

SIXTEEN BITS

Features

- 10 **On the CASE**
Emil Joseph is on the CASE
- 12 **Ockham's Razor**
Machines that think
- 15 **The Rosetta Page**
Don Nicol philosophises
- 16 **Rebooting? -Be Careful**
Jim Fogg checks the car computer
- 18 **A Magical MysteryTour**
John Saxon tours
- 20 **CD Rom**
Nick Thompson reviews a selection of software
- 24 **Bits and Bytes**
Have a laugh with Andrew Clayton
- 25 **Puzzle Corner**
Exercise the old grey cells with Vic Bushell
- 26 **Software Library News**
Phil Trudinger reviews a selection of Software
- 33 **CIH Virus Elimination**
Allan Mikkelsen cleans up
- 34 **What's News**
Malcolm Morrison keeps up with the lates

PCUG News & Services

- 7 **Membership Notes**
Mike Burke with information for new members
- 17 **TIP News**
Read the fine material says Allan Mikkelsen
- 36 **Internet Project Application**
Get connected with TIP
- 37 **Member Services**
Details of services available to members only
- 38 **Special Interest Groups**
Where the real action is
- 39 **Training News**
Low cost training for members
- 40 **Vendor Discounts**
Membership has its privileges
- 42 **Members' Ads/PCUG Membership form**
Check here first for bargains
- 43 **Help Directory**
Stuck? Call the experts
- 44 **Calendar**
What's on next month

Profile

- 2 **Editorial Information**
How to contribute to Sixteen Bits
- 3 **Contact Information**
How to contact us
- 4 **Editorial**
Anne Greiner
- 4 **President's Letter**
Anne Greiner
- 5 **Letters**
From our readers...

Advertiser & Product Information

6	Context
13	Interact
16	L & S
32	Bettowynd
40	Vendor Discount Scheme

SIXTEEN BITS (ISSN 0817-0991)

is published monthly by the

PC Users Group (ACT) Inc
PO Box 42
Belconnen ACT 2616
Australia

We welcome submissions of articles from members of the Group. If you are interested in writing please contact the Managing Editor and ask for a copy of our 'SIXTEEN BITS - Guidelines for Authors' (also available on the Sixteen Bits Web site at <http://www.pcug.org.au/pcug/16bits/16guide.htm>).

Correspondence and material for review or publication should be forwarded, preferably as a plain text file with separate PCX/BMP graphic files, by the deadline specified, to the Editor as follows:

- By email to pcug.editor@pcug.org.au
- By fax to (02) 6253 4922
- By mail to the Centre's address above.

Anonymous contributions will not be published, though name and address can be withheld from publication on request. Disks are not returned unless requested by the author.

© Copyright 1999, by the PC Users Group (ACT) Inc. All rights reserved. Permission for reproduction in whole or in part must be obtained from the Managing Editor and is generally given, provided the author also agrees and credit is given to SIXTEEN BITS and the author(s) of the reproduced material. All other reproduction without prior permission of the PC Users Group (ACT) Inc is prohibited.

Members of the PC Users Group (ACT) Inc receive *SIXTEEN BITS* each month. Registered by Australia Post, Print Post Publication No. PP226480/00009.

Disclaimer:

Although it is editorial policy to check all material in *SIXTEEN BITS* for accuracy, usefulness and suitability, no warranty either express or implied is offered for any losses due to the use of the material in the journal. Unless specifically stated otherwise, the experiences and opinions expressed in any column or article are those of the author and do not represent an official position of, or endorsement by, the PC Users Group (ACT) Inc. The PC Users Group (ACT) Inc is not liable for inaccuracy in any advertisement and does not accept responsibility for any claims made by advertisers. It is the buyer's responsibility to investigate the claims made by advertisers. Any material considered misleading or inappropriate will be withheld at editorial discretion. Names of hardware, software and other products offered on a commercial basis may be registered names and trademarks of the vendors concerned. *SIXTEEN BITS* uses such names only in an editorial fashion and to the benefit of the trademark owners, with no intent of infringement of the trademark.

Managing Editor

Anne Greiner
pcug.editor@pcug.org.au
agreiner@pcug.org.au

Online Editor

Tamsin Sowden
tsowden@pcug.org.au

Editorial Team

Mike Burke, Tamsin Sowden,
Andrew Clayton, Malcolm Morrison,
Ann Byrne, Ivan Kramer, Vic Bushell,
Brian Thomason

Cover Design

Russell Kerrison

Technical Editor

Michael Phillip

Photographer

Brad Van Wely

Commercial Advertising Manager

Brian Thomason
pcug.ads@pcug.org.au

Production

Petra Dwyer and the Stuffing Team

Contributors for this issue

Mike Burke, Anne Greiner,
Malcolm Morrison, Phil Trudinger,
Victor Bushell, Tamsin Sowden, Peter Elliott,
Emil Joseph, Don Nicol, Andrew Clayton,
Jim Fogg, John Saxon, Allan Mikkelsen

Authors and Advertisers please note

Articles from *SIXTEEN BITS* are also published on the Internet as *Sixteen Bits Online* at <http://www.pcug.org.au/pcug/16bits/>

Material published on the Web and broadcast on radio is subject to copyright law and reproduction in any form without permission of the editor and the author is prohibited. If however you, as an author, object to publication of your material on the Internet or on radio for any reason, you must contact the Editor to request that your articles be omitted from the online version.

**Deadlines For
March 1999 Issue**

Articles and Member Ads
Friday 29 January 1999
Commercial Ads
Friday 05 February 1999

**Advertising in
SIXTEEN BITS**

SIXTEEN BITS is a unique and powerful medium for reaching the thoughtful decision makers in the ACT area. Our circulation exceeds 3500 copies each month, with multiple readership exceeding 4800. Many copies are retained by members for future reference. The advertising deadline is normally the first Friday of the month of publication.

Advertising options include

- **Cover ads**
- **Display ads**
- **Special inserts**
- **One-off mailing lists**

Regular advertisers receive discount vouchers to pay for any future advertising with *SIXTEEN BITS* (subject to account being in order). Every 12th consecutive ad placed is free. Please contact the Advertising Manager, Brian Thomason, on (02) 6295 2423 for further information.

Sixteen Bits

is produced with the
products and support of



PCUG Committee

President	Anne Greiner <i>agreiner@pcug.org.au</i>	6288 2810
Vice President	Ann Byrne <i>boop@pcug.org.au</i>	6282 2536
Secretary & Public Officer	Hugh Bambrick <i>pcug.secretary@pcug.org.au</i>	6249 7667
Treasurer	Rod Farr <i>pcug.treasurer@pcug.org.au</i>	6286 1597
General Committee	Allan Mikkelsen <i>amikkels@pcug.org.au</i>	6278 3164
General Committee	David Schwabe <i>dschwabe@pcug.org.au</i>	6254 9086
General Committee	Russell Kerrison <i>rkerriso@pcug.org.au</i>	6257 4063
General Committee	Michael Lightfoot <i>Michael.Lightfoot@canb.auug.org.au</i>	6258 8185
General Committee	Peter Elliott <i>pellioth@pcug.org.au</i>	6258 9806
General Committee	Ted Macarthur <i>ebm@pcug.org.au</i>	6286 3536
General Committee	Anne Meade <i>ameade@pcug.org.au</i>	6231 7881
General Committee	Tamsin Sowden <i>tsowden@pcug.org.au</i>	6286 4340
General Committee	Nhan Tran <i>ntran@pcug.org.au</i>	6254 5293
General Committee	David Voss <i>dvoss@pcug.org.au</i>	6258 2178
PCUG Committee	email to: <i>pcug.committee@pcug.org.au</i>	

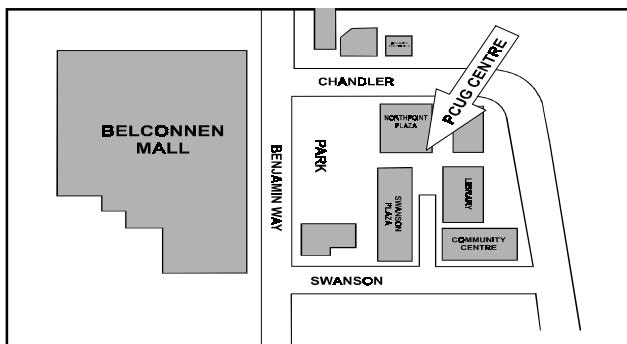
Other Contacts

Executive Secretary	Petra Dwyer <i>pcug.execsec@pcug.org.au</i>	
Membership Secretary	Mike Burke <i>pcug.membership@pcug.org.au</i>	
Novell Network Administrator	Michael Phillips	6253 4966
NT Network Administrator	David Schwabe <i>dschwabe@pcug.org.au</i>	6254 9086
BBS Sysop	Michael Phillips <i>pcug.sysop@pcug.org.au</i>	6253 4966
Centre Manager	Wolf Lieske <i>wlieske@pcug.org.au</i>	6258 5250
Training Rm Mngr	David Voss <i>pcug.hire@pcug.org.au</i>	6258 2178

The phone numbers listed above are home numbers unless otherwise specified. **Please restrict calls to between 7.30pm and 9.00pm.**

New Members' Information Night

7.30pm first Monday of the month PC Users Group Centre, Northpoint Plaza Belconnen.



How To Make Contact

✉ Postal address

PO Box 42
Belconnen ACT 2616
(For ALL correspondence)

☺ PC Users Group Centre

Northpoint Plaza, Belconnen
Open Mon, Wed and Fri 10am-2pm
Saturdays and Sundays 9am-5pm
(closed long weekends)

The PCUG Centre is the venue for PCUG training, some Special Interest Group meetings and other activities. There is no charge for using the Centre for *PCUG activities*. Contact Petra Dwyer at the PCUG Centre on (02) 6253 4911 for bookings.

☎ PCUG Main Phone number

(02) 6253 4911
(Answering machine when Centre unattended)

📠 Fax number

(02) 6253 4922

✉ Email

pcug@pcug.org.au (or use addresses at left)

🌐 The INTERNET Project

(02) 6206 6200 *help@pcug.org.au*

🌐 World Wide Web page

http://www.pcug.org.au/pcug/

💻 Bulletin Board Service (BBS)

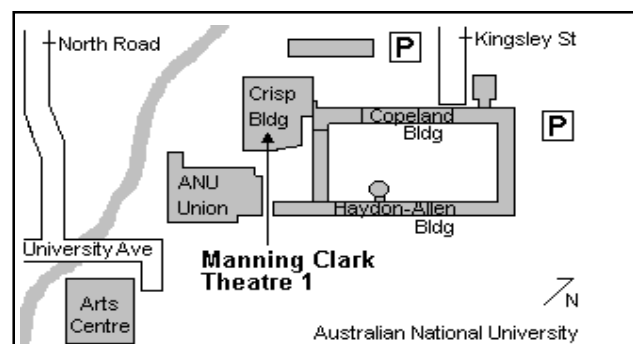
(02) 6253 4933 (5 lines 33.6k bps)
Fidonet address 3:620/243

☎ BBS Sysop voice number

(02) 6253 4966 (6.00pm - 9.00pm)

Main Meeting

Main meetings are held 7.00pm for 7.30pm, *usually* on the last Monday of every month at Manning Clark Theatre 1, Crisp Building Australian National University.





Editor's Desk Top

Anne Greiner, *Managing Editor*

I thought this was going to be a quiet (and by 'quiet' I probably mean easy) month. Certainly, we have a slightly smaller edition this month, but oh, the joys of trying to get this edition together and to the printers. Layout day is usually the first Saturday of the month, but I made a executive decision, and decided that January 2nd was not an option and opted for January 9th. In principle, this sounded fine, even though it only allowed us less than a week to get to the printers, but we are creatures of habit, and some of us, our collective subconsciouses telling us that it was not the *first* Saturday, didn't arrive at the Centre, but that was in actual fact OK, because some of our regular authors also had an attack of the holidays, and didn't provide us with anything to layout anyway, so nothing lost. The end result is that we have been a little chaotic this

month, but I have achieved several things on a personal level. I have discovered that several loose connections in my PC have been leading to some random errors, and that if one is not careful, runaway screws loose in the casing are a bit of a hazard, and that Phillips head screwdrivers, although they can be applied to almost everything, have their limitations. I have now acquired a terrific screwdriver that has a magnetic end to it, so that I have fewer loose screws than usual, and a 5ml socket with a handle that undoes (and does up) anything that a Phillips head screwdriver can't. Ah, the power of it all, and the wonderful psychological effect that just putting these screwdrivers on the desk has on the PC. Like a wooden spoon, just the implication is sufficient to ensure good behaviour, but I must admit that, rather like the wooden spoon scenario, I have a marked reluctance to carry through on the threat.

We've added a little bit this month. There is a Committee report, which will be a regular feature, summarizing the doings

(or lack) of your committee for the preceding month. Ann Byrne has agreed to put together this section for us, in addition to arranging for the guest speakers that we have at the main meetings. Also, remember that 'Letters to the Editor' is a valid forum to raise matters of concern, or to throw a few bouquets to an author who pleased you, or to a volunteer who proved that the motto 'Users Helping Users' is still extant. This is also a good time to remind everyone that if we rely too heavily upon a few authors, we will burn them out, so how about a few more authors, both established and novice, join the crew. Either email or phone me if you want to try out an idea, of launch right in and submit an article. With the range of members and interests we have, we need a wide range of articles so that there is something for everyone.

Happy New Year, and may it be peaceful and prosperous as well.

President's Letter

Anne Greiner

Even though it is the beginning of the new year, we are well underway with the business of the Group. We have had a meeting with AUUG to set out the terms of their withdrawal from TIP, and have come to a very amicable understanding with them that TIP will now be wholly owned by PCUG, who will provide internet access to AUUG members and space for the AUUG webpage in return for technical expertise in running the system. We are in the process of exchanging letters and formalizing this agreement, but the process has been quite painless thus far, and should be seamless to our members.

The next big initiative has been that to avoid the accounting problems we were beset with last year, we have had a meeting with our auditors this week, and have had detailed discussions with them on the format and operation of our accounts so that they will be in a format that is correct, easy to understand and reproduce, and

easy to audit. We understand that we will have to make some major changes to eliminate the anomalies that lead to our troubles last year, but once set up, everything should run smoothly. Our Treasurer, Rod Farr, has done a large amount of work to date, and has set up budgets for the main operational groups of PCUG, and has produced some preliminary figures to estimate our financial position (which thus far is healthy). Both Rod and I will do an MYOB course early this year so that we are au fait with the software, which is a powerful management tool if used correctly. Rod has also undertaken to produce a procedure manual, based on the discussions with Walter and Turnbull and the course material, outlining the procedures to be followed in future, and thus avoiding a repeat of last year. He is to be commended for his efforts so far.

This edition of the magazine has the first of a series of regular reports from the

Committee, so that you know what we are doing and how we are going about it. I will also present a short report at Main Meetings. Please feel free to comment, favorably or otherwise, on these reports, or to offer constructive suggestions. Phone numbers and email addresses are on page 3.

We are trialling the concept of a Games SIG for the Group over the holidays, with the intention of broadening our interest base. One of our younger members approached the Committee with the idea, and will be responsible for the SIG. They have set up a couple of days, and will use the training room on those days. Checkout the letter from John Plumides in 'Letters to the Editor' in this issue for all the details. On a more serious note, I commend the article by Emil Joseph on CASE to you all. Many of those involved are members or friends of members of this group, and we are pleased to bring them to your attention.

Main Meeting

Guest Speaker: Senator Kate Lundy

Date: 25 January 1999

Kate Lundy became the youngest Labor representative in the Senate and the youngest woman ever elected to represent the ALP in Federal Parliament when, at age 28, she became the Senator for the Australian Capital Territory in March 1996.

In August 1997 Kate was promoted to the Opposition front bench; appointed as the Shadow Parliamentary Secretary for Sport and Tourism as well as assistant to the Shadow Ministers for Information Technology, Youth Affairs and the Arts.

Following the 1998 federal election, Kate Lundy was appointed Shadow Minister for Sport and Youth Affairs as well as Shadow Minister Assisting on Information Technology. Kate Lundy is the youngest woman shadow minister in Labor history.

Kate is an active member of several Parliamentary Committees, including the



Senate Committees on Finance and Public Administration and Environment, Recreation, Communications and the Arts.

She is also a member of the Joint Standing Committee on the National Capital and External Territories and the Presiding Officers' Information Technology Advisory Committee.

She will be covering a number of topical IT issues in her presentation to us, and will be willing to address concerns raised by members.



Letters



Dear Editor

Will all members please consider once again helping on the Club's roster for introducing Seniors to the Internet. Our stalward band is currently reduced to four members which means one week on, one week off. It only involves one hour from 2-3pm on Tuesdays. It is very satisfying and the future benefit to older and perhaps not so active seniors is incalculable.

The sessions are prebooked and each lasts for 30 minutes which is ample time to explain the concept, demonstrate the mouse and screen attributes and introduce a search engine and look for a subject of interest.

continued on page 6 ...

From the Committee

Excerpts from the December Committee Meeting:

It was decided that the original training room printer be returned and a smaller printer be purchased for use by the editorial team.

David Voss has received conformation from the Chief Minister's Department accepting the PCUG tender to provide training and support on web page design to the peak community groups. David will organise the team in the new year.

It was noted that an auditor for next year had not been appointed at the AGM. The Secretary will organise a Special Meeting of the Members to decide the matter.

The Chairperson advised she is in the process of setting up a meeting with the AUUG Executive to discuss the future of tip.

Since the 1st December TIP is paying increased fees to Access One – double the previous rate – and a close eye will need to be kept on TIP subscriptions and

the increased expenditure. It is envisaged that TIP will only break even this financial year.

Telstra has still not installed the extra 10 lines. Allan Mickkelsen will continue to follow up.

The computer with the CD burner at the Centre was found to have a virus. David Schwabe has purchased a copy of "Dr Solomons" software and checked every machine in the Centre. No other viruses were detected.

David Schawbe suggested that the CD burner and the scanner be placed on separate machines. The Committee agreed.

The lease on the Computers at the Centre were discussed, the lease ends in October 1999. It was noted that the machines are operating well but the monitors are reaching the end of their life and will need to be replaced.

David advised that the Groups copy of Omnipage had disappeared from the

Centre. The Committee expressed disappointment that we would need to obtain a lockable cabinet to store the groups software.

The Committee discussed participating in a mini conference being organised by 6/3/99. While it would be a positive move for the Group, concern was expressed over whether enough volunteers could be organised for both the mini conference and ACT Alive which is also in March.

The Committee was approached by a member wishing to form a "Youth Games SIG", it was decided to support this initiative for a trial period providing all participants are members of the group. Also they are to be made aware that they must move aside for commercial bookings of the room.



As they say in the 'ads', please consider. From our huge membership, surely we can manage more than 4 for the Belconnen project. I believe this is an official activity of the club and I think you will find you gain as much as you give if you will just 'give it a go'.

To be honest there are times when the computers are, to put it mildly 'slow' or even 'down' but we offer too valuable a service to let a little thing like that put us off!

Go on, its Christmas, do your good deed for the year, email me and offer your services.

Bridget Godwin

current temporary roster keeper!
bgodwin@pcug.org.au

Dear PCUG members,

StarCraft and Quake fans, read this carefully: On Fridays 22nd and 29th January there will be gaming sessions for both games in the PCUG Training room.

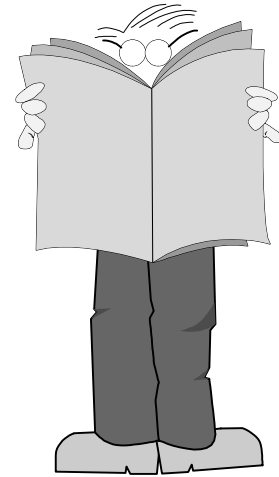
The responses from December's letter in 16Bits have been processed, the committee has given the go ahead, and the Multiplayer Games SIG is ready to go.

Any StarCraft fans: Friday 22nd January will be your day. Since this edition of 16 Bits should be delivered on the 20th January, you will have to ring John Plumidis before 10pm on Thursday to find out what time the meeting will be on.

