbergh, Don Armstrong, Bob Dickson, Dennis Martin, Terry Dickson, Larry Klees, Jim Sanders, Gerry Resch, and Richard Miller. Absent none.

Secretary's report: Bob distributed copies of the minutes for the 2/7/2016 meeting. Corrections:
1) Dennis's last name corrected from "Miller" to "Martin".
2) In center of page 1 "… the renewal date **in** on the …" was corrected to "… the renewal date **is** on the …".
3) In the '**April program**' line 11 changed from "… to pay up to $250 to have …" changed to "… to pay $250 **for 2 hours minimum charge for coming out to NOCCC then $125 per hour thereafter if needed** to have …".
Gerry moved to accept the minutes as corrected. Larry 2nd. Motion passed.

President's report: Ben projected the meeting agenda on the pull-down screen from his computer. He punched in responses to each item on the list as the meeting progressed. This provided easy understanding of the issue being discussed without having to distribute a printed agenda. It also enabled Ben to display data of interest to the question under discussion.

Treasurer's report: Ben displayed an Excel financial report showing columns for 12 months in 2016 and YTD balances from 2015 and monthly averages with newly entered amounts for January and some for February.

Ben noted that Don had provided the password to Ben and that Ben had reviewed the bank account. Ben stated he found the account to be in proper status. He then requested update amounts be presented so they could be included. Don provided some figures ending February: checking balance at 2/29: $1,168.58; Savings balance at 2/29: $1,532.04; Savings balance increased by interest of $38-$40 a month (note: no exact number stated); insurance (as required by the University for non-university entities) of $98.30 for February; P.O. box rental of $30 for February (up from $28/month in

January); purchased bank checks in the amount of $14.26; the bills for printing/mailing the Orange Bytes for Jan $99.42, for Feb $127.00, for Mar $121.00; donuts and cookies for Feb $28.28; donuts and cookies for March $24.98 (to be paid later); in January there were 3 one-year and 1 three-year renewals for $195.00; in February there were 5 one year and1 two year renewals for $245.00. There was some general discussion about certain accounts and amounts for clarity. Ben keyed in the amounts to the display.

Don stated that as requested by Ben at the February meeting that Jim Sanders has been added to the bank account. This provides backup for processing financial transactions in the event the treasurer is unable to function for some period.

Ben requested Don to provide some figures regarding the number of members and general renewal activity. There was general discussion from several persons about renewal activity and number of members over the lifetime of the club to date.

There was a discussion about maintaining an accurate database of member addresses. Don and Ben communicate with each other concerning changes and updates each become aware of. Ben sends email messages to Don whenever he makes any change to a member's address. Jim again stated his concern that Ben and Don are each using a different database. As treasurer, Don has the official database, which he received when his predecessor resigned. However, he is still having some problems with updating the data in the files. Don, Jim, and Bob will meet after the meeting to work on trying to smooth out the functioning of the database. Ben noted that since he is producing the Bytes he needs to have a list of addresses to provide to the printer so he is maintaining a database of addresses until Don's database can be verified to be correctly functioning and is up to date. Ben declared: "The show must go on!" There were comments made concerning Don's database being Microsoft 2003 and Ben's being 2013. There was some discussion about considering getting the treasurer a newer up-to-date model of computer. Jim noted that by Microsoft Windows 16 only the Cloud will be supported.

There was discussion concerning the dates for member renewals. Should the renewal period be based on the join date of a member or on the date when the member paid the latest renewal? Many persons participated in a lengthy discussion about the effects of using one date or the other. After some discussion, it was generally agreed a 1 or 2 month renewal period would still be within the annual renewal time but if more than 2 months the renewal period should be adjusted to be 12 months starting with the later date.

eWaste report: There was no ewaste at the March meeting. Gerry noted that there will be ewaste at the April meeting.

Consignment report: There was not a consignment table at the March meeting. There will be a consignment table at the April meeting.

Raffle report: Gerry reported the raffle for March was 'poor'. There were only 4-5 parking tickets turned in to receive tickets. Only $25.00 income on ticket sales but the prizes cost was $80.00.