Any Quake fans: You have until Wednesday 27th January to either email or phone John Plumidis to find out what time the SIG will meet on the 29th.

These two meetings are NOT competitions. They are free for all PCUG members, no matter their skill, age, or sex. Any PCUG member at all. You are welcome to come to either one or both meetings. Any queries/bookings should be sent directly to John Plumidis: Phone 6281 2350 Email: *plum@pcug.org.au*

John Plumidis
 6281 2350
plum@pcug.org.au



Practical small system development



Training & Consulting Pty Ltd

ACN 008 643 703 - Established 1988

- ✓ Microsoft Access™ development
- ✓ Up-sizing to SQL Server™
- ✓ Support for existing systems

E-mail	Context@email.net.au
Phone	02 6287 1500
Fax	02 6287 1508

Free telephone support
 to PCUG members.*

** Offer does not apply where commercially inappropriate*

Membership Notes



...by **Mike Burke**
Membership Secretary



Bits thoroughly as special events are publicised mainly through the magazine.

Welcome to new members reading *Sixteen Bits* for the first time, welcome to the PC Users Group. Continuing members should also check this column regularly because I am sure that there will be some little surprises from time to time, even for the most jaded of old hands.

If your PCUG membership expires at the end of February 1999
RENEW NOW
to avoid losing access to
The Internet Project.

Your Membership Card

Your membership card and, for new members, a New Member's Information Disk, will normally be mailed to you on the third Monday of the month in which you join or renew your membership. Those who join or renew after the third Monday will receive their card/disk the following month. If you lose your card, please leave a message with the Executive Secretary on 6253 4911, or contact me directly via TIP at pcug.membership@pcug.org.au and it will be replaced without charge..

Information Disk

New members should also receive a disk containing information about the Group and its services. Please read the information on the disk carefully as you will find the answers to most of your questions there.

New Members' Information Night

New members are especially urged to attend a New Members' Information Night which is normally held at 7.30pm on the first Monday of the month (except January) at the PC Users Group Centre (see map page 3). These meetings are a chance for new and 'older' members (who are always welcome to attend) to meet with representatives of the Committee, to put names to faces, and to ask any questions that you may have about the Group and its activities. Tea and coffee are available, and the atmosphere is informal and friendly.

Main Meetings

Our main meetings, targeted at our general membership, are normally held monthly, on the last Monday of the month. The date, venue and topic of the meeting always appear on the front cover of *Sixteen Bits* which is timed to arrive in your mail-box in the middle of the week before the next main meeting. Main meetings are also advertised in the computing section of the Canberra Times on the day of the meeting. Anyone is welcome to attend these meetings—you do not need to be a member. For main meetings, we arrange guest speakers on a variety of topics throughout the year. As an added incentive, there are usually a couple of door prizes to be won. You've got to be in it to win it. There is no main meeting in December.

Special Events

We also have some special events such as the 'Bring and Buy Night' at the Albert Hall in November, and an annual Quiz Night in April. You should read *Sixteen*

Annual General Meeting

The Annual General Meeting is held in September each year. Even if you are unable to attend Main Meetings regularly, members should make every effort to attend this Meeting at which office bearers for the ensuing 12 months are elected.

Other Good Stuff

For those who haven't yet learnt through bitter personal experience, please remember that TIP access is dependent on your continuing PCUG membership, and that it takes time to process your membership renewal - currently up to two weeks. We are looking at ways to reduce this time, but the best solution is for you to remember to renew early. Members, particularly TIP users, whose PCUG membership expires at the end of the month stated in the above box should renew their PCUG membership immediately. Do not delay because your TIP access will automatically be cut off at midnight on the last day of the month unless your renewal has been processed.

Don't forget! **RENEW TODAY**, if not yesterday, if this copy of *Sixteen Bits* arrived with a pink label.

As a further service, one month before your membership is due to expire, I will send a reminder letter with a renewal form on the reverse. This letter, printed on paper of a very noticeable colour, should arrive a day or so before *Sixteen Bits*.

Next New Members' Night
1 February 1999
7.30pm
PCUG Centre
Northpoint Plaza, Belconnen

Mission Statement

- What we do for you!

What does the Canberra PC Users' Group offer its Members?

STRENGTH

With more than 3,000 members, Canberra PCUG is one of Australia's larger PC User groups. It was founded in 1982, and is still run for the members, by the members. The motto of the group is *Users Helping Users*.

The Group employs one part-time Executive Secretary. Most functions of the club magazine writing and editing, online services maintenance, collection and distribution of shareware, Organisation of SIG and monthly meetings etc, are performed by volunteers. The Group has a membership from all walks of life, with a broad range of knowledge, as well as access to a vast store of information and help in many fields.

SIXTEEN BITS MAGAZINE

The group's magazine *Sixteen Bits* is published eleven times a year. It is the award winning primary communications mechanism within the group. The magazine contains articles primarily contributed by PCUG members, reviews, notices of upcoming events, contact details for the various functions within the group, a handy calendar, the new software library acquisitions, the HELP directory, vendor discount scheme, etc. The magazine is created with the aid of Adobe Pagemaker, and Microsoft Office, and other software products, at the PCUG's Northpoint Plaza office. Members who wish to contribute articles to the magazine, or participate in the editorial team magazine layout day held each month, should contact the editor (pcug.editor@pcug.org.au). Contributions are welcome! The magazine has details on the preferred format of contributions. Contributions can be on virtually any topic you care to cover, from software reviews, to hardware disaster stories, or how you used your computer in a strange and unusual way.

THE INTERNET PROJECT

A collaborative effort between the Australian Unix Users Group (AUUG) and the PCUG, The Internet Project (TIP)

offers membership access to the Internet, via 60 (soon to be 72) dial in lines. Two forms of access are provided - Limited Access, which allows people to access email and news via PINE, via a basic unix shell. Full Access provides for Point to Point (PPP) connections effectively putting your computer onto the internet, providing full access to email, news, world wide web, IRC, telnet, ftp, online-quake-playing, anything a regular Internet Service Provider offers. Full Access accounts provide 10Mbytes of disk space per account, which can be used for the storage of personal web pages, accessible via the internet 24 hours a day. TIP started for business in 1995, offering amazingly cheap access to the internet. Even with various policy changes by the group's uplink provider, TIP still manages to offer the cheapest internet access in Canberra. TIP policies are determined by the Internet Project Management Committee. The day to day administration of TIP is by volunteers, mostly from the AUUG. TIP has about 2,000 members, making it one of the largest subscriber ISP's in the region.

BULLETIN BOARD SERVICE

PCUG has been offering access to a Bulletin Board Service of some description, since late 1986. The current BBS offers five-line access to Fidonet echomail areas, private Fidonet email, a local file download area, access to the PCUG's CDROM library of shareware, and ability to renew PCUG membership and perform other 'online shopping' functions. Since the widespread use of the internet, the BBS has become somewhat less exciting that it once might have been, but it still serves a purpose, and access to it is free for PCUG members.

MONTHLY MEETINGS

Each month (Except January) the group holds its Monthly meeting, normally at the Manning Clarke Theatre, (1, Crisp Building, Australian National University) usually on the last Monday of the month,

at 7:30pm. Each meeting has a guest speaker, usually giving a demonstration/talk about some software or hardware product, or upcoming technology. Speakers from a wide range of businesses are invited to give their product or service a public hearing. Prior to the main meeting you can renew group or TIP membership, purchase blank floppy diskettes, or attend the BYTES SIG at the Asian Bistro in the ANU Union building. Attendees are eligible for a lucky door prize - sometimes these are valuable, once someone was given Unix software valued at many thousands of dollars. The Annual General Meeting is where the outgoing PCUG committee report on the year's achievements and what the status of the Treasury is, and this meeting is where the new PCUG committee is elected.

PCUG CENTRE

Located in a modern air-conditioned office, at Northpoint Plaza, Belconnen, the PCUG centre is the site of the main administration office. It holds the BBS and TIP communications centre, an 8-machine training room with light-projector, and various training aids. There are a number of machines available for use at the centre, including a colour scanner, a CD copier, a photocopier, and access to the internet. The centre hosts the PCUG committee meetings, the monthly Internet Clinic day, and is where the PCUG magazine, *Sixteen Bits*, is created. The PCUG centre is staffed on weekends (9am-5pm EXCEPT long weekends such as Easter or Anzac day), and during the week (10am-2pm, Monday, Wednesday, Friday); during these times members can renew their membership, purchase blank media, or arrange access to TIP. Various training courses are on offer (\$35 for full day courses) on certain weekends, such as Word7, Excel 7, Designing a WEB page, or Introduction to the Internet. See the regular Training News section in *Sixteen Bits*, or check the Calendar on the last page. Places are limited, so be sure to book a place in advance.

SPECIAL INTEREST GROUPS

The PCUG comprises a large number of people with a wide range of interests. Smaller groups of people, interested in specific areas of personal computing, get together to form Special Interest Groups, which have their own meetings, and projects. Some SIGS currently in operation are, "Coffee and Chat", "C/C++", "The Investment SIG", "The OS/2 SIG", the "Linux Users Group", "Flight Simulator SIG", "Internet Daytime Demo and Discussion Sig". Contact details are published in Sixteen Bits. Anyone can start a SIG – just ask in one of the TIP specific newsgroups (tip.general) if anyone is interested in a formal get-together, and arrange things such as demonstrations, discussions, or picnics!

MEDIA SALES

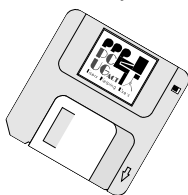
The group offers high quality disks and tape cartridges for sale to its members at very reasonable prices. Contact the PCUG centre during its business hours (10am-2pm Monday, Wednesday, Friday, 9am-5pm on Weekends) for details.

SHAREWARE SOFTWARE LIBRARY

Each month the group gets a new CDROM of the latest shareware. The magazine publishes excerpts from the current CDROM. Titles are available for download from the BBS (which is also accessible from the internet via <ftp://bbs.pcug.org.au>), and whilst this is a free service to members, the programs themselves are usually shareware, and require payment directly to the author, if you intend to use the program in question on a regular basis.

HARDWARE AND VIDEO LIBRARY

Various hardware is available for loan. Currently the group has 33.6K and 14.4K modems, and ZIP drives available to members, as well as some videos including 'Developing Applications with Microsoft Office' and 'Using Windows 95'. Items may be borrowed for one week at a time, there is no charge, but you must collect and return the items yourself.



Oz User Groups

Adelaide PC Users Group

PO Box 2231
Port Adelaide SA 5015
(08) 8331 0766

Meet: 7.45pm, 3rd Wednesday of the month at Enterprise House, 136 Greenhill Road, Unley. Visitors \$5.

Brisbane PC Users Group (Brisbug)

PO Box 985
Toowong QLD 4066
(07) 3299 3943 Info Line
(07) 3209 4980 (fax)

Pam Kirk (Pres)

Home page <http://www.brisbug.asn.au>
Meet: Kelvin Grove High School, Kelvin Grove, Brisbane. 9am-5pm approx, 3rd Sunday of the month.

Darwin Computer Users Club

Gary Drake (Vice President)
(08) 8932 4107 h
(08) 8945 0091 w
Email acsnt@acslink.net.au

Melbourne PC User Group

2nd Floor, 66 Albert Road
South Melbourne VIC 3205
(03) 9699 6222
10am - 3.30pm
(03) 9699 6499 Fax
Email office@melbpc.org.au
Home Page <http://www.melbpc.org.au>
Meet: 6pm, 1st Wednesday of the month (except Jan) at Pharmacy College, 381 Royal Parade, Parkville.

Perth PC Users Group

PO Box 997
West Perth WA 6872
(08) 9399 7264
Terry Vernon (Pres)
Meet 6.00pm, 1st Wednesday of the month at Ross Lecture Theatre, Physics Building, University of WA, Nedlands.

Sydney PC Users Group

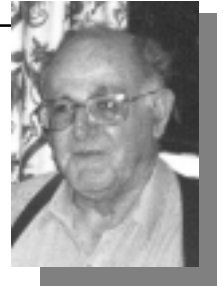
PO Box A2162
Sydney South NSW 2000
(02) 9972 2133
Meet 6pm, 1st Tuesday of the month at main auditorium, Teachers Federation, 300 Sussex Street, Sydney.

Journal of the PC Users Group (ACT) Inc
SIXTEEN BITS
Online

<http://www.pcug.org.au/pcug/16bits/>

Now in Adobe Acrobat format!

On the Case



...by Emil Joseph

A new community organisation called CASE has been formed to assist non-profit groups in their use of information technology. Like many other cities and towns in Australia, Canberra is the home of hundreds of community organisations. Some of them are cultural, others are charitable or religious and many more pursue common interests of their members. Volunteers manage and staff the majority of these organisations.

Readers of Sixteen Bits will appreciate that computer technology can make

extremely valuable contributions to the success of an organisation. Computer technology can simplify many tasks within such organisations - like bookkeeping, membership databases, newsletters to members, correspondence and publicity. Most people associated with community organisations realise the benefits of using computer technology. To the extent that individuals have had exposure to computers at work or at leisure, they often try to bring the benefits of those new tools to their work in the management and service provision of community organisations.

However, the introduction of these tools can be hesitant and non-systematic. Why? Because people who run community organisations are focused on the aims of their organisations. They may not necessarily have the experience in the use of those tools, the inclination and time to acquire that experience, or the resources to furnish long-term support to any innovations that they bring in. Many more have a notion that those tools could help but are held back by a big question mark. The 'Big If' is the availability of outside assistance, support and education that is

focused on their needs and the needs of their members.

A group of people recently came together to address these issues. At a public meeting in Kingston back in August last year, and later in several subsequent meetings of a steering committee, we proposed the establishment of a non-profit organisation to assist community organisations in their use of information technology. We have long believed that the effectiveness of community organisations can be significantly augmented by the use of computer technology and the Internet. Furthermore, we believe there is an important role for a non-profit body specifically charged to provide such computing assistance, support and education to these groups and their members.

On 22 November 1998, an Association was incorporated under the name 'Computing Assistance Support & Education Inc.' It's a mouthful but it says what we hope to do. We call it CASE for convenience. CASE is still in its infancy and we are just now taking our first steps. Where we will go and what we will do ultimately will be decided by our members. But CASE has a vision and a plan.

Our membership focus is on non-profit community organisations: educational, cultural, religious and community development groups, charitable and welfare bodies, public policy action groups, service clubs and the like, as well as individuals who care to enhance their skills to work towards similar goals as CASE. We will be meeting with such prospective members of CASE to discuss their computing needs and priorities, offering assistance where possible and appropriate.

We see a large number of needs that might emerge in such an evaluation. It



CASE founder Darrell Burkey - Photo courtesy of The Canberra Times'

might be useful to list some of them as examples:

- Upgrading of software
- Upgrading of hardware
- Acquisition of new hardware and software
- Selection of specialised software
- Networking of computers
- Training of members and committee members in the use of software and hardware
- Provision of technical support or help line
- Provision of courtesy hardware in emergency
- Provision of mailing list services to committees
- Provision of Internet domain names (specific to the organisation concerned)
- Hosting of a web site under its own domain name.

We intend to match those needs with the skills and resources of other CASE members, subsidised by support and donations from the private and the public sector. To summarise, CASE aims to act as a developer, coordinator and broker of skills and resources - all converging on the self-defined needs and priorities of its members.

The annual Membership fee of CASE is modest and will remain so. Currently, the Corporate Membership annual fee is \$30 and the annual Individual Member fee is \$10. Fees will pay for (in the short term) the infrastructure of CASE. Membership will entitle members to subscribe to various services provided by or on behalf of CASE. These services will attract fees, which will invariably be pegged on cost recovery levels. In some cases we expect grants and donations will subsidise most services. Any surplus that CASE may inadvertently make will be ploughed back into additional services to its members.

While the management of CASE will always remain in the hands of unpaid and elected members, the services ultimately will be provided by staff or by specially vetted contractors who are members of



Jim Hume, John Saxon and Emil Joseph become the first official members of CASE at a recent meeting.

CASE. The importance of membership contributions and the volunteer ethic is also highly regarded by the organisation.


The founders of CASE firmly believe that the success of CASE will depend on the knowledge, professionalism and dedication of its service providers. We believe that community organisations deserve nothing less than professional attention. While there is an honoured place for the volunteer hobbyist in helping others at home, the business needs of community organisations require accountable and professional support.

Some of us who founded CASE would like to see CASE develop over the years in the model of the NRMA. While the NRMA has focused on the general road user and CASE will focus on a sector of computer users, there are a number of services that NRMA provide to its members that CASE may well emulate, for example, see table below.

We perceive that the key to the quality of service to NRMA members lies in its

client-focus and in the professionalism, reliability and dedication of its service providers. Although the NRMA is long established and hugely successful while CASE has yet to take its first steps, we do hope the NRMA will serve as a role model and a beacon to us.

We ask that you bring CASE to the notice of community groups that you associate with. We also ask those individuals with the requisite computer skills and the interest in helping community organisation to consider joining us in this project.

A brochure is available that outlines our organisation and includes an application for membership. A copy of it (in pdf format) is available on our web site at <http://www.case.asn.au>. We can be reached by mail at CASE, PO Box 96, Campbell, ACT 2612 or by e-mail at info@case.asn.au. Our phone number is (02) 6251 4651. Please leave a message and we will get back to you as soon as we can. We would love to hear from you. 

NRMA Service	CASE Services (future)
Roadside Emergency Services	Emergency Computer Support
Car Inspections	Computer Inspections (to assist in warranty claims)
Legal Advice	Consumer Protection Advice
Holiday Accomodation Services	Guide to Computer Dealers, Consultants and Service Providers
Insurance	Computer Insurance

Ockham's Razor

Robyn Williams: Have you ever wondered why intelligent machines are so stupid? Doing for the 20th time what they were asked to do only once; or recording the programs two hours after the one you wanted; or toasting the cat instead of the marshmallows; or even being too bright: you know the New Yorker joke that Margaret Wertheim quotes all the time of the guy saying to the microwave, 'No, I don't want to play chess with you, I only want you to heat the lasagne.'

Well all that is Richard Willgoss' preoccupation. He's Head of Mechatronics at the University of New South Wales, and he wants to know whether next century, now but a few months away, will bring robots that will actually have human qualities.

Richard Willgoss: Can a machine have personality? Some of you will be nodding your heads aggressively to this question. The tumble-dryer won't work when the weather is rainy; the car seems to have a perverse non-starting behaviour contrary to the desires and urgency of its owner. It is also easy to attribute personality to a mobile robot that can be seen in the space of several minutes to learn how to avoid obstacles and explore its environment. Many so-called intelligent machines have human-like structures, such as the anthropomorphic robot, or are governed by brain-like controllers, such as

neural nets. It is also untrue in that the human characteristics of irrationality, secrecy, fatigue and general emotional whim are not included as part of the machine specification, not unless we're talking about a Tamaguchi, and the less said about them, the better.

Pamela McCorduck's book 'Machines Who Think', written back in 1979, gives a good early history of AI and shows the hostile reception it got when first attempting to reproduce intelligence in a machine. The pendulum has now swung the other way. Kevin Warwick predicted in 'March of the Machines', written last

year, that machines will be so much cleverer than us soon that they will find it utterly boring to converse and be associated with man. We are so slow and moronic. The fastest growing research topic in robotics is towards service and field applications like picking fruit and crops, icing cakes, cleaning loos, gofers in hospitals and post offices, where intelligence is becoming the key issue. Mobile robots now play football. Would you want to support Automaton United? Or yell, 'Go the Cretins!' Such applications set new demands on machines of adaptability to unstructured and unexpected environments, with autonomy to cope and get better at what they are designed to do. Out goes robotics as a generic term, in comes autonomous agents with social behaviours, that learn. For fifty years, the theorists have debated the substance of learning and intelligence. It is only in the last ten that practical examples of learning have been demonstrated.

Intelligent machines in the service of, or in co-operation with man, will be reliable. Machines always play games by rules, no matter how complex, but do not deceive, cheat, or act secretively. Humans, when mature, don't need to play games, but if they do, which is often, they invariably are secretive, deceitful and cheat as part

Machines always play games by rules, no matter how complex, but do not deceive, cheat, or act secretively.

of their strategy to win the payoff. Eric Berne, in 'Games People Play' perceptively revealed human game playing in all its diversity of which sport and cards are but a small part. Machine learning is presently classed as a game, with the twist that the process, the algorithm that generates payoff, continually improves. This is wholly different to human pursuits such as pastimes (the goal is to pleasurably fill the time available), procedures (to use a route to a known outcome) or rituals (to get satisfaction from repeating the same procedure). However, social behaviours and the sharing of goal

seeking and experience are no longer the sole province of the biological world. The terminology is frequently used of mobile robots interacting and sharing what they discover, a research topic which I have spent time exploring. My small robots poke and prod their world with an array of sensors and learn to avoid obstacles, flock together and share experience by radio link. Similar and more advanced work is also being done at the University of Southern California under the direction of Maja Mataric, and at Reading University, UK, headed by Dave Keating.

Asimov's three laws of robotics were written to keep humans in the top spot, but that may be more policy and have nothing to do with good value judgement nowadays. We only sit at the apparent apex of the intelligence tree in the absence of being able to discover, by the limitations of our own intelligence, who or what may be above us. Machines don't have attitude yet, but this is only because we haven't agreed on its definition. Rodney Brooks at MIT has, in his COG project, got facial features and skin in operation on his robot, which convey responses and inner machinations or moods. Attitude will be conveyed this way soon.

Steven Jones, in his book, 'In the Blood', like Eva Cox in her Boyer Lectures of 1995, enlarged the concept of capital. 'Taxes are financial capital, and sex is biological capital,' said Steven. 'Co-ordination and co-operation of society is social capital,' said Eva. Creating intellectual capital speaks of another sort of accumulation, and again requires an embodiment to be tangible. So I now add, 'Learning is intellectual capital.' Whilst we readily agree that learning is embodied in humans, can it be embodied in machines? Therein lies a paradox, which many have left unresolved and some are fearful of. Learning alone is intellect with the power plug pulled out, in that it dies with the embodiment. Hence, learning becomes intellect by propagation to the

Machines that learn!

next generation via tradition and genes in the biological sense. The in-silico accumulation of learning into cleverness in machines is presently being worked on, whether we think it's possible or not.

So what can we productively aim for in endowing machines with intelligence via learning? Promoting in one's own image is reverse engineering of sorts. The problem of reverse-engineering human learning lies in the fact that we do not get unique correlations

to persist between input and output as we interrogate. There is no certainty which layer of the onion we have peeled down to

when observing behaviour. Is a human-generated paradigm inevitably wrapped up in a belief system? If so, it would constitute a vital essence in the difference underlying machine and human intelligence, in that machines have no belief system. Machine behaviour comes from only mimicking the human paradigm.

Humans do have beliefs which strongly influence their eventual behaviours. Hence for me, learning enacted at computer algorithmic level has little to do with soul, consciousness and motivation. It has however, plenty to say about mimicking the dexterity and retentivity of human thought, especially as applied to useful technological problems.

The real question concerns the higher processes, if that they be, of creativity and

Humans, when mature, don't need to play games, but if they do, which is often, they invariably are secretive, deceitful and cheat as part of their strategy to win the payoff.

invention that derive from the imagination as a separate issue to number-crunching ability or algorithmic complexity. De Bono points out creativity and invention are logical only in hindsight but, in fact are not logical at all. The innovative step has often turned out to be due to mistakes, like 3M notepad stickers, or serendipity, like first-

aid space blankets. These types of steps are definitely not machine-like properties the Artificial Intelligence world is working on to produce as yet. As already mentioned, computer algorithms that learn are governed by rules. Any set of rules is underpinned by causality and generates contingency, but ultimately on what? Does that then mean creativity has few, if any, rules generating it? Intuition by humans, which is perceiving the truth about a situation without reason or analysis, would say yes. As the Defence Forces often succinctly put it, are we really looking for creativity by numbers?

Igor Aleksander in 'Impossible Minds' and Damasio in 'Descartes's Error' are both trying to prove a continuum of evolution from simple to complex behaviour. Consciousness and intentionality are for them outcomes of a long process of improvement. There is no separation

internet

When it comes to customer service and reliability - the choice is clear

interact
TECHNOLOGY GROUP

Internet Access • Web Services • Training • Network Solutions

Plans to suit your needs

Free support 7 days a week

Basic and Advanced Internet courses

Now in Golburn, Yass, Wagga,
Bathurst & Orange

6243 0333



25 Torrens St • Braddon - ACT 2612
<http://www.interact.net.au> - info@interact.net.au

between soul and body. They coexist and co-die. Hence there is to be found a logical route through to making a machine both intelligent, then conscious with all its sentient ramifications. For them, creativity, the highest manifestation of intelligence, is ultimately rule-based, even if it involves chaotic and random origins and eventually yields to reason. This route precludes freewill and predestines the machine to be a discoverable function of its heritage and environment.

But even if I was contingent upon that route, and then use the powers of reason and logic to explain what learning is by expounding my paradigm of it, I automatically assume rules and reason until I make a statement which points to a knowledge domain that I think is inexplicable by reason. Creativity would have to be placed into this domain if it was not rule-based. Furthermore, I would not have told you anything about creativity, because it is by definition not explicable by reason and not a transferable

concept outside biological means. Hence, using the accepted definitions of creativity in humans, it is untouchable and not part of machine learning as we know it today.

My working brief is that soul, consciousness and creativity are different from intelligence. Functionality does not imply personality any more than computation implies consciousness. Roger Penrose, in 'Shadows of the Mind', describes four hypotheses on the connection between computability and conscious thinking. He does not regard mathematical and logical ability, but the power of understanding, to be paramount n underlying the extendability of learning through intelligence into creativity. Such understanding or sentience is not present in a computer no matter how many Turing tests it passes. It is the computational mimicry which gives rise to such lifelike behaviour based on the most appropriate paradigm of the day being enacted.

Summing up: machine learning is now an emergent practical substitute for its

human equivalent. Mortimer Taube, in 'Computers and Common Sense' and others, cited inseparable differences and no present examples to prove computers could not reproduce human learning and intelligence. Big Blue has now seriously dented that claim, even though it was in a game scenario and was only a glorified expert system, not a learner. So is there any real difference between human and machine learning? Probably not, in terms of mimicked behaviour, but definitely yes in terms of embodiment. Don't be fooled nor a Luddite. Machines are becoming incredibly smart in many knowledge domains, but when you knock on one of their doors and ask, 'Is anybody there?' the replay contains no understanding, but a learned, intelligent mimic which the absentee landlord gave it.

Dr. Richard Willgoss is Head, Dept. of Mechatronics School of Mechanical and Manufacturing Engineering University of New South Wales Sydney

The Rosetta Page



...by Don Nicol

What has 'Strictly Ballroom' got in common with 'Lorenzos Oil'? They were both great movies. They were both made in 1992. And they each had a profound social message.

'Strictly Ballroom' is the story of a dance pair who made it to the peak of their calling by dint of hard work, practice and innovation. The story also tells of the forces used by the establishment to try to restrict that innovation.

'Lorenzos Oil' is the story of a child stricken by terminal illness, and the fight undertaken by his parents to find a cure. It also tells of the force used by the establishment to try to modify their behaviour born of desperation.

For those who care to appreciate it, both movies present a similar view of one effect of autocratic authority. Each gives a not-so-subtle warning against the movement of society towards centralised control.

'So what's this got to do with computers?' you ask.

At the present stage of development the computer industry is free of the sorts of controls graphically depicted in these movies. One significant reason for this is the decision made by IBM way back in 1981 towards a policy of open architecture that encourages all comers to invest in new designs and products. IBM established the initial standard but made that design freely available to all prospective innovators.

Some say that this spirit set the benchmark for the direction of innovation during the past three decades. There is no denying that the computer industry has enjoyed an exponential growth in design and expansion; that it has attracted the brightest minds of our youth; and has steam-rolled the rest of us into dizzy, exciting, kaleidoscopic involvement.

Yet the industry does have standards. Somewhere, somehow there is a consensus of opinion on the direction that is being taken. Most of the components that we buy off the shelf are compatible with the equipment that we have in our offices and homes. We can (most often) even get these components to talk at great distances to foreign components. The authorities that agree upon a set of standards are, more often than not, invisible to us as users, and yet standards somehow seem to get to be uniform and universal. Yes, we do get the occasional maverick-developer who jumps the gun on conformity (this is particularly true where the mavericks product is truly inspirational)

*As a citizen you have the right to complain
that your latest software does not work
perfectly*

The scenario does have its disadvantages. The most important (for you and me) is that we will be inflicted with buggy products and the occasional component that won't talk to the rest of the world (remember the 28.8 modem).

As a citizen you have the right to complain that your latest software does not work perfectly. You have the right to refuse to buy the latest hardware upgrade until it is proved. You also have the right to demand that the industry be put under tighter control, a control which would seek to ensure that products be kept from the suppliers shelves until they reach such quality as might protect you from harm. If you complain loudly and strongly enough our legislators are likely to take notice. Before you do complain, however, you might like to take another look at 'Lorenzos Oil' and 'Strictly Ballroom'.

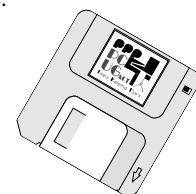
Let me tell you about Pauline.

Pauline is my dearest and closest friend. She often tells me that her dream for democracy; her utopia, - is an elected dictator supervising an anarchical society in an environment of perfect knowledge. 'We must stop the politics of destruction.' Says Pauline. 'We must get rid of the poisonous venom of excessive partisanship; obsessive animosity and uncontrolled anger.'

Now, Pauline is the original Aussie couch-potato. She would rather spend \$200 on a fancy gimmick than walk around her car to open the near-side door. So, it doesn't surprise me in the slightest when she hurls vituperations at Bill Gates every time she has to remove herself from her computer chair to recover one of Microsoft's disks from its archive for no better apparent reason than to 'prove' that she has the disk still in her possession (ie is the lawful owner).

One day, I interrupted her string of expletives to tell her about the Microsoft Development Net (MSDN). 'Do you know,' said I 'that Bill has a network of information that is fast approaching your ideal of perfect knowledge?' 'Do you know that Microsoft has the eyes and ears of thousands of people all over the world from all shapes of language, colour, creed and persuasion. Their audits reflect the wants and needs of the majority of computer users and Microsoft is putting its best efforts towards the satisfaction of all of their demands. Is this not the organisation which you describe in your vision of Utopia?'

Pauline grudgingly reserved her right of response pending a review of the MSDN site.



RE-BOOTING ?? - BE CAREFUL



...by Jim Fogg

Have you re-booted the computer in your car recently? Nah, not the laptop sitting on the back seat, the one that's *in* the car - actually part of the vehicle.

Shortly before Christmas we went shopping (surprise, surprise). After the goodies were unloaded on our return, someone (who shall remain nameless, except that it wasn't me) failed to close the boot properly. Oh it looked closed, but it wasn't. It was open just enough for the little light to be on inside.

That was on the Thursday. The following Sunday was my rostered duty office day, and of course I couldn't start the wretched car. Tried the battery terminals, made sure the gear lever was in

'park', scratched my head, etc. etc. Then I noticed that there wasn't even a dim glow from the courtesy light. That's when I discovered that the boot wasn't closed properly.

No great sweat really. I bummed a lift over to the centre and when I returned called the NRMA. On with the jumper leads and I was running in no time at all. 'Right Oh, Mate' said the gentleman from the NRMA, 'now you'll have to drive it round for forty-five minutes or it'll cost you \$5,000 to put a new computer in the car'.

I wasn't sure if it was a leg-pull or not, but I wasn't prepared to take the risk. So off I went to the Cotter, Mount Stromlo, etc., etc.

The next day I checked with the Falcon Futura Agency. 'Oh yes' he said, 'that's the procedure - but you'd probably have been OK with just half an hour'. So, be warned. I gather it's OK to disconnect the battery for short periods (like when replacing it) but not for any length of time. \$5,000 is a *lot* of overtime!



We want to give you the best service.

We custom build your computer to your requirements.

CALL FOR GREAT PRICES ON
SYSTEMS, UPGRADES, SOFTWARE, COMPONENTS, MONITORS, PRINTERS

ALWAYS FOR QUALITY SERVICE & PRODUCT

PH: 2577555 **L & S ASSOCIATES** FX: 2472880

69 PATERSON STREET, AINSLIE A.C.T. 2602

SALES - SUPPORT - SERVICE - NETWORKS - COMPONENTS - SOFTWARE - REPAIRS

Try our Web site on www.ls.com.au

TIP

THE INTERNET



PROJECT ...by Allan Mikkelsen

This month is a bit of a rant and a plea to TIP users to, in computer jargon, RTFM. In this case I mean "Read The Fine Messages" sent to you by automatic systems at TIP. This can save you and the admin team a lot of time and effort.

There are three main types of email messages sent to users. To be able to dial into TIP, you MUST be on record with TIP as a financial member of PCUG or AUUG. We thus send a warning email to you when your membership is getting close to expiring. As the membership is handled by the PCUG (or AUUG) and membership details are only forwarded to TIP in batches and can take time to filter through, we give a lot of warning. Thus, just because you get this message, there is no need to panic. Even over the Christmas break, you will not lose access if you respond reasonably promptly to the reminder. Also note the part of the message which says "If you have paid within the last two weeks, please disregard this message". DON'T panic and pay again - it just makes things difficult for everyone.

We also send an automatic warning to all full access users 30 days before their full access account ends. Once again, this provides ample time to renew and ensure continuity of service. But again, READ the message - we often get PCUG membership renewals when the TIP subscription is about to end, and vice versa. If you send the wrong renewal, you will almost certainly lose some access when the other subscription expires.

You can also lose full access if you exceed the online hours cap. There are no default messages sent to warn you that your hours allocation is low, because "low" can mean different things to different people. Instead, we provide a system where you can be warned by email when your hours credit drops below trigger points set by you. To set trigger points to

suit your usage, see <http://www.tip.net.au/tip/warnset.html> and follow the instructions and remember that the current status of your account can be obtained from <http://www.tip.net.au/tip/alloc.html> or from the limited access menu.

The other system which can affect your usage of TIP is our mailbox limits. Because offenders mailboxes are overfull, it is pointless to email them. Thus a list of "Mail Hogs" with a description of the limits and how to escape the list, is posted to the tip.announce and tip.general newsgroups once per week. If you never

look at other usenet newsgroups, all TIP users should read at least the tip.announce group as it also contains other messages relating to the operation of TIP.



The Internet Clinic

Internet Clinics are normally held at the PCUG Centre, Northpoint Plaza Belconnen the first Saturday of each month 9.30am to 1pm. There is no cost involved.

So if you (or another PCUG member you know of) are having problems you (or they) will be welcome to attend. It is suggested that you call the PCUG Centre on the day and check with the staffer that we are not overloaded before coming along.

To get a problem on your PC resolved it is essential that you bring *all* of the following items with you:

- PC and Monitor, plus all interconnecting cables
- Mouse
- Keyboard
- Modem
- Modem power supply
- Modem cables - from PC to modem and from modem to telephone socket
- Modem and PC manuals & documentation
- All of your software disks - i.e Win3.1. or Windows95 disks/CD

If you don't have a PC to "fix" but you want to get some guidance on some particular aspect of using TIP, please feel free to come along and simply talk to us.

Clinics are not a free software/modem installation service. We do expect you to have made a reasonable attempt at getting the software installed & working.

dschwabe@pcug.org.au



...by John Saxon

A MAGICAL MYSTERY TOUR

I have finally recovered sufficiently to be able to talk reasonably coherently about a recent 'Weekus Horribilis'. Actually I was without my system for almost 10 days – talk about withdrawal symptoms! I was very lucky to have friends who rallied round, lent me lap-tops and various components in attempts to fault-find by substitution, but (slap my wrist!), I was actually close to seeking professional help - psychiatric and technical!

As usual with me, there was an element of self infliction, and as this fault ended as being rather obscure, I thought I would set the hardware/software pundits a test. Can you solve the mystery before the final disclosure? Do not skip ahead!

A gentle start:

It all began with a trip to the markets where a new hard drive (6.4Gb Quantum fireball) was purchased, plus a cheapie modem (Xlink 56Kb K6Flex – with floppy to flash to V90). My system (running W98) is a 200mhz AMD K6 MMX on a Tyan Tomcat HX MB, 48Mb RAM with an 850Mb Connor C: drive, and a WD 1.6Gb D: drive, plus most of the usual other peripherals. The motherboard is rather large with 8 SIMM slots, 4 of which are almost out of sight (and reach) underneath the hard drive bay. Some time ago, to provide better access, I drilled out the drive bay rivets and replaced them with screws and bolts. As I was also fitting a removable drive bay for backup (to use the replaced Connor 850mb drive), this seemed like a good time to do some mechanical and cable rearrangement. So out came the drive bay and the cables, and as I could now get at the motherboard, the SIMMs, various ICs and jumpers were given the

obligatory re-seat pushes. My experience is that at least 75% of hardware faults are contact related. Everything was then re-assembled and re-connected. The new 6.4Gb drive was installed as the master drive on the primary IDE channel, powered up and (using the W98 emergency disk), partitioned 4 ways (3 X 2Gb and the rest - all FAT32). Then it was formatted with system files on the first active partition. But.... **NO BOOT** from the new C: drive. BIOS recognised all the drives OK, POST checks were good and DOS diagnostics ran well, but the boot sequence hung at 'Verifying DMI pool data'. The thought crossed my mind that perhaps W98 would only boot to DOS via the F8 trick, or perhaps DOS did not like FAT32? So I pressed on with cloning W98 system from the old to the new C: drive.

The downward slope:

A slight rearrangement of drives took place – the WD 1.6Gb was disconnected and the setup changed to the Connor 850Mb as prime and the new Quantum as slave. It should be mentioned at this point that the Connor has given me trouble before. Its master/slave jumper labelling is horribly ambiguous. So it was no real surprise when the system would not boot – in fact it would not even complete the bios checks or allow entry to the CMOS setup – POST tests and video were working but almost nothing else. The only solution (at the time) seemed to be to return the CMOS to default parameters – but the CMOS could not be accessed as the BIOS was not completing. So with great trepidation and gritted teeth, the motherboard jumper was shorted for more than 10 secs (per MB documentation) and

the BIOS then ran and allowed the drive jumpers to be sorted out.

Now a new piece of software was tried – *DriveCopy* by *Powerquest* – the people who wrote *Partition Magic*. This is advertised as 'the fastest way to clone your system to a new hard drive'. It turned out to be really fast – more than 40mb/minute, but a little too automated for my taste. It wanted to rearrange all my carefully installed partitions, so I decided not to use it. It should work well with a brand new unformatted drive however.

So back to good old reliable Ghost clone software (described in a previous 16Bits article). Cloned the old C: drive to new E: partition (for safety) then tried 'Old C: to New C:' but Ghost aborted with 'bad clusters on the source drive'.

At this point the new drive was tested on a friend's machine (many thanks Merv) and it was confirmed to be faulty – it should boot without W98. So I decided to return to the old C: drive until the Quantum drive could be replaced (had to wait till the next markets in 2 weeks). As Ghost (and Scandisk) said that the old C: drive had bad clusters it was decided to re-format because a system backup was available on the 6.4Gb E: partition. **WRONG!** Cloned E: to C: and **disaster!** Corrupted registrys, cross linked files, bad FAT tables, etc. Nothing left but to re-format and install a 'clean' W98 system, and look forward to weeks of re-tuning. So re-formatted C: /S and system booted to DOS O.K.

From Bad to Worse:

Then tried to do the easy part – a clean W98 install. But the process halted (no error message) during 'preparing setup files' During the next attempt,

Scandisk reported many file and FAT table errors – so corrected these, but the install halted again at a different point (again no error messages). Again Scandisk reported numerous corrupted files.

I am still trying to forget the next few days – sheer misery! I had a great DOS system – could copy software between drives and run it quite O.K. But after numerous re-formatting and install attempts, nothing I could think of would persuade it to install W98! How are the hardware pundits doing?