March speaker(s): Derek and Jeff returned to continue and complete the presentation on the video game they are producing. They spoke at the January meeting which had been well received. The March presentation had the correct equipment available so that they were able to display the video game for those present. It was an impressive demonstration that was very well received. They noted they have been working on this game for over 2 years and it will still be some considerable time before it is ready to be released to the public to play. The game is designed to be played on a smart phone. After displaying the game and discussing the development effort to date, the meeting was opened for questions by the audience. The questions were many and would have gone on longer but the meeting had to be ended.

April meeting: The April meeting is the 40th anniversary of the founding of the club. There will not be a main meeting speaker. Members of long standing will be contacted and requested to come forth and speak about their experience over the years and participation in the club's activities. SIG sessions will be held in the early hours as usual. Each SIG session will have to adjust its hours as appropriate. The main meeting will be held from 1 PM to 3 PM. Jim agreed to try to contact early members and see if they will be willing to attend and speak. Richard suggested setting up tables and chairs in the courtyard area so that people can sit, eat, and socialize, particularly since the university does not allow food and drinks in the main auditorium. There was some discussion about what to serve. Suggestions included ice cream, cake, cookies, and special support was expressed for having long sandwiches that would be cut into 2"-3" slices for attendees to help themselves

to the amount desired. Also, coffee and water to drink. Jim suggested sending postcards to current and former members inviting them to set the day aside and attend the anniversary meeting. Gerry noted that there would not be a raffle at the meeting: no formal meeting and probably many non-member persons attending. After much discussion, Ben announced he'll prepare a list of tasks to be undertaken for the meeting, which he will the send to the board members after he's had time to prepare it.

May meeting: There was some general discussion of who might be requested to make a presentation but no decision was made. Ben said: There are several candidates in the works but he requires written commitments available at the time of the Board Meeting.

Bytes: Ben prepared the March meeting Bytes. It was printed and mailed in time to be received a couple of days before the meeting. Jim apologized for misunderstanding the deadline and failed to send his March report to Ben before Ben had to send the material to the printer. Ben confirmed that he needs to have any material to be included at least 2 weeks before the deadline to be sent to the printer. Ben will continue to prepare the Bytes but urged seeking to find a member willing to undertake producing the Bytes on a regular basis.

Museum project: Bob reported that we have not received the quantity of physical equipment that we had hoped for. Another physical device was given today and was placed in a cabinet. He talked with Jim and Richard earlier in the day. They decided we will open the display at the April meeting with the material we have in the cabinets. It is anticipated we will have the cabinets for display purposes for several months so the project will be open to more physical equipment that might be presented in the future. In the meantime, cards will be prepared to explain each item in the cabinet. The raw cards will be given to the University to be reproduced in a school-defined format and returned in time to be placed in the cabinet for each item. It was decided that the card data will be given to the university no later than Monday, 3/21 in time for them to be produced before the April meeting.

Adjourn: Gerry moved to adjourn the meeting. Jim 2nd. Approved. Ben declared the meeting ended at 5:02 PM.

The Board meets in Science 131A at 3:00 p.m.

Consignment Table

Consignment Leader Richard Miller

The NOCCC Consignment Table **will** be available in the lobby of Irvine Hall during the April 3 2016 meeting.

The regulations are:
1. Only current members can place items for sale.
2. Non-members can purchase items.
3. The consignment table operates on a 90/10% basis - with the owner getting 90%, and the Club treasury 10%.
4. Fill out a Consignment Table User List and item tags for each item placed on the table for sale. The list is available on the NOCCC website.
5. Each tag must contain the seller's name, NOCCC membership number, an item name, description, and an asking price.
6. All items and money must be picked up no later than 1p.m. on the day of sale.
7. Any items and money not picked up will become the property of NOCCC and will be subject to disposal at the Club's discretion. The club has no storage room available for unsold items.
8. **NOCCC is NOT RESPONSIBLE in any way for items bought or sold at the Consignment Table. Each item is sold on an AS-IS BASIS.**
9. The consignment table and eWaste truck will be attended this January.

April 2016 RAFFLE

Prizes to be raffled are

We will skip the raffle this month in consideration of celebrating our 40th year as a computer club.

March 2016 RAFFLE WINNERS

Paid Ticket Drawing Winners

General (Tickets) Drawing	
Power Strip	Terry Dickson
Selfie Stick for Cell Phone	John Szary
Electrical Tape	Martin La Roque
Blue Ray/DVD Player	Dennis Martin
Multiple Connector	Mike Mann

Wireless Phone Charger	Gerry Resch
Pen	Mama Reedy

Membership Drawing Winners

Membership Drawing	
MP3 Digital Receiver	Richard Miller
LED Charge Sync Cable	Don Armstrong
Tape, Electrical	Bob Dickson
Power Strip	Ben Lochtenbergh
Pen	Muriel Fitzsim-mons

Photographs of the winners missed the Orange Bytes deadline.

Orange Bytes content is due 14 days before the next meetings day.

Main Meeting Report, a Regular Member's Report, and the usual SIG Reports

Main Meeting Reports

March 6, 2016 by Jim Sanders

Once again the speakers were Derek Resch and Jeff Crane. They develop computer games primarily for cell phones. The main aspect of the demonstration was the creative steps they go through to develop games. Their appearance in December 2015 was marred by hardware problems. That didn't happen this time. Derek explained that he was primarily the creative ideas and concepts man that also handles a lot of the administrative work. He explained that Jeff was the nuts and bolts technical guy that knows in great detail how all of this software stuff works. When Jeff took the floor he started explaining all of the myriad details that go in to creating a functioning game. And boy were there are a lot of them.

I was reminded of a speaking engagement that I had at a Santa Ana high school. It was in a programming class for seniors. I asked the class what kind of programming they wanted to do and about a half dozen boys immediately responded "Games!" At that point I only had a vague idea of how complex the process could be. But

I pointed out that, by definition, there could only be a limited number of successful game programmers and that they should look at other areas of programming as well. That fact of life hardly put a dent in their enthusiasm. After listening to Jeff's presentation, I

Jeff Crane after his presentation

am sure that I could do a much better job of cooling their uninformed ardor.

Jeff started his presentation by pointing out that Photoshop and illustrator were two of the main programs that were used in game preparation. The use of layers in those programs is the most important feature in creating images with-in a game. Learning even the more common usages of layers took me a number of hours. Mastering some of the more esoteric techniques is a significant challenge. The next tool that he mentioned was version control software. He said they had started off using GIT but switched to Mercurial as a better program. Keeping track of hundreds, or thousands, of revisions and variations of your game code is not something you don't want to attempt with a pencil and note pad.

The next category of software that a game developer has to become knowledgeable about using is the IDE that you want to use. Someone in the audience shouted out "What's an IDE?" Jeff explained that a IDE is an Integrated Development Environment.

That it is, a programming environment that has been packaged as an application program, typically consisting of a code editor, a compiler, a debugger, and a graphical user interface (GUI) builder. He said they started with Glider but switched to Zero Brane, (which I heard as Brain) a Lightweight Lua-based IDE for Lua with code completion, syntax highlighting, live coding, remote debugger, and code analyzer; that works on Windows, OSX, and Linux. He commented that Lua was a lot like Java. If you know what that actually means, please explain it to me sometime.

He next took up the concept of a texture packer. He pointed out that when the playing device for your game is a cell phone, you are faced with limited resources. Limited computer power, limited RAM, limited storage, and limited screen size, even though all of those have gotten better. He explained how graphics can be quite large and put a severe strain on all of those resources. His explanation of the texture packer sounded like it creates a picture montage. That is a single file from which you can extract the image you want when you want it. He said this is much more efficient than having a bunch of individual files. He said you need a SDK, or Software Development Kit for each platform you want your game to run on, Android, Apple, or Windows phone. In addition, just to test your code on your own phone, you have to purchase a provisioning profile. That is a form of license that for the Xcode version costs $100 per phone that allows your game program to get past the protection code and encryption of the phone during the install process. This is strictly for testing your game code on a real phone and has little to do with getting your game on the play store.

Derek Resch near the end of his presentation

When Jeff finished his technical presentation, Derek started explaining some of the details that go into the creative design of different aspects of the game. He said that they had settled on the Japanese Chibi art style. I Googled a definition of that and came up with this: https://www.google.com/#q=japanese+chibi+art+style. I'm still not sure how that fits into a combat game, but apparently it does. Regardless, his point was that each game has to pick an art style and stay consistent with it. In addition, the game must be consistent in the quality of the artwork that it uses. He said players are turned off by a game that starts off with a gorgeous graphic and then switches to images created by a first grader that you might see pinned on your refrigerator. Derek went into significant detail on a great number of artistic attributes of different games. He explained how the creator's choice of these different details often made the difference between a successful game and a failure. He pointed out that when a specific genre of game becomes very popular, there are frequently a large number of clones. It sounded like he said the game buying public doesn't object to a clone of a particular type of game as long as it is done well. That as long as most of the other details that make up a game that sells well are present and the gameplay has new twists and turns and scenarios, it will probably do okay. Maybe even better.