Again with the help of friends, I tried a replacement CDROM drive, replaced cables, replaced disk drives, and tried other W98 install disks. Even went out and mowed the weeds – anything to avoid the inevitable conclusion that there was an obscure CMOS or serious Motherboard problem. **I did not wish to know that!**

The road to enlightenment:

Nearly 10 days without my system! Luckily I was able to borrow a laptop and modem – ‘users helping users’ again (Many thanks Gloria), so I was not totally cut off from the virtual world.

By this point I was seriously considering paying someone to fix it – what a come down. But I needed someone familiar with AMD K6s as I still had a sneaking suspicion that there was some obscure fault relating to the CMOS ‘defaulting’. I thought I remembered that the K6 needed some ‘special’ CMOS setting – but I had tried every CMOS parameter combination that seemed even half way reasonable.

Then I ran into Darrell Burkey – an ex-editor of this august journal and a very knowledgeable type. I poured out my tale of woe, and after discussing the possibility of re-flashing the CMOS, he thought for about 30 secs and casually said ‘why don’t you check out upper memory’?

This was a real ‘forehead slapper’ for me. **OF COURSE!** Without High Memory drivers etc., DOS only uses the bottom 640Kb of memory – probably the first time the rest of memory is used is by Ghost and other clone programs, and specially by the W98 install software! Now if there was an intermittent fault in upper memory.....

And ‘the rest is history’ as they say. I had run simple DOS diagnostics (including memory diagnostics) which had passed O.K. But I needed something (up to date) to really wring out upper memory. Luckily I also had previously downloaded *BCM Diagnostics* which are a very nice set of diagnostics from <http://www.bcmcom.com>. They include some DOS diagnostics and sure enough they indicated a fairly intermittent upper memory problem. I must have caused this when I gave everything the magic re-seating pushes. So out came the SIMMs, a quick edge connector clean with alcohol, popped them back into different (more accessible) slots, and the diagnostics were perfect over a considerable number of runs.

After this W98 installed perfectly and so did all the applications, etc.

Lessons learned and postscripts:

1. After going around in circles for a while – give it a rest and ask other friends. One can get much too close to some problems. A fresh mind can often help.
2. When buying from the markets, bear in mind that although you may save quite a lot of money, you may have to wait quite a while for a replacement. So ‘mission critical’ components need extra consideration.


‘And what about the new Modem?’ I hear you ask. You did, didn’t you? Well there was a minor tragedy there as well.

It ran OK in K56 Flex mode, but the ‘flash to V90’ floppy disk was nagging me – another challenge! The flash program first identifies the modem and port (I think it uses the W98 parameters), then after the user gives the go-ahead, it downloads a loader program into the modem’s flash memory, then that program loads the new modem software. There is a point during this process where the loader has been installed but no operating software. At that point you do not have a modem – just a bunch of components that do not know they are supposed to Modulate and Demodulate.

You have probably guessed what happened to me. Yup – the flash software stopped after identifying the modem and downloading the loader. At that point the modem cannot be recognised by W98 or

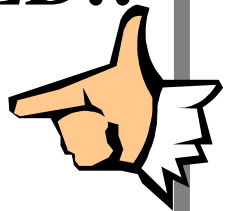
the flash software, and so no more flash attempts can be made. There is no ‘force a flash’ mode. What a crazy system – no way to back out! So the device has to be sent back to the manufacturer. I am happy to say that the dealer agreed to exchange the Modem as well as the Quantum drive. So now I have a replacement K56 Flex modem and am in no great hurry to flash it to V90.

P.S. The replacement drive is working well – but again the old Connor drive let me down. Ghost reported that my laboriously rebuilt system on the C: drive had bad clusters when trying to clone to the new drive. So another two weeks of system and application installing and tuning after another ‘clean’ W98 installation.

Are these computers working for us? Or are we working for **THEM**? 

WANTED!!

YOU!



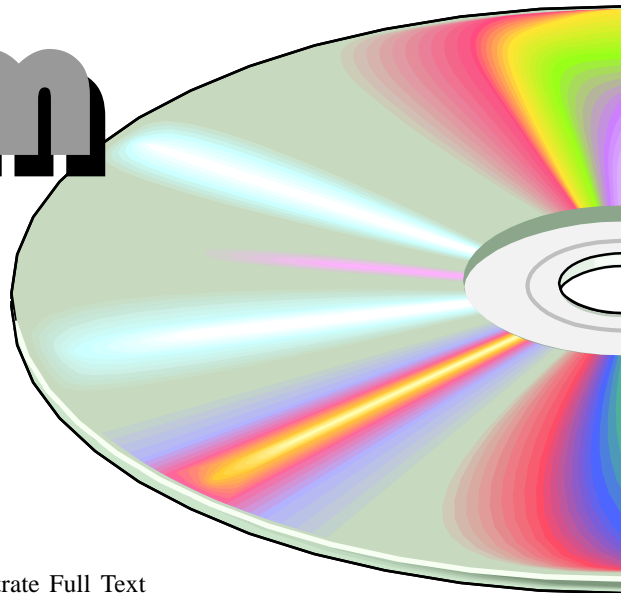
PCUG needs volunteers to join the team of Centre Staffers to man the centre on a regular rostered basis.

You would be supervising the front desk, take telephone calls, refer queries to the appropriate person, issue receipts and generally be helpful. Full training is provided.

The more people who volunteer the less the load on those that do! At the moment the roster rotates on roughly a six week basis, if four more people volunteer then you would only be required to donate one day a weekend every six weeks.

If you are interested and want to join in the fun, phone or email Anton Jazvic on 6265 6486 (w) 6259 2439 (h) or Email ajazvic@pcug.org.au

cd rom



Welcome to the February 1999 edition of this column –this month I have included reviews of four of the 20 products that I have reviewed for InfoRom during the last month—to see the other reviews check www.inforom.com.au. It features reviews of educational, home reference and entertainment CD-ROMs.

The reviews are of Encyclopedia Britannica CD 99, Combat Flight Simulator: WWII Europe Series, Ocean: Origins of Life and James Cameron's Titanic Explorer. Copyright for the reviews rests with InfoRom.

ENCYCLOPEDIA BRITANNICA CD 99

Encyclopedia Britannica CD 99 (Multimedia edition) is the latest edition of one of the leading multi-media encyclopedias. In our opinion, it still provides greater breadth and depth of coverage than any other multi-media encyclopedia (over 73,000 articles), and is presented on two CD-ROMs that include over 8,500 photos and illustrations; animation, video and sound clips; over 30,000 related Internet links and a wide variety of maps, charts and tables. It is suitable for upper primary, secondary and tertiary students. There is also a Standard Edition available with fewer features and fewer photos and illustrations.

While the program uses Explorer as its default browser (a copy of version 4.00 is supplied on disk) it has its own interface and its own search engine. The screen interface is colourful, well laid out and easy to follow—and you start with either a Full Text Search or a Browse Titles search. The latter provides an alphabetical listing of all of the articles, whereas the former allows complex searches and plain

English questions. To illustrate Full Text Search by example, the 10 year-old evaluator had a school assignment on Butterflies. We decided to use Britannica 99, and the process was as follows:

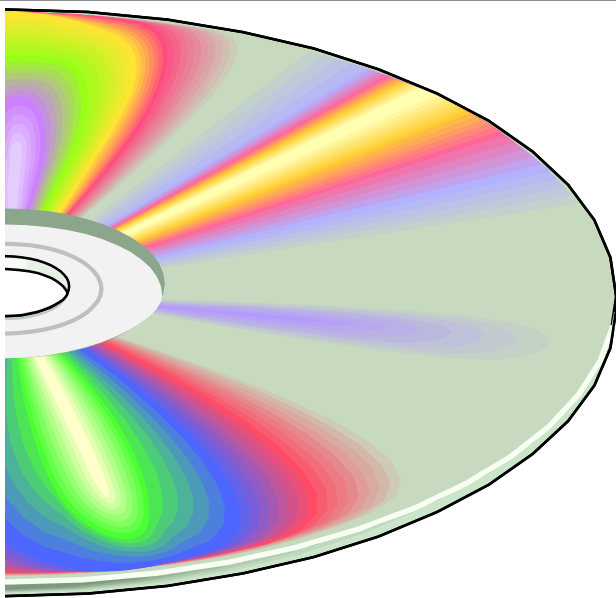
- We typed in 'What do you have on butterflies?' After a short delay the program returned a list of 25 related articles.
- We clicked on one just listed as 'Butterflies'. A preview of the article appeared in a separate window.
- We selected Full Page View and then the display changed so that the article took up most of the screen and there was a separate window with a list of over 50 related articles (mostly different species of butterfly/moth). We clicked on the Admiral article - two paragraphs of text plus a couple of photos of the Admiral butterfly.
- We returned to the main article - there were several paragraphs of text plus a couple of full colour photos (text was at an upper primary level of difficulty). We clicked on one of these—we had a to change disks, but then a slightly larger version of the photo became visible, along with a caption.
- At the bottom of the article two related websites were listed, one of which was the Children's Butterfly Site. We duly selected this, went online, and looked at the home page (developed by USGS, a US children's educational service). It was excellent—lots of pictures, a colouring page, answers

to commonly asked questions, and a nice illustrated explanation of the butterfly/moth life cycle.

All in all, the process was quick, easy and very educational. The program maintains its own interface even when you are online, and once you have logged on it is relatively easy to switch between various articles both online and on the CD.

As well as articles and a wide range of subjects and search facilities the program has the following features:

- Merriam-Webster's Collegiate Dictionary (10th Ed.)—full definitions of words and terms;
- Browsing—listings of articles within categories such as Biographies, Place and Subject Category;
- Spectrum—an organisation of the 'world of learning' into 10 areas of study such as Religion, Art, Matter and Energy and Technology. For each area there are sub-topics, and so on;
- Compass—maps of continents, regions and countries, with hot links from each map to articles about the country, major cities or significant natural features;



...by *Nick Thomson*

- Analyst—reports, tables and graphs of statistical data about the nations of the world. It is possible to compare one nation or region with another.
- Timelines—overview of history from 90000 BC to present day. One can select from timeline subjects such as Visual Arts and Technology (displaying two of them side by side) and then view a chronological development within each subject area from pre-history to current day, with hot links to a wide variety of related articles and pictures.
- Spotlights—six multi-media tours: The Olympics, Human Anatomy, Dinosaurs, The American Civil War, Britannica Classics (articles by famous authors such as R.L. Stevenson).

There is a dedicated Britannica website at www.eb.com/bcd

You can bookmark topics or add notes, and it is possible to copy or print articles or selections of text from within an article, as well as images, maps and tables. There is comprehensive online help available, as well as a 28-page user guide that provides a comprehensive, colourful introduction to all program features, and a 12-page

Family Learning Guide that is designed to 'help you get the most out of' the CD.

Australian Distributor: Roadshow New Media (Tel: 61 2 9552 8700)
(Fax: 61 2 9660 8436)
(<http://www.village.com.au>)

Format: 2 CDs for Windows 95/98 or Windows NT 4.0

Publisher: Encyclopaedia Britannica
(<http://www.eb.com>)
(<http://www.eba.com.au>)

COMBAT FLIGHT SIMULATOR: WWII EUROPE SERIES

Combat Flight Simulator: WWII Europe Series is a World War II combat version of one of the world's leading flight simulators. It features a wide range of air-air and air-ground combat situations, eight realistically rendered fighters of England, USA and Germany, and a variety of realistic landscapes. The quality of the graphics is excellent (especially if you have a 3D graphics accelerator card), and the feel of the fighters is very good—their performance has been tested and validated by WWII aces. As well as great views of scenery and other planes you see air bursts, mid-air explosions and (if you're of the same sort of standard as I), splatters of oil or hydraulic fluid and bits flying off your plane.

Essentially you have the opportunity to be at the controls of any one of the following eight classic fighters:

- Hawker Hurricane;
- Supermarine Spitfire Mk 1;
- Supermarine Spitfire Mk IX;

- Republic Thunderbolt;
- North American Mustang;
- Messerschmitt 109E;
- Messerschmitt 109G;
- Focke-Wulf Fw 190.

In each case you can undertake a variety of scenarios, including dogfights, attempting to shoot down enemy bombers and strafing trains or supply ships. As well as the fighters listed above you have the opportunity to attack a variety of enemy bombers, including the Flying Fortress, the Stuka, the Junkers Ju 88 and the Heinkel 111. The game is realistic not just with respect to handling (try landing the Mustang for example), but also with respect to effects of weaponry. Unlike the movies, it is not just a matter of a quick pass and down goes the enemy. I piloted an ME-109 in an attempt to shoot down a group of Flying Fortresses, and found it took numerous passes to do enough damage to shoot one down, and in the process I sustained all sorts of damage to my plane. If I hadn't set the unlimited damage option, I am sure that I would have crashed.

You can fly with joystick, keyboard or mouse—joystick is highly recommended. The same highly detailed range of features is available as in Flight Simulator, and with the aid of the keyboard you have a wide range of weaponry, views and display options available. The basic types of game mode available are:

- Free Flight—fly a plane without having to worry about shooting or being shot at;
- Quick Combat—all in dogfight with a group of computer-generated planes;
- Single Missions—variety of specific missions that allow you to fly for any one of the three air forces against enemies of Rookie, Veteran

or Ace Level. They are cleverly selected from critical phases of the war such as the Battle of Britain and the Battle over Europe. Each mission includes a briefing and a debriefing.

- Campaigns—progress through a series of missions in one of the great campaigns of the air war over Europe. You compete for combat record, advancements in rank and medals for service.
- Multi-player—play against others over a network or via the Internet;
- Training Missions—practice your skills and a variety of classic aerial manoeuvres without having to worry about running out of ammunition or being shot down.

There is a dedicated website at www.microsoft.com/games/combatfs, where you can obtain downloads, software patches and articles about the game.

All in all it is a realistic but very entertaining form of combat flight simulation, and in the process you learn a good deal about various aspects of the air war in Europe from 1940-45.

As well as online help there is an excellent 200-page 'Pilot's Manual' that includes detailed explanations of all program features, combat manoeuvres and damage effects; an outline of the various missions and campaigns; and background information on the history of this aspect of the war in Europe, including the planes and some of the key people.

Australian Distributor: Microsoft

(Tel: 61 2 9870 2362)

(Fax: 61 2 9805 1108)

(<http://www.microsoft.com.au>)

Format: One CD-ROM for Windows 95/98 and NT

Publisher: Microsoft

(<http://www.microsoft.com>)

OCEAN: ORIGINS OF LIFE

Ocean: Origins of Life is a very good quality multi-media presentation of the theories of the origins of life in the oceans. A wide variety of aquatic species from eight time periods (Cambrian to Cretaceous) are presented in full colour, 3D

animation, and the various evolutionary paths and events are presented in a clear and entertaining manner. It is set in a mythical underwater laboratory of Poseidon, and the program is a very useful resource for upper primary, secondary or tertiary students interested in the evolution of life in the oceans. Program content is presented in six main sections:

- Library;
- Proteion;
- Genealogy;
- Study of Fossils—The Laboratory;
- Viewing Room;
- Study of Periods.

The Library has a number of components, including a comparative study of the anatomy of species, a 'guess the scientific name' game, a bibliography and an interactive book on 'The Ocean as Seen by Humans'. This presents text and illustrations about the ocean as seen by man at various periods in time. However, the most useful feature of this section is the Species file—an A-Z listing of 113 species of ocean life (covering all eight time periods). For each one the following information is provided:

- Outline of physical features and classification;
- A colour illustration of what it is thought to have looked like;
- Outline information about its anatomy;
- Some anecdotal information (not available for all species), eg the accidental discovery of a chimerid fossil;
- A picture of a fossil of the species.

The Proteion provides a couple of pages of background information plus a portrait of 11 scientists who contributed to the study of ocean life and paleontology—from Aristotle to Stensio.

Genealogy provides background information and a game on the various genealogical branches of the species.

The Fossil Laboratory is a very well-presented introduction to fossils that includes a couple of virtual experiments.

We found the narrated introduction to the fossilisation process interesting and easy to follow. It is a good overview for upper primary and secondary students that takes you from the point where a fish dies and sinks to the ocean floor to the point where the paleontologist cracks open the rock to reveal the fossilised remains of the fish. This feature also contains information on 'Marine Cemeteries' and Continental Drift.

The Viewing Room was for us the highlight of the program. For each one of the species you can watch a 3D animated video of the species in motion (or at least what it is thought to have looked like). You can view all of the species within a particular time period, or jump directly to the particular one that you are interested in. It is also possible to watch animations that explain the evolution of five vital functions—nutrition, locomotion, survival, protection and respiration. The explanation of how some reptiles returned from the land to the water and then re-adapted to the ocean environment in order to ensure the survival of the species was particularly interesting.

Study of Periods provides narrated presentations of life in the ocean during each of the listed time periods, as well as a game in which you have to try and identify which species belong to which time period.

There is a helpful Navigator feature that enables you to jump from any one of the main sections directly to any other part of the program. There is no online help, but there is a well-illustrated 16-page user guide that provides a good explanation of all program features.

Australian Distributor: Dataworks

(Tel: 61 3 9764 8344)

(Fax: 61 3 9763 2089)

(<http://www.dataworks.com.au>)

Format: One CD-ROM for Windows 95/98

Publisher: CSIRO

(<http://www.publish.csiro.au>)

JAMES CAMERON'S TITANIC EXPLORER

James Cameron's Titanic Explorer is a three CD-ROM exploration of the 'Ship of Dreams' and her ill-fated maiden voyage.

It includes original blueprints, photographs, news items and actual footage from the recent award-winning movie. It is beautifully presented and provides a comprehensive coverage of all aspects of this maritime disaster; and we recommend it as a 'must buy' for all fans of the movie and those with an interest in the story of the *Titanic*. Our 16 year-old reviewer, who has her own website about the movie *Titanic* (it can be located at www.geocities.com/Hollywood/Studio/1207), has been raving about it—one of the CD ROM events of 1998! The three disks are as follows:

- Disc One—Origins of *Titanic* and the maiden voyage prior to striking the iceberg;
- Disc Two—Striking the Iceberg to the arrival of the rescue ship *Carpathia*;
- Disc Three—Rescue of survivors to modern-day salvage and reconstruction efforts.

The program uses a very skilful mixture of maps, actual blueprints, photographs and real footage from the recent movie to present a compelling and unusually detailed account of all aspects of the voyage. There is also some background information on the development and context of the ship, and footage of the wreck and various salvage efforts. Fans of the movie will be interested to know that much of the footage shown here was never actually included in the movie.

Our only complaint about the program is that once you get immersed in it (pardon the pun), it is almost impossible to tear yourself away. It utilises a clever flow-through approach, whereby you click on a small image in a Timeline bar at the top of the screen and the relevant video, narrated photo, etc will begin playing. You can scroll along the timeline and select only those sequences that you are interested in, or select Autoplay, whereby the program will move automatically through the various events. To illustrate by example, one series of 'events' on Disk 2 went as follows:

- *Carpathia* Receives Distress Call—description of the response

of the *Carpathia* while various photos of her and her crew appear;

- Message picked up by other ships—map of ship locations plus photos;
- Ship is flooding rapidly—video from the movie;
- Steerage passengers evacuate—video of 3rd class passengers frantically putting on life-jackets and moving up the stairs, only to find the gates locked until the 1st class passengers have all boarded lifeboats;
- Amazement of Andrews at passengers' indifference—video of Andrews' disbelief at the apparent indifference of the passengers to the seriousness of the situation;
- Captain Responds—narration of the response call from the *Carpathia*: 'We're coming hard.' (Photos);
- Bride tells Captain—video of Bride telling the Captain of the *Titanic* that *Carpathia* will be there in four hours. 'Four hours!?! My God!'
- Boxhall spots a far-off light—first mention of the mystery ship thought to be the *Californian*. The amazing lack of response of the *Californian* is reported on in more detail later.

And so it goes on. Every possible aspect of the disaster is covered, illustrated by extensive video footage from the movie. There is also audio commentary from James Cameron, and recorded interviews (narrated by actors) from some of the survivors. Disk 3 contains actual footage of the wreck and some of the salvage attempts, including bringing to the surface of some relics from the ship.

Special features include:

- A search feature that allows you to search by keyword or context.
- Detailed plans of the ship which you can examine from various angles.
- Tour the ship—a virtual tour that allows you to explore all parts of

the ship as she was prior to her maiden voyage. There are more than 60 'Virtual Reality' locations to explore, and in all of them you can rotate through a full 360 degrees—a fascinating experience.

- Passenger and Crew List—full list of who was saved and who wasn't, which lifeboat they boarded (if any), what class they were in (passengers), and what their duties were (crew). This list can be sorted by name, class, lifeboat and who was saved.
- Transcripts—completely unabridged transcripts of the full reports of the ensuing enquiries by the US Senate and the British government.

All in all, it is difficult to imagine a more comprehensive and entertaining presentation of this maritime disaster that has captured the imagination of so many, and we recommend it as an excellent buy.

It is possible to jump from within the program to the Fox Interactive website which allows you to access additional information about the *Titanic* and the movie. There is online help as well as an excellent 36-page user guide that provides well-illustrated explanations of the various program features.

Australian Distributor: Electronic Arts
(Tel: 61 2 9955 7744)
(Fax: 61 2 9955 6868)
(www.ea.com)

Format: 3 CD-ROMs for Windows 95/98 and Macintosh

Publisher: Fox Interactive
(<http://www.foxinteractive.com>)

Nick Thomson is the manager of InfoRom, a service on the Internet that reviews educational, home reference and edutainment CD-ROM software. It can be found at www.inforom.com.au.



Bits & Bytes



...compiled by Andrew Clayton



Buy a Pentium 586/90 so you can reboot faster.

2 + 2 = 5 for extremely large values of 2.

My software never has bugs. It just develops random features.

C:\WINDOWS C:\WINDOWS\GO
C:\PC\CRAWL

<----- The information went data
way ----->

The Definition of an Upgrade: Take old
bugs out, put new ones in.

The name is Baud....., James Baud.

Access denied—nah nah na nah nah!

C:\> Bad command or file name! Go stand
in the corner.

Bad command. Bad, bad command! Sit!
Stay! Staaay..

Why doesn't DOS ever say "EXCELLENT
command or filename!"

As a computer, I find your faith in
technology amusing.

Backups? We don' *NEED* no steenking
backups.

>... File not found. Should I fake it? (Y/N)

Ethernet (n): something used to catch the
etherbunny

A mainframe: The biggest PC peripheral
available.

An error? Impossible! My modem is error
correcting.

CONGRESS.SYS Corrupted: Re-boot
Washington D.C (Y/n)?

Does fuzzy logic tickle?

A computer's attention span is as long as
it's power cord.

11th commandment - Covet not thy
neighbor's Pentium.

24 hours in a day...24 beers in a
case...coincidence?

Disinformation is not as good as
datinformation.

Windows: Just another pane in the glass

SENILE.COM found . . . Out Of Memory

Who's General Failure & why's he reading
my disk?

Ultimate office automation: networked
coffee.

RAM disk is *not* an installation
procedure.

Shell to DOS...Come in DOS, do you copy?
Shell to DOS...

All computers wait at the same speed.

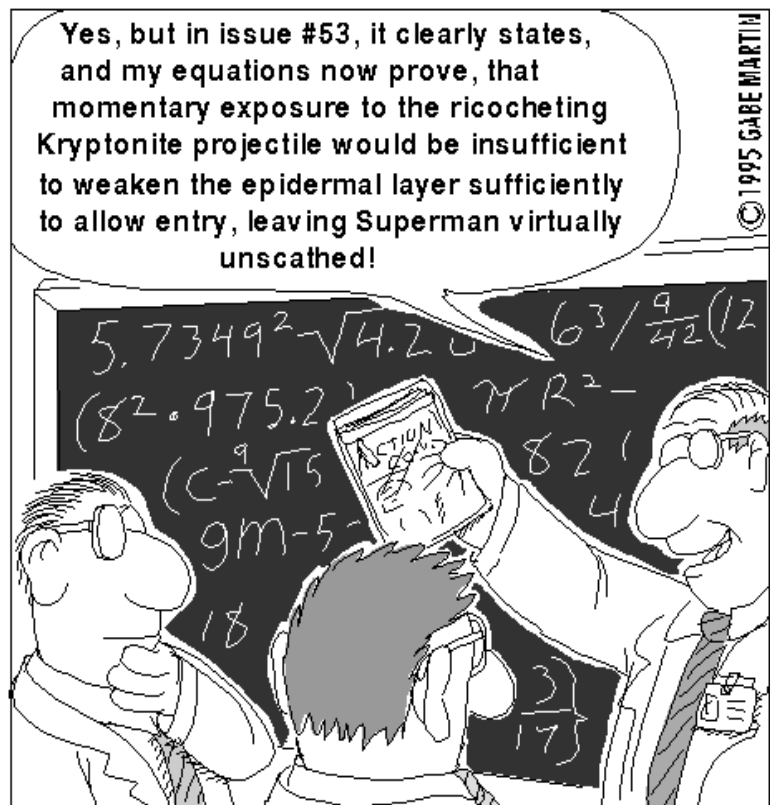
"640K ought to be enough for anybody."
- Bill Gates,

Press any key to continue or any other
key to quit...



By Gabe Martin

The BORDERLINE



Comic Book Theoriticians

<http://www.cts.com/~borderln/>

Puzzle Corner



...compiled by Victor Bushell

Because some of us are still in 'holiday mode' this month the puzzles are all easy – trust me!

I was sitting next to Sue on our local social club annual holiday trek to the coast. Sue had "volunteered" to organize the bus trip and we got to discussing the cost.

She informed me that, after making the initial booking, five more members wanted to join the party – making thirty-five all told.

"So you see," said Sue, "I had to ask the bus company to let us have a bigger bus. Luckily they had a thirty-five seater available. It meant of course that the club had to pay extra, \$40 extra."

"Bad luck," I said.

"Not at all," said Sue. "We all shared the cost, and the result of booking more people in the bigger bus meant that we each paid \$1 less for the trip. And that's how the cost for each person was..."

How much?

The committee members are Albert, Bert, Connie, Doris and Eve. Between them they share the offices of President, Chair, Vice-chair, Secretary and Treasurer. This year the Chair is female.

All five know each other well; Albert and Eve are twins, and Connie's husband is the Treasurer's brother. The President and Treasurer have known each other since childhood.

Romance too has its place. The President and Secretary are to be married next Saturday, with Doris in attendance as matron of honour.

Can you name the holders of the five offices?

During our stay Albert took a few of us (the hardy ones) out for a day in his speedboat. We were running due South when a large yacht heading West crossed our course. She was dead ahead of us at the stroke of noon.

Six minutes later we hit the landward arm of the yacht's wake, and a short time later we crossed the other arm of her wake sweeping on its way out to sea.

Now by a strange coincidence we crossed that second arm of the wake at exactly the same time that the first arm would have reached us if, at noon, we had been anchored instead of heading South.

Can you say at what time we crossed the second arm?

Of course it rained on the day of our barbeque. But at the fair ground the Tunnel of Horrors offered at least one way of keeping dry, so a few of us decided to brave the gloom and grotesquerie in the little single-seater cars.

Andy was the first to bag a car. By the time Barbara had paid her fare, seven more cars had passed, so she got the eighth car after Andy's. Then eight more cars passed before Cora got the ninth after Barbara's. Dora got the sixth car after Cora's, and Edward the fourth car after Dora's. Finally, I caught the eighth car after Edward's.

And thus, if we didn't actually enjoy the horrors, we escaped the rain.

The first to get off was Rusty who was occupying the single car that separated me from Andy.

Rusty of course is the nickname of whom?

At the dinner dance on our last night there were three married couples who were celebrating their triple wedding anniversary, and for most of the evening the husbands had partnered their wives. But no woman danced the tango with her husband. Instead Alex led Dorothy on to the floor. Brian partnered Charles' wife, and Florence's husband danced with Elizabeth.

To which woman was each man married, and with which woman did he dance the tango?

Congratulations to Phil McFadden, Clive Mitchell-Taylor, Paul Free and Walter van Praag for their solutions to the December puzzle.

Like all such logic problems, the standard method of solving this one is to set up a table and fill in as you go. The number four of everything does mean that

you need to take some care. Rather than give the complete solution I'll give only a few steps of one possible method (it's just too long to write it all out)! Label the columns as Ages and the rows as Towns and the cells as A, B, ... P.

Since it is known that three of the chess players hail from Saratov, Moscow and Kiev, and their ages are 21, 22 and 23 years, therefore the fourth chess-player comes from Fergana and he is 20 (student M); he is a biologist (since the remaining chess players are a mathematician, a chemist and a geologist) and he is in his 4th year of study (the remaining chess-players are 1st, 2nd and 3rd year students).

We can then write down that B is a chemist (since the Kiev men, C and D are a biologist and a mathematician respectively, and the student J is 21 and a geologist. It is then easy enough to determine the specialization of the remaining students. Now note that the chemist from Saratov, I, is a 1st year student (since the Saratov man J is a 3rd year student, the chemist G is a 2nd year student and the 23 year old M is a 4th year student. The courses followed by the other students are determined similarly.

The 20 year old Muscovite E is a boxer, since the Muscovites F and G are a footballer and a chess player respectively, and the 20 year old I is a volley ball player. Further, the favourite sports can be indicated (for example, B is a boxer, since the Kiev men A and D are a footballer and chess player respectively, and the chemist I is a volley ball player, and so on).

Send your replys (or gifts and/or bribes) to Vic at:
vicbus@pcug.org.au

SOFTWARE Library



Phil Trudinger

Phil Trudinger Ph: 6248 8939
(11am-6pm)
Email: ptruding@pcug.org.au

NEW AND UPDATED WINDOWS FILES

(Files marked with an asterisk are 32-bit
and will not run under Windows 3.1)

ADDRESS BOOKS

ADQW11 (138339 bytes)

Address Quick 1.1 is an address book program which will keep all your addresses close and handy. It stores names, addresses, phone numbers, email addresses, and even URL information. It will print labels and envelopes, dial phone numbers, and send email or browse the selected URL (launching your default email program or browser). Reg Fee \$10

CARDBASE* (213512 bytes)

CardBase 2.8 is a combination address book and phone dialler for Win95/NT. Along with the regular fields for names, addresses and phone numbers, it can also store email addresses, FAX numbers and web site URLs. Cards can be quickly sorted by name or

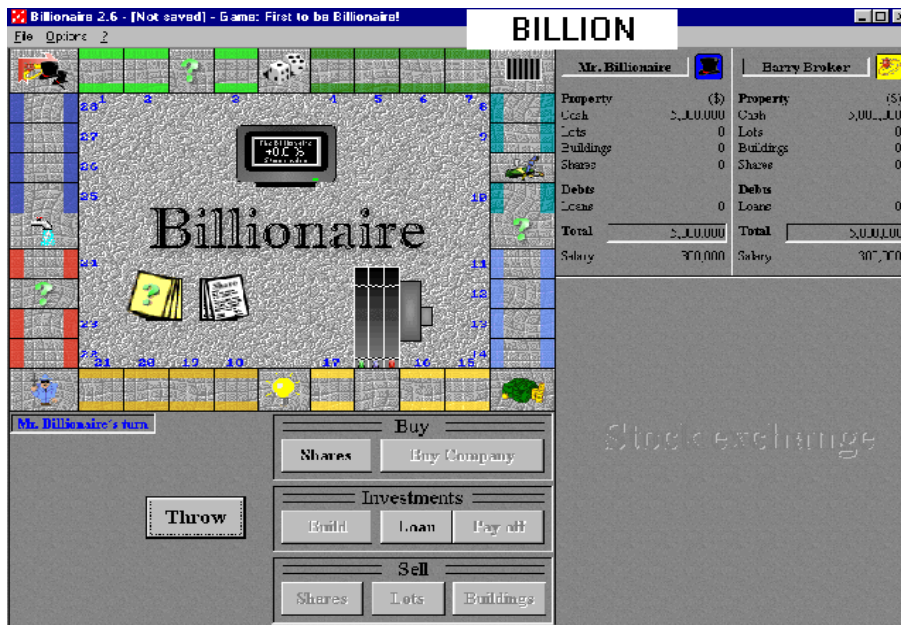
Please Note

The files described in this article are on the December 1998 CD-ROM (PsL Vol 6, #12) which is currently on the Bulletin Board: All are ZIP files.

The text files, CD1 to 7 inclusive, in Area 1 of the Bulletin Board, are the monthly CD-ROM file lists.

Reminder

Most CD-ROM programs are Shareware. A reasonable time (generally one month) is allowed for evaluation, but if you continue to use a program beyond this time you should comply with the author's conditions that usually require payment of a registration fee. Bear in mind that this is the only way by which an author receives any reward for his/her efforts. Unless otherwise stated registration fees are in US dollars.



custom card groups. Searching and sorting operations are fast and intuitive. Reg Fee \$0

EWALLET (782370 bytes)

eWallet 1.2T is an electronic wallet for your most important personal information such as to store your credit cards, calling cards, bank account numbers, passwords, PIN numbers and more. You can create as many different wallets as you need, containing as many categories as you want.. Reg Fee \$29.95

MLAB5* (2077330 bytes)

My Little Address Book 2.B is an address book and phone dialler for Win95/98/NT. Reg Fee \$15

PHONEB95* (4909277 bytes)

PhoneB95 4.06 is a unique phone/address book for Win95/NT. In addition to the usual information you can also enter birthdate and scanned photographs. Reg Fee \$15

ROTOCD32* (871548 bytes)

RotoCard for Win95 3.20 is a powerful electronic name and address database that can print address books, labels, and envelopes. Reg Fee \$15

DIARIES

CLADITL (2751537 bytes)

A Day in the Life 1.0 is a multimedia diary that allows multiple users to record their thoughts through words, images, and even sounds. You can lock your diary with a password to maintain confidentiality, e-mail your journal responses to others, or simply print out your journal. Reg Fee \$15

DPSJRN20 (887097 bytes)

DPS-Journal 2.0 allows you to keep a journal on your computer quickly and easily. Features include support for multiple users, password protection, automatic encryption and decryption of your data, the ability to search a single entry or your entire journal, several printing options, and more. Reg Fee \$13

GLOBD16 (1553480 bytes)

GLOBD32 (1925130 bytes)

Global Diary (16-bit) 3.60 is an easy-to-use diary/journal package for Windows. It is password protected and your diary can be saved in an encrypted form for your privacy. Reg Fee \$17.95

IP32* (938357 bytes)

ItsPersonal! 2.8 is a personal diary for Win95/NT with an intuitive WYSIWYG interface, optional password protection, search and replace functions, spell checking, printing capabilities, and more. Reg Fee \$20

MPD32* (835118 bytes)

My Personal Diary (32-bit) 6.50 allows multiple users to keep a computerised diary/journal. Entries are automatically encrypted differently for each user. Features include a 'Treasure Chest' which allows you to record important pieces of information for quick access, the ability to search multiple entries for text, ASCII export of information, an address/phone list, To-Do list, on-screen print preview, and more. Reg Fee \$25

GAMES

500_95* (1985823 bytes)

Five Hundred for Windows 95 3.1 allows you to play the popular card game of 500 in Win95/NT. Reg Fee \$29

AKEYAN10 (1712148 bytes)

Akeyan Enigma 1.00 challenges you to solve the ancient mysteries of the Akeyan temples by collecting the cryptic tablets scattered throughout each chamber. Strategic planning is a must in your quest to escape from each room using lava rocks, secret tunnels and other objects while avoiding the Akeyan force fields. Reg Fee \$18

BILLION (3001893 bytes)

Billionaire 2.6 is a business simulator, where the game evolves around The Billionaire City which is waiting for you to build your business in, gain market shares and make your opponents go bankrupt. Billionaire isn't about having luck; it's about detailed planning and strategy thinking in the world of business, whether the deal is large or small. Buy a lot and set up your own chain of companies and let your opponents pay enormous rents. You may want to loan money, or bet them at the car racing circuit. You can fast build up vast fortunes - but also loose them in the next second. Reg Fee \$20

BOMBY72 (419401 bytes)

Bomby 7.2 is a fun two-player arcade game where the object is to collect gems from a twisting maze while avoiding monsters. Barrier walls are destroyed using bombs. Features include excellent graphics, a musical soundtrack, and more. Reg Fee \$15

BSTAR32* (173331 bytes)

BattleStar for Windows 2.6 is a futuristic version of 'Battleship' for Win95/NT. You must selectively bomb quadrants where your scanners have detected hidden enemy vessels. You are provided with a specific amount of fuel and missiles, so every shot counts. Reg Fee \$0

CARDS20 (1225885 bytes)

BVS Solitaire Collection 2.0 is a collection of several solitaire games from Russia. Reg Fee \$10

CHES3D (603926 bytes)

3D 4 Cubed Chess 1.03b is a chess game played in three dimensions. The board has the same number of squares, but is a cube rather than a square. There are the same number and types of pieces with approximately the same strengths and type of movement, extrapolated into three dimensions. Reg Fee \$25

CROSSP80 (445426 bytes)

Crossword Power 8.0 allows you to use your vocabulary words and clues to create crossword puzzles and kriss-kross activities. Quickly create a variety of activities from each vocabulary word list. Reg Fee \$40-\$199

CRYPTO16 (1869671 bytes)

Cryptogram Challenge II (16-bit) 1.20 challenge you to decipher short encrypted messages. Your score is based on the amount of time it takes you to complete the puzzle, the number of unique letters in a particular phrase, and the puzzle length. Reg Fee \$14.95

ESCAPE* (2528161 bytes)

Moraff's Escapade 2.00 is an animated arcade/logic game for Win95 where you rearrange pieces of each level to proceed. Features include support for up to 16-million colours, 30 complete levels, a statistics display to track your progress, digitised sound effects, and much more. Reg Fee \$?