After listening to all of the things that they have had to do over the last two years to get to the point that they are at, which is not yet finished, I was impressed. The dedication that it takes to put in that many hours of work researching games, designing, creating, building, etc., is an amazingly complex task. I hope they are well rewarded for their efforts.

April 3 40th anniversary celebration speeches, humor, and only a very little of computer talk…

May 1 we are in the process of selecting the best presentation.

June TBD. We requested first Sunday of the month.

Facebook Announcement

Copy of Facebook post by Ben Lochtenbergh

Computer Club NOCCC
9 mins · 🌐

Sunday April 3, 2016 will be our 40th Anniversary Celebration.

From noon to 1 p.m. there will be sandwiches, coffee, cake, cookies, drinks, and Oranges from a board member's garden.

No technical presentations will be made during the 1 to 3 p.m. Main Meeting time. Instead member luminaries will speak about their encounters with NOCCC sprinkled with non-serious joke-telling.

Special Interest Groups will meet from 9 a.m. to noon as usual.

By internet email vote is has been decided that the Main Meetings will start at 1 p.m. permanently.

Boost Post

INTERNET VIDEO STREAMING

Report by Tom Feeley

Summary

As a new user to this field, I would like to point out some Video Streaming experiences I have had using my existing low-speed Internet connection.

There is popular (misleading) information around that internet downlink speed must be at least 10Mbps to view Hi-Def Video Streaming, and lower (e.g. 3-6Mbps) speeds are inadequate. This is not strictly true, since my ATT 3Mbps DSL Internet link provides error-free U-Tube **HI-def video** viewing to both my TV set and Apple I-Pad.

A CHROMECAST Adapter Box provides the Wi-Fi interface signals to my TV set. An older Apple Ipod is used to control CHROMECAST operations.

The main point of this article is that reasonable quality Video Streaming can be achieved using a low speed (3Mbps) internet connection. Higher speeds are not mandatory.

Discussion

Figure 1 **Chromecast Adapters**

Various Video formats and Internet speeds are shown in Table 1, indicating required Internet Speeds are not a simple go-no-go situation.

There are gobs of BLOG info on the CHROMECAST web site involving this subject, and I am not jumping into that arena.

Some time ago I was given a present of a

App casting WiFi connection speed requirements

Video type	Suggested WiFi link rate	Video average bitrate
Netflix	1Mbps (low quality) 15 Mbps+ (high quality)	0.2 Mbps - up to - 5.8 Mbps (1080p)
Plex 1 Mbps	2 Mbps+	1 Mbps
Plex 6 Mbps (eg. 720p)	15 Mbps+	6 Mbps
Plex 12 Mbps (eg. 1080p)	30 Mbps+	12 Mbps

Table 2 **WiFi Internet Speeds**

CHROMECAST unit, which decodes WiFi signals from the Internet and routes them to a TV set for viewing Video Streaming.

I have used the CHROMECAST unit for several months now, and have viewed Hi-def U-Tube video streaming via my present <u>low speed</u> Internet connection. The video to my TV has always been displayed clearly and free of frame jumping.

There is literature (e.g. Table 1) from the CHROMECAST website that indicates Internet speeds of 3Mbps may not provide Hi-Def (720p or 1080p) Video Streaming. I have no argument with that, except my TV does display Hi-Def Video via my existing low-speed Internet connection....can't argue with that!

The CHROMECAST Adapter-
The CHROMECAST unit has 2Gb of memory....possibly used to buffer (store and forward) the video to keep things on

track. Connections are provided to the TV USB port (for 5V power) and HDMI port (for the Streaming TV Signal input). An exernal 5V power adapter is also provided if the TV has no USB port.

Figure 1 shows the Adapter, which hangs behind the TV set and has 2 short cables to connect to the HDMI and USB ports on the TV respectively.

The Adapter is available at Best Buy for a moderate $35 cost.