FCWIZ (2307820 bytes)

FreeCell Wizard is a collection of 12 solitaire games, including FreeCell and 11 variations of FreeCell. The games have full undo/redo, auto-play, win/loss statistics, selectable card backs and background colour. Games are saved automatically upon exit, and mouse shortcuts make the games very easy to play. Reg Fee \$15

HWSII17 (2710251 bytes)

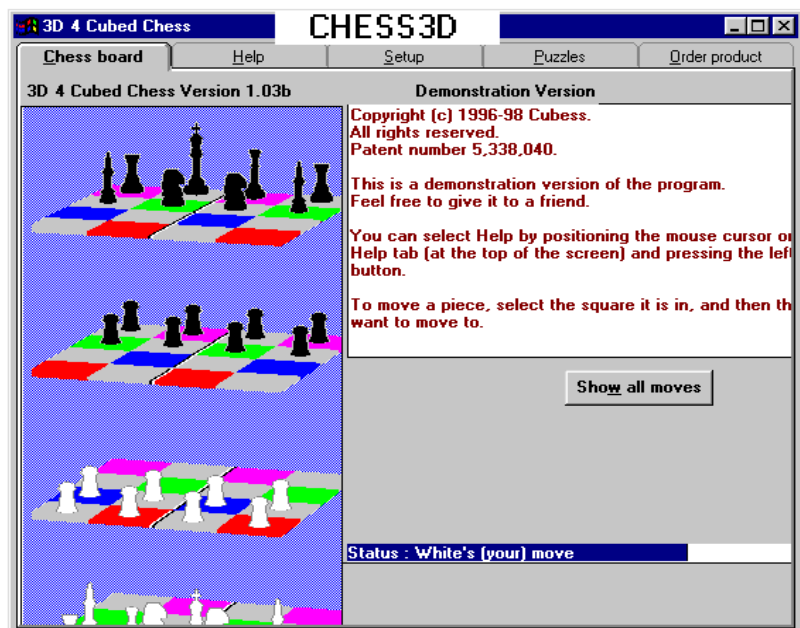
Hardwood Solitaire II 1.7 is an excellent solitaire game with beautiful true colour graphics and enchanting MIDI music. This version allows you to play Klondike with two different skill levels. Features include animated cards, a variety of card-back designs, a high score listing, and more. Reg Fee \$25

PEAKP11 (191555 bytes)

3 Peak Perfection 1.1 is an addictive solitaire-style card game based on a bartop-style video machine. Reg Fee \$?

PSTG100 (1764123 bytes)

Think! 1.00 at first glance this looks like a maze, but the labyrinth doesn't seem to go anywhere. Fortunately, you can move parts of



the maze. The tricky part is visualising how the map will look when you rearrange things in the most efficient manner. This can be as easy as Tic-Tac-Toe or as hard as chess, and is appropriate for all ages. Reg Fee \$19

SHOGIV15 (756028 bytes)

Shogi Variants 1.55a allows you to play 'Shogi' the Japanese member of the chess family of games) or one of 16 other ancient and modern Shogi variants. These variants range from possibly the smallest playable chess variant, Micro-Shogi, with a 4x5 square board and 10 pieces, to the world's largest chess game, the gargantuan Tai (Grand) Shogi with a 25x25 square board and 354 pieces. Reg Fee \$0

SMARTBRI (781401 bytes)

SmartBridge 2.1 is the game of bridge for Windows that helps you easily learn the game. Bidding is based on a natural system, including openings, overcalls, pre-empt bids, takeout and penalty doubles, cue bids, and other useful conventions. Hands can be edited, modified, printed, and saved/loaded. Online hints and a strong Help file lead you to the contract. Reg Fee \$25

WAROC (2405846 bytes)

Wars of Conquest is a strategic game based on a classic board game RISK. The object is to conquer all 42 territories on the map, and be the last survivor. Reg Fee \$5

WBRI9616 (824854 bytes)

WinBrick 2.07a is a superior breakout game for Windows. You can play a solo game, or compete against the computer or another human player. Breaking certain bricks causes useful items to appear, such as bombs, 'sticky' paddles, extra balls, and much more. The graphics and sound effects are very well done. This version has five challenging levels. Reg Fee \$30

GRAPHICS

ANIMG106* (525709 bytes)

Animagic GIF 1.06 is a powerful GIF animation tool for Win95. It produces output files that are 10% to 60% smaller than non-optimised GIFs, and builds animations from individual frames or from existing animated GIFs. You can easily control loops, frame rate, transparent colour, copy/cut/paste frames, add/delete comment frames and more. Reg Fee \$19-\$29

AXICON45* (2232194 bytes)

AX-Icons 4.5 is an icon editor and library manager. Features include rectangle/line/circle drawing tools, the ability to create dithered shades, drag and drop support, clipboard support, and more. Requires Win95/NT Reg Fee \$19

CP4SW* (2784326 bytes)

Child's Play IV is an excellent children's paint program for Win95/98/NT. Features include incredible paint tool effects, rubber stamps, sound effects, and various screen erasers. Kids can also load, save, and print their masterpieces. Requires 24-bit video capable of displaying 16.7 million colours. Reg Fee \$26

CPX32201* (587021 bytes)

CryptaPix 2.01 is a graphics viewer/encryption package for Win95 that supports GIF, JPG, PNG, PCX, TIF, and BMP images. Features include secure 40/80-bit PC1 and 160-bit Blowfish encryption, full-screen slideshow capabilities, format conversion, WAV sound support, and more. Reg Fee \$29

DROPVIEW (1507949 bytes)

DrgDrop 1.1 is a graphics viewer that automatically re-sizes picture files to fit the screen, with no need to scroll to view the entire picture. Allows re-naming JPG to *.DDV so that only DrgDrop can view them. Simply drag the filename from the list box to the view window. Views JPEG, JPG, WMF, GIF, BMP, and ICO. It also shells and launches EXE, HLP, FRM, COB, HLP, and TXT files. Reg Fee \$21

GFILER (2711049 bytes)

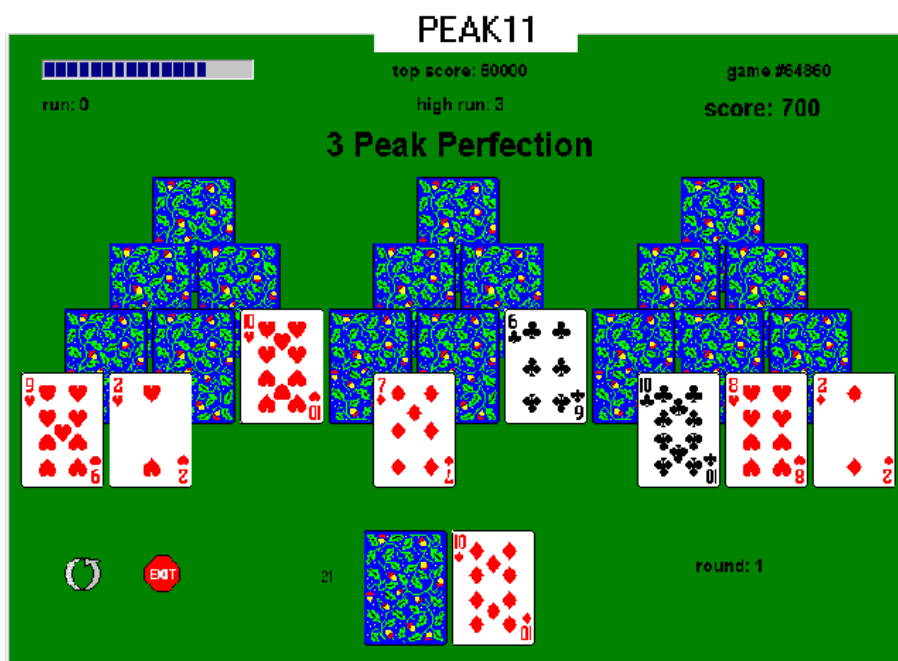
G-Filer32 helps to make sorting graphic images as quick and easy as possible. It is capable of viewing all common file types, and its intuitive screen layout and keyboard optimisation makes sorting 1000+ images an hour within easy reach. Safeguards include deletion to the Windows recycle bin, an unmove image feature, and more. Reg Fee \$20-\$25

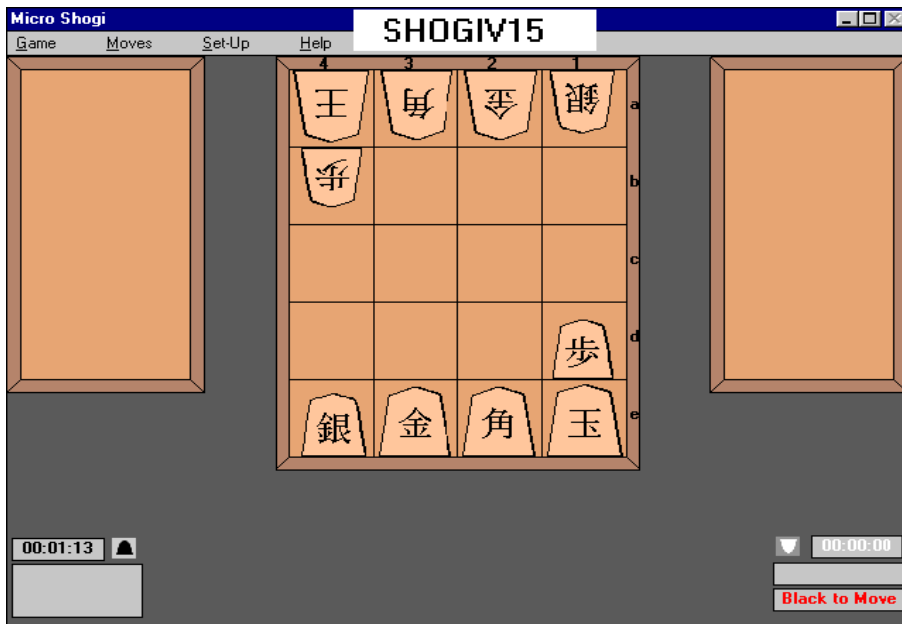
LVIEWPRO (8302463 bytes)

LView Pro 1D2 is an image file editor for WIN31. It loads/saves image files in JPEG, JFIF, TIFF, Truevision Targa, Windows and OS/2 BMP, PCX, and other formats. Features include the ability to adjust contrast/colour/brightness, user-defined filters, a slideshow option, and much more. Reg Fee \$35-\$40

MMFTY10 (1234460 bytes)

Multimedia Factory 1.0 is a comprehensive graphics package that consists of five sections: a graphics section, graphics reduction, paint section, sound section and a video section. Reg Fee \$29.95





INTERNET

ADSOFF12 (1144923 bytes)

AdsOff! 1.2 works with your web browser to automatically remove Internet advertising from web pages and accelerate web browsing up to 200%. This works with Netscape and Microsoft web browsers and is fully customisable. Reg Fee \$15.95

CCPC16 (1983458 bytes)

CCPC32 (1863203 bytes)

Cookie Cutter (16-bit) 2.49 helps remove space-hogging 'cookies' from your computer. Reg Fee \$14.95

CGIMA130 (30458 bytes)

CGIMailer 1.30 is a CGI (Common Gateway Interface) program which will receive input from web forms and send mail. It supports required variables, template based email messages, template based response pages and customisable error reports Reg Fee \$15

CPPRO (2282189 bytes)

ConnectPal Professional 6.0 can auto-redial your Internet connection when the line is busy or when dropped suddenly. Reg Fee \$17

EMPUB101 (356407 bytes)

emPublisher 1.01 is an email document creator, sender, and a whole lot more. Its main function is to create personalised email messages that can be mailed to any number of recipients. Reg Fee \$?

GRIF20S (1717039 bytes)

Internet Graphics Finder 2.0 provides a better way to find graphics on the Internet. It can also view, print and save pictures from the Internet. Multiple image thumbnails are viewed at one time in the GRIF Gallery. GRIF supports image file formats JPG, GIF (animated) and BMP. Reg Fee \$14.95

HTMA3223 (561359 bytes)

HTMASC 2.3 converts pages from the World Wide Web to plain text files, removing all HTML tags. It also provides full text handling capabilities with all the standard features like searching for text, using the Clipboard, printing, bookmarks, and an undo facility. Reg Fee \$25

PM301 (454682 bytes)

Powermarks 3.01 is a powerful and easy to use bookmarking tool with an innovative search facility that makes even large collections of bookmarks manageable and accessible. In addition to making bookmarks easier to use, Powermarks can check the status of bookmarks. This will determine if they have changed since last visited and even identify bookmarks that are no longer valid. Reg Fee \$24.95

SABBC100 (1951417 bytes)

SAB Bookmarks Converter 1.00 converts IE bookmarks to Netscape bookmarks and Netscape bookmarks to IE bookmarks. Can be used to merge IE and Netscape bookmarks. Can also be used to merge multiple Netscape bookmark files into one or into IE. Reg Fee \$?

MISCELLANEOUS

COLWIZ10 (2173416 bytes)

The Color Wizard for Windows 1.0 is a delightful children's colouring book program. Children can read about dinosaurs, sharks, and fabled characters, and colour pictures with over 700 colours. Music and digital sound effects can be heard with the use of a sound card. Pictures can be printed. Reg Fee \$various

ETEXT124 (1960204 bytes)

Easytex 1.2.4 is a powerful 32-bit text editor. Features include the ability to open as many files as memory permits, multi-user support with personal options, a Favourite Folder list, multiple speed scrolling, support for both plain and rich text, and much more. Reg Fee \$15

FOODCP10 (1574216 bytes)

Food Composition Nutrition Database 1.00 contains release 12 of NAL Abbreviated Database of Nutrition information. This program give you quick access to almost 6000 foods with information on 31 food components/nutrients. Reg Fee \$0

FZIP15 (331992 bytes)

Fzip Family Tree 1.5 is a full-featured, fast and easy to use genealogy package. It has high speed GEDCOM import and export functions making it suitable as a GEDCOM browser. It also has powerful search capabilities. Reg Fee \$39 AUS

MONEYTIM* (1662586 bytes)

MoneyTime 4.1 is a versatile financial calculator for loans, investments and amortisation schedules. It can solve for present value, future value, payment/deposit, periods and interest rate. You simply enter the known values and click the unknown for the solution. Several examples are included in the user guide. Requires Win95/NT. Reg Fee \$15

P_TYPE42 (253567 bytes)

Power Typing Light for Windows 4.2 helps both beginners and experts to improve their touch typing skills. Features include 15 skill levels, three system reports to track your progress, a typing game, an on-screen graphic keyboard for basic drills, and more. Reg Fee \$16-\$20

SCLMO70 (3127043 bytes)

School-Mom for Windows 7.0 is an interactive program designed to teach children the

fundamentals in learning the alphabet, math, grammar, spelling, and telling time. It has a cute interface, and is very intuitive and user-friendly. Reg Fee \$9

SECURITY

ABSEC25* (1238406 bytes)

Absolute Security Standard 2.4 secures the privacy of the files you keep on your PC, as well as files you send through email and over the Internet. Features include support for passwords using any characters available on your keyboard, the ability to encrypt files from Windows Explorer or the desktop with a simple drag and drop, a secure wipe function, and more. Requires Win95/NT. Reg Fee \$49

BACKUPRS (399896 bytes)

Backup and Restore 2.5 can be used to backup important files from your hard drive, and restore them after a system crash. Reg Fee \$0

DAFULL (1496066 bytes)

DataArmour 1.2 is a local, intra and Internet backup system. It allows you to backup anything, to anywhere, automatically. You can specify what things to backup, as well as what you want to include/exclude. Reg Fee \$34.95+

GRBAKP40 (521532 bytes)

GRBakPro 4.00 is a customizable utility that helps solve almost any file backup problem.

You can easily include/exclude files, and skip directories. Other features include an integrated restore and scheduler, full, incremental and differential backups, the ability to run as an NT service, network support, and more. Reg Fee \$59

SECEXP10* (768064 bytes)

SecureExplore 1.0 extends the Win95/98 and NT Shell with encryption capabilities. It enables a user (or group of users) to encrypt sensitive information so that no one else may access it. Reg Fee \$20

UTILITIES

AM32DEMO* (5534679 bytes)

AutoMate for Win95 4.0 allows you to set up automated procedures in Win95. You can launch a specific program at a designated interval, then make it do anything you need with its built-in macro builder. Automated procedures or reminders may be performed at any given frequency and interval. Reg Fee \$60-\$180

AXCURS (2192106 bytes)

AX-Cursors 4.5 allows you to create, manage and distribute static and animated cursors. You can create fabulous cursors libraries, compile them and distribute them as self-executable files. Features include an IE4 style toolbar, recently used list, favourite list, the

ability to export as BMP, and much more. Reg Fee \$19

CAPTURE (244966 bytes)

MadCapture 1.0 allows you to capture the desktop or active window to the clipboard or to a disk file in Windows. Reg Fee \$?

CLEANER (23267 bytes)

AutoCleaner helps to clean out your Internet Cache, temporary files, and cookie files. Reg Fee \$4.99

CLIP211 (1045876 bytes)

101 Clippings 2.1 allows you to save text clippings for future use. You can save up to 999 clips in each of 10 groups. It can be configured to pop up automatically when you cut or copy or you can call it from a hot key. You can also type clips directly into the save window. Reg Fee \$25-\$40

CLIPTX20 (143602 bytes)

ClipText 2.0 allows you to access commonly used text quickly. It stores bits of text that you commonly need (such as addresses) and pastes them directly into whatever application you are using, at the current text cursor position. It only requires two key-presses to get the program running and get the text into your document. Reg Fee \$0

DRGSTRIP (406330 bytes)

DragStrip for Windows 3.50 allows you to launch, find, organise, and access applications and documents quickly and efficiently. With a simple drag and drop interface, you can create strips of files, folders, applications and URLs that you use frequently and then they are all only a click away. Reg Fee \$20

EX32_105 (829366 bytes)

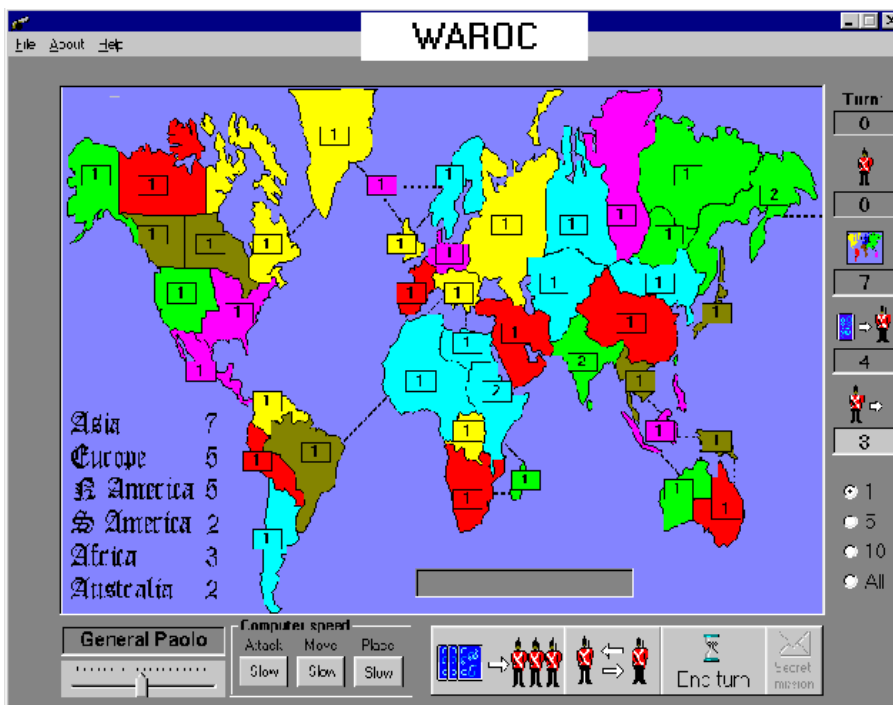
Excalibur (32-bit) 1.05 is a full-featured RPN-only calculator with function banks for scientific, business, programming, geometry, conversion and complex numbers. Reg Fee \$?

EXAMDIFF (538654 bytes)

ExamDiff Pro 2.0 is a 32-bit tool for visual file and directory comparison. Reg Fee \$25

FIND_IT (407196 bytes)

Find It 2.01 is an easy to use file/text finder. With just one easy step you can search all the drives on your system, plus all sub-folders. You can even search just a single drive, path, or folder. Smart filters let you single in on just one file, a group of files, or even all the files in the path. Reg Fee \$?



GEEXECUTE (5321584 bytes)

GameExecutor 2.0 is a menu-driven program that allows users to execute games by clicking on a single button. You can customise each game button by changing the font, adding images, and changing the background colour. It also has the ability to restart your system into its own GameMenu Shell. Reg Fee \$25

HCSETUP* (100672 bytes)

HardCopy 1.3 is an easy-to-use screen capture utility for Win95/98/NT. It can capture rectangular screen areas and whole windows. The captured images can be cropped very easily and the colour depth can be changed to any desired value from monochrome to true colour. Images can be saved, copied to the clipboard, edited, and more. Reg Fee \$19.95

LOUPE32* (122074 bytes)

Screen Loupe 4.1 displays a magnified view of whatever is beneath the mouse cursor, much like a printer's or jeweller's loupe. It also displays information about the current hardware configuration and dynamic system resource usage as well as an ASCII/ANSI character code chart, MS Windows error codes, and horizontal/vertical rulers. Requires Win95/NT. Reg Fee \$0

PROKAL63* (454881 bytes)

ProKalc 6.3 is a scientific/financial calculator for Win95/NT. Features include full 15 digit accuracy with no rounding errors, integrated help on all functions, 10 memory locations, and more. Reg Fee \$16

PART_IT (334344 bytes)

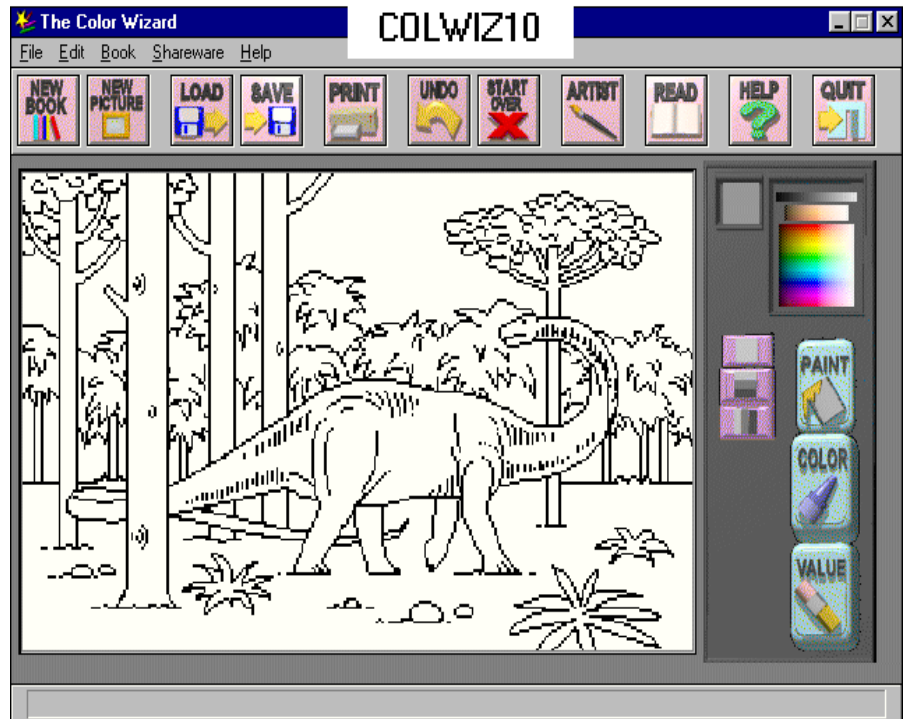
Part It 1.04 is a file splitting utility used to partition large files across multiple diskettes. Reg Fee \$?

REGEDITX* (219335 bytes)

Registry Editor Extensions 1.1a enhances the Registry Editor included with Win95/NT. A combo box is inserted into the Registry Editor which remembers the keys you have edited, and allows you to navigate back to them quickly. Reg Fee \$0

SEEK836 (620261 bytes)

SeekEasy for Windows 8.36 is a fuzzy-match text-searching program. It finds and displays text that's even just 'close' to what you told it to search for. It will search one file, many files or folders, whole drives, or multiple drives. Reg Fee \$29



SHDN35* (975932 bytes)

ShutDown NOW! 3.5 provides a system tray icon that allows you to exit Windows with a double-click. Other options include the ability to disable the startup and shutdown logos, two different timers that allow you to exit Windows at a specific time, and the ability to run an application before closing. Requires Win95/NT. Reg Fee \$15

SPLITV20 (698907 bytes)

ProSplitter 2.0 is a fast and efficient file splitter/joiner for Windows. Features include an easy-to-use graphical user interface, 56-bit data encryption, the ability to split multiple files in the same directory, CRC checksum and error detection. Reg Fee \$0

SYSICON (35534 bytes)

System Icon Cleaner 1.01 is a simple, easy to use application that is designed to remove redundant icons from the System's Image List. Reg Fee \$0

TCLICK10 (4667454 bytes)

TurboClick 1.0 allows you to easily insert frequently typed information (email, street address, phone number, etc.) into applications with a few clicks. Features include the ability to encrypt your information, always on top option, and much more. Reg Fee \$9.99

TIWA30 (1844831 bytes)

TimeWatcher 3.0 helps control public access to a computer system. It allows you to set a specified time for usage, and makes it possible to control which programs are available during a specified period of time. Reg Fee \$25

TOPMENU* (2489740 bytes)

TOPMenu 2.75 is a Win95/NT program launching package that helps to quickly and easily open programs, files and folders. It includes an icon library with over 200 images that you can use on the toolbar. Reg Fee \$15

NEW AND UPDATED DOS PROGRAMS

GAMES

32PULS12 (1873136 bytes)

3D Pulsoid 1.2 is an excellent breakout game for DOS. Features include fantastic graphics and sound effects, a variety of monsters that impede your progress, special power-ups, and more. Reg Fee \$15

AWALE (971295 bytes)

Awale 2.3.1 is an ancient African game, certainly one of the oldest reflection games of the humanity. Its rules are simple, but the strategies to be successful can be complex and



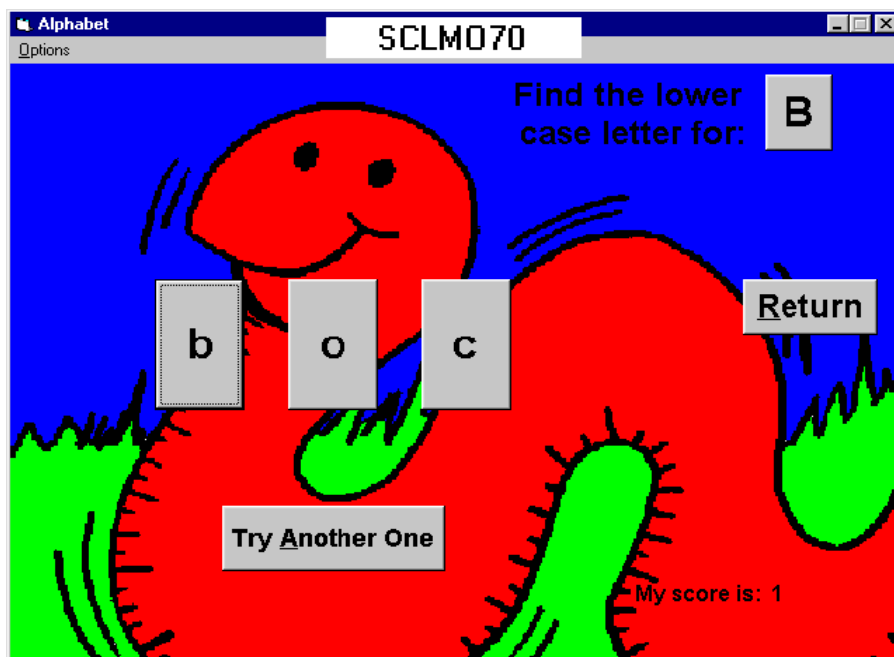
POSITION VACANT Trainers

The PCUG needs volunteers to join the team of trainers in a number of different fields.

You would be asked to train or assist a trainer with a class of up to eight members in our own fully equipped training room.

If you are interested, or want to know more about it, phone or email us.

Email expressions of interest, telling where your expertise lies, to pcug.editor@pcug.org.au



subtle. This can be played against a computer opponent, or over the Internet with a remote user. Reg Fee \$10

THAN21 (1183456 bytes)

THANATOS 3D - Army of the Night 2.1 is a 3-D shoot-em-up game where you must fight a mad magician's evil army and recover the five magic stones that will thwart his plan to conquer the world. There is lots of action as you fight monsters, discover secret transporters, and collect treasures and power ups. Reg Fee \$19.95

GENERAL

FPROT303 (837139 bytes)

F-Prot 3.03 scans disks, hard drives, and all network drives for viruses using one of 3 methods: a secure scan which is slow, but

makes an accurate identification; full scan which is a little faster, or a quick scan that only searches for known variants. It detects 250 families of viruses. It scans diskettes or your entire system, and allows the addition of a user-defined hexadecimal search pattern with wildcards. It performs an analysis of the memory allocation, programs, and boot sectors. It reports a list of infected files, disinfects files, and renames the infected files so they may not be executed. Optionally scans DOC and DOT files for Microsoft Word Macro-based viruses. Reg Fee \$0-\$20+

TYPEEN57 (99064 bytes)

Typemate 5.70 is a typing tutor for the English, French and Dutch languages. It teaches finger positions, words, sentences, capitals, numbers and six lessons in which the number of keys for touch typing is gradually increased. Reg Fee \$25

HARDWARE AVAILABLE FOR USE AT THE PCUG

CENTRE (by members only)

- * New scanner with both graphics and OCR capability and 35mm transparency adaptor
- * Scanner with graphics capability
- * CD burner
(remember the copyright regulations here, please)

BETTOWYND

monitor repair specialists

No Fix ---No Fee

Prompt, guaranteed repairs to ALL types of monitors and terminals (including Apple and NEC)

Fixed price, with discount to Members

QUALITY SECOND HAND MONITORS ARE ALSO AVAILABLE FOR PURCHASE

**Unit 5 Centrecourt, 1 Pirie st,
FYSHWICK
Telephone 6239 1043**

CIH VIRUS RX



...by Allan Mikkelsen

The Win95 CIH virus infected machine at the PCUG Centre was cleaned using the free program CleanCIH.EXE available from <http://www.pspl.com/download/cleancih.htm>

This web page contains instructions for using the program and a link to download it. As the program is only available as an EXE file, the instructions are not included, the program is only about 18Kb, and we do not have permission to re-distribute it, we will NOT be making it available on TIP.

For those without web access, a copy will be available to copy to your floppy disk at the PCUG Centre.

Some details of CIH from the web site include:-

'Win95.CIH virus has a dangerous payload that will trigger on the 26th of April or any month, depending upon the variant of the virus strain. This virus can damage the contents of the BIOS flash memory chip. Most of the new computers sold (80486 and later CPUs) have their BIOS programmed into the flash memory chips. Win95.CIH writes garbage to the flash memory chip if the chip is write-enabled. Many PC manufacturers leave the flash memory chip write-enabled. If this happens the computer will become unusable until the contents of the chip are restored or the motherboard is replaced. After damaging the BIOS the virus also makes the data in all the hard disks unreadable. Win95.CIH bypasses all types of BIOS protection mechanisms to

do its destructive job. Because of these characteristics this is surely one of the most damaging virus.'

PCUG members who have used the CDROM burner machine at the Centre are urged to check for and, if found, clean this virus.

If you do not have a current virus scanning program, a "free for private use"

one is F-Prot, available as Fp-303.zip from the local SimTelNet mirror at <http://mirror.aarnet.edu.au/simtel.net/msdos/virus.html> (an approximately 2Mb download).

IMPORTANT NOTICE FOR TIP USERS

The Internet Project proxy server has recently been upgraded and installed on a new system. The existing proxy server on "supreme" will be shut down on Friday 3rd April during the normal TIP system maintenance period.

PLEASE ensure that you are using the correct proxy settings. Manual proxies must be set to:

(Domain name)	(Port)
proxy.tip.net.au	8080

Netscape and Internet Explorer users who have configured their browsers to use Automatic proxy configuration do not need to make any changes. TIP users who wish to use Automatic configuration should use this URL: <http://www.tip.net.au/proxy.pac>

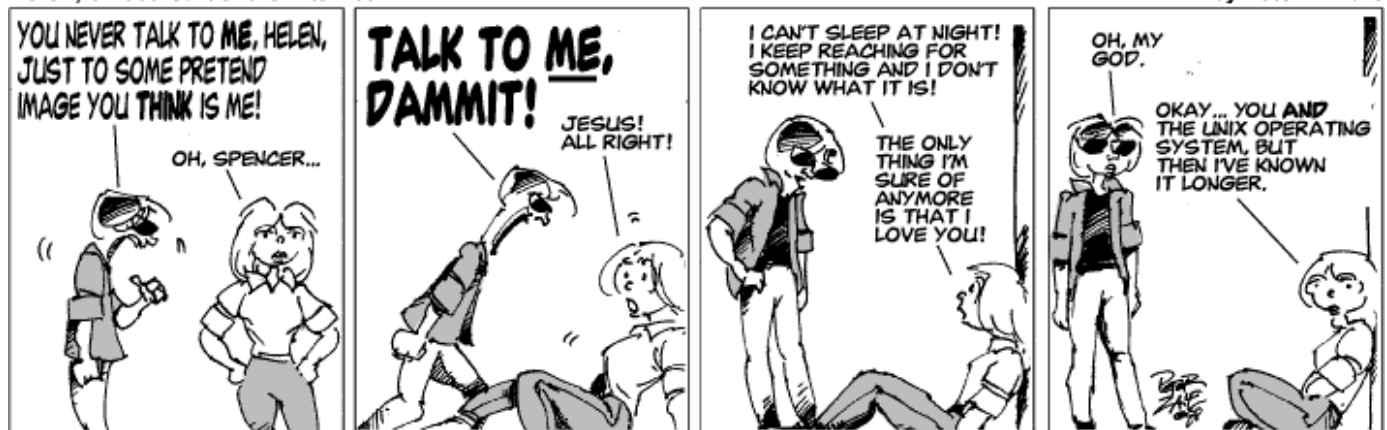
If you are using ANY of the following domain names or IP address for your proxy settings, you will be unable to access WWW sites other than TIP/PCUG/AUUG pages after April 3rd:

www.pcug.org.au	supreme.pcug.org.au	pcug.org.au
www.tip.net.au	supreme.tip.net.au	tip.net.au
www.auug.org.au	supreme.auug.org.au	auug.org.au
www.canb.auug.org.au	supreme.canb.auug.org.au	canb.auug.org.au
203.10.76.34		

Questions regarding these changes and browser configuration problems should either be posted to the TIP newsgroups tip.general or tip.help, or by email to the TIP Help Team, 'help@tip.net.au'.

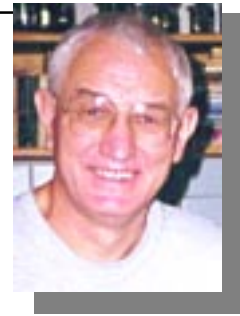
Helen, Sweetheart of the Internet

by Peter E. Zale



©1998 Peter E. Zale

WHAT'S



...compiled by Malcolm Morrison

NEWS?

iMac

The world's best-selling personal computer now comes in blueberry, strawberry, tangerine, grape and lime—and at an even more affordable price.

Besides being the easiest way to whisk you to the Internet, iMac far outperforms other low-cost computers; its processor humbles the Pentiums in office PCs four times its price. iMac is easy to buy (it comes complete with everything you need). Easy to set up (just plug and play). Easy to use (one click and “hello, Internet”). And designed to make you want to reach out and touch it. It's even ready for the latest ultrafast data lines. Because iMac not only looks like it's from the future. It can actually take you there.

iMac, now available for A\$2,545, includes a PC-toasting 266MHz PowerPC G3 processor, 32MB SDRAM, 6GB hard disk drive, 24x CD-ROM drive, built-in 56K modem, 10/100Base-Tx Ethernet, two built-in 12Mbps Universal Serial Bus ports and more—plus Mac OS 8.5 and a ton of great software.

In addition to Ethernet, which can link iMac to printers, iMac offers 12Mbps Universal Serial Bus ports which allow you to take advantage of a wide selection of low-cost enhancements including printers, disk drives, scanners, cameras, game controllers and more. Check out www.apple.com.au

Games Explode into Macintosh Market

New Games for Mac
Pulse-pounding action makes the Mac rule.



Apple Computer, Inc. announced at Macworld Expo in early January that an unprecedented number of Macintosh entertainment software titles have been introduced, including Quake 3: Arena, the ground-breaking follow-up to Id Software's

1998 best-selling game Quake II. The games announced coincide with Apple's introduction of its new Power Macintosh G3 line, which enhances the gaming experience for hard-core gamers and casual players alike through the integration of advanced technologies such as ATI's RAGE 128 graphics accelerator and an even faster generation of PowerPC G3 processors.

Power Plus



The original Power Macintosh G3 is a huge act to follow. In fact, it's the most successful Mac ever made. The new Power Macintosh G3 is built for speed. With its faster processors, cache and memory systems, it outperforms the fastest Pentium IIs in high-end PCs. With its built-in ATI RAGE 128 graphics accelerator (a first for any computer), it runs 3-D graphics even faster than PCs decked out with the venerated Voodoo2 add-in card. The new Power Mac G3 gives you more in every way: up to a gigabyte of memory, up to 100GB of internal disk storage, more PCI slots and more ways to connect to external devices—using built-in 100Mbps Ethernet, USB and ultrafast FireWire. Yet with all of its expanded abilities, the new Power Mac G3 has been artfully engineered to take up less space than its predecessor. And it's encased in a minitower as remarkably designed as the contents within.

Open Sideways

The new Power Macintosh G3 offers a revolutionary way to get to the revolutionary technology inside. The side panel effortlessly swings open, giving you instant access to every component—and making this the easiest-to-upgrade minitower in history. The side panel can also be locked shut, making it one of the hardest-to-pillage minitowers as well. With up to a 400MHz PowerPC G3 processor, up to one megabyte of 150MHz-200MHz backside cache and a

100MHz system bus, the Power Macintosh G3 absolutely demolishes Pentium-based PCs in the classic BYTEmark showdown.



The new Power Macintosh G3 is as functional as it is breathtaking. In fact, it's composed of the same tough polycarbonate used in bulletproof glass. And four convenient handles make it easy to lift.

Superdisk™ for Apple



Imation SuperDisk USB drive is now available for the iMac: USB SuperDisk drive is 2 drives in one •Reads and writes 120MB SuperDisk diskettes •Reads and writes standard HD 3.5" diskettes •Is Hot Swappable. No need to shut down before changing out other peripherals •Ships with drivers for Mac OS 8.1 and higher only •Sleek design complements the unique look and feel of the iMac. •Order your iMac and SuperDisk drive from The Apple Store



•iMac computer & SuperDisk drive bundle options are available. •Or purchase separately in the Apple Accessories section •Order your SuperDisk drive from The Imation Store •Check availability from your local Apple reseller. details from www.imation.com

HP to make sub-\$100 printers

In a bid to dominate the low end of the printer market without risking its brand name, Hewlett-Packard has announced Apollo, a new subsidiary charged with developing and marketing stylish and colorful peripherals for the printer market. The Palo Alto, California, company will launch its first sub-\$US100 color inkjet

printers this spring in the United States and Europe, according to Antonio Perez, vice president and general manager of HP's Inkjet Products Group. Comprising ten employees based mainly in Southern California, the new company will keep costs down by outsourcing manufacturing and distribution, Perez said. The new line will exploit two industry trends: rock-bottom prices and sleek, space age design. Sub-\$150 printers doubled to account for 22 percent of the entire market in 1998, according to HP, which projects that the sub-\$100 printers will account for 11 percent of the market by 2000. See CNET at www.news.com

Instant HP

Hewlett-Packard Instant Delivery gives you the variety of a newsstand, the timeliness of the Internet and the convenience of paper. Grab and go! You choose the publications you want. Then, at the times you choose, the HP Instant Delivery software connects to the Internet just long enough to retrieve and print each publication. Download and install HP Instant Delivery on your PC today. It's free! The HP Instant Delivery web site, at www.instant-delivery.com, is where you can get more information about HP Instant Delivery.

Get Smart with Lotus SmartSuite



Vilfredo Pareto's famous 80/20 rule — that 20% of effort produces 80% of results — has been modernized to apply to software usage. If you're like 80% of other office workers, you probably use only about 20% of the functionality found in the business application suite you work with. While some of these functions may be totally extraneous to your job, many probably aren't. And as satisfied as you may be with what your present software offers, imagine how much more productive you'd be if you could actually access and use all of the features of a business software suite. They created Lotus SmartSuite to be not just the most powerful office suite on the market, but also the easiest to use. In today's competitive business climate, your Net power can make the difference between sinking and swimming. Along with eight of the most powerful office applications in the business, SmartSuite delivers unparalleled

Internet integration. In fact, SmartSuite's new Millennium Edition connects so seamlessly to the Web that it was recently awarded PC Week's 1998 Best of the Best for Internet



Integration. And of course, it's Y2K ready. So if you're tired of being one of the 80% who are operating at 20%, hop on board. It is only a click away at www.lotus.com

Encarta Reference Suite 99



Microsoft® Encarta® Encyclopedia 99, the world standard in multimedia encyclopedias is better than ever. Featuring comprehensive content, engaging multimedia, and an intuitive interface, it is today's most exciting learning resource. Microsoft® Encarta® World Atlas 99, the leading interactive World Atlas lets you discover maps and cultures of the world. Microsoft® Bookshelf 99, the ultimate writing companion provides instant access to six top reference sources. Have a look at www.encyclopedia.com

AIGotcha! 2

The AIGotcha! 2 is a high quality external capture solution. It is a simple plug and play device connecting to the external parallel port. By connecting to a video source, whether composite or Y/C, an extremely high quality image can be captured into any of the supported graphic file formats. AITech International's proprietary image processing algorithm processes the digitally captured video data for un-compromised picture quality. AIGotcha! 2 is the first such device to offer parallel port pass-through, allowing the printer to remain connected. In addition, AIGotcha! provides a special Time-Lapse AVI capture that is ideal for animation, home security, science and research applications. Now with video

conferencing capabilities! See the AIGotcha! Digital Wall of samples at www.aitech.com

IBM's Crystal Ball

Powerful e-business technologies, such as the Internet, smart cards, hotel and airport self-service kiosks, wearable PCs and biometrics identification systems, are beginning to fundamentally change the way people travel for business or leisure.