Performance using Net-Flix has also been tried, and seems to work perfectly, providing the highest Hi-Def quality video with no dropouts or signal degradation.
Additional Info is available on the CHROMECAST web site.

Conclusions
The general statement that 3Mbps Internet speed is not capable of displaying Hi-Def TV is misleading.

The subject of Video Streaming has many arms and legs, and has both hardware and software traps along the way.

There are inexpensive adapters out there which provide Hi-Def Video-Streaming via lo-speed Internet Connections.

The day of Commercial TV broadcasting by Video Streaming may be a long way
in coming.

Submitted by Tom Feeley NOCCC Member #5964

Linux SIG

By Terry Dickson, for Linux SIG

The Linux SIG meets in Science Bld. Room 131 at 9:00 a.m. and 10:30 a.m. This month's meeting addressed the new Release of Wine 1.8.

Wine is an open source, free and easy-to-use program that enables Linux users to run *some* **Windows** based applications on **Unix-like** operating systems.

This release is good news for anyone struggling to get a windows application to run on a Linux distributions (Ubuntu, Mint, Debian and others).

Wine is not a Emulator, but is a compatibility layer capable of running Windows applications on several POSIX-compliant operating systems (*Linux Journal*)

It provides a proxy environment that Windows apps can interact with, replicating the Windows interface. However, although many Windows apps run smoothly on Wine, just as many do not. Why is that? Wine currently covers the most common parts of the Windows API _(Application Program Interface)_. There are many areas where functionality is incomplete. If an app depends on features that Wine does not support, it either will fail or run with glitches. Some Windows apps even perform better on Linux than on windows due to system architecture.

There are alternatives to using Wine, but they all involve trade-offs. Perhaps the simplest solution is to install Windows on your computer as a duel boot second system. However, for many Linux users, that is not an option. We want to break free of Windows, not tie ourselves down to it. Some people have Linux running on an older pc computer that no longer can support new version of windows. (7, 8, and 10)

What's more, switching between operating systems to run a single application is a major pain. Wine version 1.8 supports more of the Windows API, meaning better support for apps that were unstable under previous versions. Although there is still a long way to go for full API support, it is a huge step in the right direction.

Wine 1.8 will be making its way into the official repos of your favorite Linux distro soon if it is not there already. However, for some users, "soon" is not fast enough.

Someone asked if you could run Mac apps on Wine... At this time, there is no Wine equivalent for running Mac software because nobody has created a Wine equivalent for running Mac software.

Have fun with Linux Users...

Access SIG and VBA SIG

By Bob Dickson, NOCCC Access SIG Leader

In February, the two SIG sessions [Access and VBA for Access/Excel] were combined due to the subject matter. This month continued the analysis and review of the NOCCC Access database system. We started reviewing it at the January SIG. At that time we found an error is one report and fixed it. The goal of this project is to get deep into the database system and gain a complete understanding of its internal workings. That's turned out to be a challenging task. But, as noted, it's also a wonderfully educational task due to the routines encoded within it, code that in most cases I haven't used.

We've listed 36 tables, 57 queries, 12 forms, 15 reports and 13 Macros. Not to mention lots of code within each of those tables, queries, forms and reports. Then there are the internal routines: a challenging but really interesting field of study.

A quick overview raised the issue that some [many?] of the forms and tables and queries may be out of date. That is, they were created to solve some function in the past and then when that function was taken care of, the feature and supporting code wasn't removed. Nothing can be removed before it's been clearly determined that it's not needed in the current use of the system.

Due to demands in other areas, not much work was performed during January outside of the SIG time at the meeting. However, much more time will be invested in the project during February. Hopefully, we'll have a good report of our status by the March meeting.

This SIG meets in Science 127 at 10:30 am and 12 noon

Mobile Computing

By Ben Lochtenbergh, Mobile Computing SIG Leader

The March 6 meeting attendance was ten. The PowerPoint presentation was not very good, was not emailed prior to the meeting, nor posted in the cloud. However, a few attendees asked to receive a copy. Therefore, I emailed it the next day. They liked the interesting links.

I can scarcely remember what we talked about, but one thing I cannot forget the VR carton kit that John Lundgren handed out to some of the attendees. As the type of person I am I tried to assemble it without instructions. I could not and that bothers me. I will bring it next meeting. See Figure1.
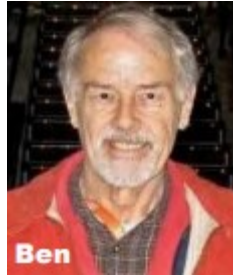

Figure 1: VR (Virtual Reality) camera case kit no instructions

We will be discussing the **My Tracks**. This Google app is deprecated and will stop working after April 30.

I will demonstrate the **Talk** icon that appears when visiting certain web pages. There may be many more in the future and become a common way to take in information.

This SIG meets in Science 109 at 10:30 am

## Computer Talk and Advanced PC Q&A

For Jim Sanders, PC Q&A SIG Leader by Ben Lochtenbergh

Regretfully the SIG report appears to have a virus. Therefor it will not published here. A warning to all: "**DO NOT OPEN**" email attachments with warnings! If Jim, one of our most knowledgeable, best computer members, and founding father has this happen sending emails, we all have a serious problem to consider!

I volunteer to present this case on May 1 at this 12:30 p.m. SIG meeting and share what I learned from completing an online course about Cyber Security last year. This 8-week class came to my attention via NOCCC member Jeff Glassman via our NOCCC Facebook account. My average score 96% and steps completed 100%.

Below the genuine email error message
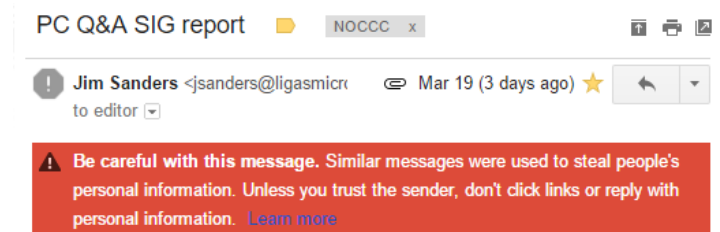
Perhaps this is BS as Jim tells me or maybe it is time to view security a bit more critical and launch a SIG called Cyber Security or something like that. Perhaps Jim will email his PC SIG report via his monthly email before each meeting day.

This SIG has provided key content to NOCCC for many years!

Please attend this SIG!

This SIG meets in the Irvine Auditorium at 10:30 a.m. and 12:30 p.m.

LIFE BEGINS AT FORTY

Production

These Orange Bytes created with Windows 10 and Microsoft Word 2013® using the True Type fonts Times New Roman and Arial.
Printed by: Creative Technology,   5959 Palmer Blvd.   Sarasota, FL 34232—2841   800-533-1031

North Orange County Computer Club
PO BOX 5841
Fullerton, CA 92838-0841

**Members: Your renewal month and
year appear above your address.
Refresh promptly please.**

Dated Material – Please deliver by April 2, 2016

Fee Schedule for NOCCC

The fee schedule has been set up to increase club membership, attract people with an interest in computing and attract local computer-related businesses to place ads in the Orange Bytes with or without becoming NOCCC members.

We are also offering members the opportunity to help our club financially by making donations that should be income-tax deductible since we are chartered as a non-profit 501(c)(3) organization. Donors will be acknowledged in the Orange Bytes and the Membership level will be shown on the Member's Badge. **Your regular dues are tax deductible!**

Directions to NOCCC location

Membership Level ($)	1 Year	3 Years
Individual Member	35	90
Each Additional Family Member	15	40
Full-Time* Enrolled College Student	20	
Enrolled High School Student	15	
*Minimum 12 Semester Hours		
Business Member + Ad (Business Card)	180	
Business Member + Ad (¼ Page, ½ Page)	465, 800	
Business Member + Ad (Full Page)	1,475	
Contributing Member	75	
Supporting Member	100	
Advocate Member	250	
Patron Member	500	

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Directions to NOCCC from John Wayne-Orange County Airport (SNA) about 12 miles

Enter CA-55 N (Costa Mesa Freeway crossing Interstate 5) toward Anaheim/Riverside for 9 miles.
Exit toward E Chapman Ave. Turn right onto N Tustin St.   Turn left onto E Walnut Ave.

1) Turn left onto N Center St. On the right is the Hashinger Science Center, 346 N Center St. Orange California. Parking on the University side is free. Parking on the residential side may cost you!	2) Turn left for the best place to park. For a small fee park underground in Lastinger Structure under the sports field. Ask members or help@noccc.us about parking options, restrictions, and prices!