Thanks to a combination of powerful new e-business technologies, the way we travel is about to change. The start of your new journey In 10 years time a typical journey is likely to begin at

home or in the office. By logging onto the Internet from your PC or a cheap 'Internet device', you can call up a personal travel page customised for your particular needs. By clicking through a list of destinations, checking off those you wish to visit, and inserting the travel dates and times, the page will come up with all the competing airline fares, flight times and services available. When you have decided with whom you want to fly, take your IBM multipurpose smart card (a credit card lookalike containing a powerful computer microchip for storing data) and pop it into the special reader in your PC or the travel kiosk. IBM's e-commerce system will then ensure the security of your payment using the Secure Electronic Transaction (SET) standard and corroborate your identity, by way of your smart card and a password, to the airline which will confirm your seat reservations and automatically debit your bank account or charge your credit card.

The portability of computers and their convenience for travellers is set to increase as the size and weight of memory devices become smaller and smaller. IBM's new microdrive, the world's smallest and lightest hard disk drive, is about the size of a large coin and holds the same amount of data as 200 floppy disks. Such hard drives can be carried in a pocket, or inserted into small portable PCs to access important work data. Check out www.ibm.com to see what's coming next.

The INTERNET Project

Applicant Details (mandatory)

First Name _____

Last Name _____

Principal Organisation

AUUG PCUG

Membership Number _____

I, the applicant, declare that I have read the terms of this application, and affirm that the details that I have provided are correct.

Signed: _____

Existing Accounts

Change from LIMITED to FULL ACCESS

Renewal for FULL ACCESS - 12 months

Current Login Name _____

New Accounts

NEW Application for FULL ACCESS

NEW Application for LIMITED ACCESS

Login name request, in order of preference (optional)

1. _____

2. _____

3. _____

Your login name must be 2 to 8 characters long. It may contain only letters and numbers, and **MUST be clearly based on your real name**

Payment (Full Access only)

Please make cheques payable to:

PC Users Group (ACT) Inc.

Payment: 12 months: **\$120.00**

6 months: **\$65.00**

3 months: **\$35.00**

Method of payment: Cash Cheque

Visa Bankcard Mastercard

Card Number: _____

Expiry Date: ____/____/____

Name on Card: _____

Signature: _____

PCUG Office Use Only

Processed by Accounts: ____/____/____

Signature: _____

Important Notes - please read

1. Access to The Internet Project is available only to members of PCUG or AUUG and is governed by the Internet Project Acceptable Use Policy, copies of which can be obtained at the PCUG Centre, or downloaded from the PCUG BBS or from The Internet Project.
2. The Internet Project is managed and administered by volunteers. The Internet Project aims to offer affordable access to as many members as possible, allowing members to experience all the resources of the Internet. *No minimum level of access or service is offered or guaranteed.*
3. There is a limit of one Internet account per non-corporate membership. Corporate members may sponsor up to three individuals, who are then *personally* responsible for the operation of their accounts. Please complete one application for each person.
4. Part of your email address will be determined by the principal organisation. If your membership of that organisation expires, so too does your membership of The Internet Project. In this event, no refunds for unused allocation will be made.
5. The Internet Project reserves the right to alter prices and services offered at any time. Fees paid for Internet access are non-refundable and non-transferable.

Access Categories

6. Note: Hours debited do not necessarily equate to real hours on-line; time allocation will be debited in a *non-linear* fashion depending on the amount of time spent on-line in any given day. The debit rate is set from time to time by the Internet Project Management Committee. For more details, refer to <http://www.tip.net.au/tip/charging>
7. Limited Access
 - a) Limited Access provides terminal-based email and news only.
 - b) Limited Access is free on application.
 - c) In any calendar year, calculated from the 1st February, Limited Access provides up to 100 'hours' usage.
8. Full Access
 - a) Full Access provides PPP or SLIP access and includes email, news, WWW, etc.
 - b) Advance Access is not free. Current rates are shown at left with up to 25 'hours' per month usage over the period.
 - c) When your Full Access subscription expires OR you use up your hours of access (whichever is earlier), you will be required to purchase another subscription.
 - d) Full Access users also receive a Limited Access allocation - see above.
9. All users joining The Internet Project receive a one-off, free five hour allocation of Full Access.

Collecting Your Login Details

10. For existing members, please allow up to two weeks for your application to be processed.
11. Login details can be collected - *in person by the applicant* - from the PC Users Group Centre. We recommend that you phone the Centre first to check that the details are waiting for you.
12. You (and your parent/guardian if you are under 18 years of age) will be required to sign an Acceptable Use Policy Declaration when you pick up your login details. Proof of identification will be required at that time.

Member Services

*These special offers and services are only available to PCUG members.
Please bring your membership card with you when collecting orders.*

Disks & Tapes

We offer high quality disks and tape cartridges in various formats at very reasonable prices.

Disks & tapes are available from the PCUG Centre Monday, Wednesday & Friday 10am to 2pm or between 9am and 5pm on weekends.

BBS Access

New members wishing to access the PC Users Group (ACT) InterActive Bulletin Board Service (BBS) should dial (02) 6253 4933 and create an account on the system. Once the main menu is presented, select the 'Goodbye' option followed by the 'Yes' option to leave a message to the Sysop.

In this message state your membership number (from your card or magazine address label) and request an access upgrade. This will usually occur within a few days.

Shareware

Members have access to a huge selection of 'shareware' software. The PCUG subscribes to a CD-ROM which provides over 250 Mb

of new and updated software titles on each monthly CD.

One complete section of the permanent library is also contained on each CD-ROM. In addition, there are many programs on the PCUG BBS which members have uploaded or which come from other sources.

This software is provided as 'shareware'. If you continue to use it, you must register the software with the author. The Group does not 'sell' the software - it charges a fee to cover the cost of obtaining the software, maintaining the library and copying the software to the member.

Computers are available at the Centre which are connected to the BBS enabling members to download software.

Hardware & Video Library

The hardware and video library is located at the PC Users Group Centre. Items may be collected and returned on Saturdays and Sundays between 9am and 5pm (loans are for

one week). Please bring your membership card with you.

The library provides access to equipment which members would not normally have readily available. Most items have instructions manuals and software where appropriate. Modems do not include software; check the Shareware Library for suitable packages. Items may be borrowed for one week. There is no charge, but you must collect and return the items yourself.

Equipment available includes:

- modems (33.6k and 14.4k)
- zip drives.

Videos include:

- Developing Applications with Microsoft Office
- Using Windows 95

Stuffed Again

We would like to thank
the following members and friends
for assisting with
the mailing out of our Journal.

(Hopefully I haven't missed anyone!)

Bruce Black
Owen Cook
Eddie, Sharon & Raymond de Bear
Ken Ford
Jim & Chris Fogg
Rufus Garcia
Susanne Hartshorn
John Hempenstall
Emil Joseph
Keith Kloosterman
Vernon & Adam Kronenberg
Geoff Lau
John Loggie
Neville Maddern
Anne Meade
Allan Mikkelsen

Don Nicol
Peter Roberts
John Starr
Graeme Taylor
Gordon Urquhart
Marion Van Wely
Peter Watney
Sylvia & Lew Yardley

We are *always* looking for volunteers to assist us with the 'stuffing' of our journal. We start around 5.00pm (latecomers are welcome) *usually* on the 2nd last Monday of every month and are generally finished by 8.00pm. Refreshments are provided. If you would like to help, please ring Petra Dwyer at the PCUG Centre on 6253 4911.

Next Stuffing

5.00pm **Monday 22 February '99**
at Northpoint Plaza, Belconnen.
(see map page 3)

**We now have a
Giveaway Table at the
PCUG Centre.**

**If you have any SMALL
items of computer related
equipment (software or
hardware) that you no
longer need or use and
don't want to throw
away, put them on the
table and someone else
may find a use for them.**

**Just bring them to the
Centre when it's open and
we'll pass them on
for you.**

Special Interest Groups

Coffee & Chat

The Coffee and Chat Group meet at the PCUG Centre in Belconnen on alternate Tuesdays from 10.30am to 11.30am. The doors are open from 9.30 to 12.00 for 30 minutes of individual discussion before and after the meeting. The dates of these meetings are shown in the Calendar of Events.



Bytes

The Bytes SIG is designed for those who like to talk about computing over a meal. It meets from 6 pm at the Asian Bistro, Australian National University Union, on the PCUG meeting nights. There are no Bytes SIG meetings in November, December, or January. Contact person: Andrew Freeman Phone: 6258 7411 Email: afreeman@pcug.org.au or WWW at <http://www.pcug.org.au/~afreeman/cvsig.html>

AutoCAD

Geoffrey May 6295 5942 Monday-Fri 4-5pm. Please call for details.

C/C++

Peter Corcoran . peterc@pcug.org.au 2nd Tuesday 7.30pm PCUG Centre

GUI Developers

Peter Harris 6287 1484
pharris@pcug.org.au Please call for details

The Investment SIG

The group meets at the PCUG Centre at 7.30pm on the fourth Thursday of every month except for December to discuss investment affairs, especially the stock market and share ideas and information.

Matters covered may be someone's hot stock, or a tax problem or an interesting Web site, and sometimes a software demo. We are looking for volunteers to present brief reviews of a favourite stock. Contact Mick Preskett ph 6252 5036.



The OS/2 SIG

An enthusiastic forum for those operating or interested in OS/2 Warp. Meetings include wide ranging discussion and interesting hands on demonstrations. Meetings are held on the third Thursday (except January) at 7.00pm for 7.30pm at the IBM Building 8 Brisbane Ave, Barton.

Contact David Thrum Phone 6201 8806 (bh). Full details about the OS/2 SIG can be obtained from <http://www.pcug.org.au/~aacton/os2/welcome.htm>.



The Delphi SIG

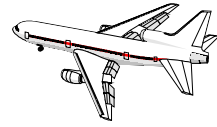
A lively forum for software developers who are working with or interested in Delphi. Our meetings include wide ranging discussion and interesting hands-on demonstrations. Come and see why Delphi is RAD! Some of our recent meetings have discussed Delphi components, best shareware tools, database applications, and HTML tools. Meeting 3rd Tuesday of each month 7.30pm at PCUG Centre. Convenor David Gray email graydr@pcug.org.au. You are welcome to also subscribe to the PCUG Delphi mailing list by sending message 'subscribe act-delphi-l@pcug.org.au [your email address]' to Majordomo@auug.org.au

Networks

Garry Thomson 6241 2399
gthomson@pcug.org.au Thursday after main meeting Please call for venue.

Computers and Vegetarianism

This SIG is designed for those who have an interest in both computers and vegetarianism. It generally meets with the Bytes SIG. No meetings are held in November, December, or January. Contact person: Andrew Freeman Phone: 6258 7411 Email freeman@pcug.org.au or WWW at <http://www.pcug.org.au/~afreeman/cvsig.html>



Flight Simulator

Meets 1.30 - 3.30 on Tuesday afternoons (if room available) following Coffee and Chat and on every 2nd Wed at 6.30 - 8.30 pm at the PCUG Centre. Enquiries welcome. Roger Lowery (02) 6258 1583
lowery@pcug.org.au

Internet Daytime Demo and Discussion SIG

Meets every second Monday at the PCUG Centre from 10.00am to noon. We meet to discuss internet issues, software, sites (and anything else of relevance), and demonstrate, on Centre equipment, selected software and techniques. The meeting starts with informal discussion and coffee, followed by a more in-depth look at a particular topic of interest. There is also time for discussion (and hopefully solving) of members problems with the internet. A home page for the SIG is at <http://www.pcug.org.au/~amikkels/intddd.html> Enquiries or suggestions for topics are welcome at amikkels@pcug.org.au.



Linux User Group

Stephen Rothwell 6231 6648 (ah) Stephen.Rothwell@canb.auug.org.au 4th Thursday 7.00pm Room N101 Computer Science Dept ANU.



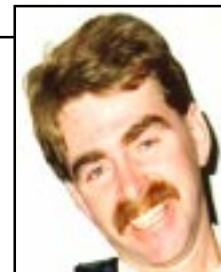
The VB SIG

Meets 10am to 12Noon on alternate Thursday mornings (in the Coffee & Chat week) to discuss the tips and tricks not disclosed in the Help files. Enquiries welcome. Don Nicol (02) 6254 6584
dnicol@pcug.org.au

Please email any changes in contacts, venue or information about SIG activities by the first Friday in the month of publication to pcug.editor@pcug.org.au.

Training News

by Peter Elliott



The program for 1999 has been adjusted to meet the demand for particular courses especially Windows95 and Internet courses. PCUG Training is able to, and willing, to conduct a variety of courses in other areas of computing. If you have an interest in a particular computer course and it is not scheduled, contact Petra at the Centre at the Centre and let us know

Our training courses are very popular. Unfortunately, some people book and then do not turn up for their course. Someone on the waiting list for the course could have filled the spot left vacant. If you have booked for a course and are unable to attend please let Petra know as early as possible so that another member can attend.

Please note that the Centre will be closed on the weekend of March 13 - 14 due to a public holiday on Monday 15 March 1999.

Courses

The **Full Access intro to the Internet** course is an introduction to the programs used to access the World Wide Web including how to download files, send and receive e-mail and participate in news groups. If you would like to attend the course, you will need Full Access

(Advanced Access) to the Internet. **Please note that Netscape Communicator 4.05 will be used to teach this course. There will still be courses conducted that are specifically designed for members who use Netscape3, Eudora and Agent to access the Internet.**

Designing your own web page - Introduction: In February there will an introduction course in designing your own web page, conducted at the Centre. The course will cover the more basic features in design and layout of a web page. No experience is necessary for the course but a basic understanding of what a web page is etc. would be an advantage.

MYOB: In March an introduction course on Mine Your Own Business (MYOB) will be conducted. MYOB is world renowned business software package. The course is designed for members who have an interest in running their business by an accounting software package.

A Visual Basic Programming - Intro course is planned for early February. This course is designed for those members who are interested in the popular programming language Visual BASIC. Participants will be taught the basics of how to prepare simple user -friendly form based screens. No pre-requisite of programming is required.

Contacts

COURSE BOOKINGS: Petra Dwyer, at the PCUG Centre on 6253 4911

Training coordinator and course information (**not** bookings):

Peter Elliott 6258 9806 (h) 7.00pm to 9.00pm

Microsoft Product courses (**not** bookings): **Henk Brummelaar** 6258 9332 (h) 7.00pm to 9.00pm

All courses are held at the PCUG Centre, Northpoint Plaza, Belconnen - maximum 8 people.

Courses cost \$35 unless otherwise indicated. Full day courses run from 9.30am to approximately 3.00pm. AM Courses commence at 9.30am. PM courses commence at 1.30pm.

	Date	Day	Course	Length
Feb	6	Sat	Sixteen Bits Layout Day/Internet Clinic	Clinic:Morning
	7	Sun	Visual Basic Programming - Intro	Full Day
	13	Sat	Excel 7 - Intro	Full Day
	14	Sun	Designing your own web page - Intro	Full Day
	20	Sat	Win95 - Intro	Full Day
	21	Sun	Intro to the Internet - Full Access (ideal for new members)	Full Day
	27	Sat	Word 7 - Intermediate	Full Day
	28	Sun	Desktop Publishing - Intro	Full Day
Mar	6	Sat	Sixteen Bits Layout Day/Internet Clinic	Clinic:Morning
	7	Sun	Excel 7 - Intermediate	Full Day
	13	Sat	CLOSED	Full Day
	14	Sun	CLOSED	Full Day
	20	Sat	Intro to the Internet - Full Access (ideal for members with some experience)	Full Day
	21	Sun	Win95 - Intro	Full Day
	27	Sat	Designing your own web page - Intermediate	Full Day
	28	Sun	MYOB	Full Day

Vendor Discount Scheme

The following local vendors offer discounts to PCUG members

- Present your PCUG membership card when making a purchase
- Benefits may not apply to some sale items
- The PCUG does not necessarily recommend or endorse the products being offered

If you offer a discount to PCUG members and are not in this list, please contact our advertising manager listed on page 2.

BUSINESS	SERVICES/PRODUCTS	PHONE/FAX/EMAIL	ADDRESS	DISCOUNT
Accountants				
Peng Lee BA, BEc(ANU), FCA Chartered accountant Registered tax agent Holder of Certificate of Public Practice	Accounting and taxation services <i>A fee schedule published 1 year in advance will be forwarded upon request</i>	Ph: 6258 0156 Fax: 6258 0157 Mobile: 0419 625 801 Email: leep@pcug.org.au	6 McGuinness Place McKellar ACT 2617	10% discount off the published fee schedule to PCUG members
Lesley Piko Certified practising accountant, registered tax agent	Personal and business taxation services General accounting services	Ph: 6288 8888	Suite 1 17 Trenerry St Weston ACT	15% discount off quoted fee
Books				
Collins Booksellers	A wide selection of computer titles for the novice and also advanced computer user	Ph: 6251 4813 Fax: 6251 3926	Belconnen Mall	10% discount off computer book purchases only
Daltons Books	No. 1 for computer and business books	Ph: 6249 1844 Fax: 6247 5753	54 Marcus Clarke St Canberra City	10% off RRP of computer books
Computer related				
Ivan Kramer Web Design	Proven experience, quality graphics, artistic talent. Publish online @ a fraction of the cost of print.	Ph: 6259 0500 Mobile: 0413 967 045 Email: ivan@pcug.org.au www.pcug.org.au/~ivan/	Canberra	\$200 (66% off normal price of \$600) for all graphics, logo, design, up to 15 pages
ACT Valley Computer Repairs	Repairs, upgrades, new systems, software installation. Low rates Open 7 days	Ph: 6294 2592 Mobile: 019 323 435		10% discount on upgrades and repairs
Amalgamated Business Machines		Ph: 6280 4887	65 Kembla St Fyshwick	5% discount on repairs
Capital Simulations		Fax/message: 6258 0110	PO Box 329 Belconnen ACT 2616	Free postage and handling (normally \$4) and 2 free modem opponents 'wanted' notices (normally \$10)
Clarion Database Systems	Computer consulting Business applications, development Software sales	Mobile: 041 108 7754		10% off RRP on Microsoft and other vendor products and consulting services
The Cartridge Factory		Ph.: 6239 5259	Canberra Business Centre 49 Wentworth Ave Kingston	10% discount on remanufactured laser toner cartridges 10% discount on inkjet refill kits No discount available on new ink or toner cartridges

- Present your PCUG membership card when making a purchase
- Benefits may not apply to some sale items
- The PCUG does not necessarily recommend or endorse the products being offered

If you offer a discount to PCUG members and are not in this list, please contact our advertising manager listed on page 2.

BUSINESS	SERVICES/PRODUCTS	PHONE/FAX/EMAIL	ADDRESS	DISCOUNT
Computer related (cont)				
Bettownd & Taltech Solutions	Prompt, guaranteed, fixed price repairs to monitors and terminals	Ph: 6239 1043	Unit 5, Centrecore 1 Pirie St, Fyshwick	5% discount
Hi-Micro Computers		Ph: 6280 7520 Fax: 6280 7540	6/18 Whyalla St Fyshwick	5% discount on accessories and upgrade installation
L & S Associates		Ph: 6257 7555	69 Paterson St Ainslie	Special price on any Microsoft product: dealer price plus 5%
NCH-Swift Sound	Email to wav Professional voice overs, music and SFX for multimedia, IVR, games, software	Ph: 6281 6124		25% discount to non-corporate members
PE Computers & Software Solutions	New systems Upgrades Hardware and software installation, setup and home PC support Software tuition including Win95 and Internet software	Ph/fax: 6258 9806 Mobile: 015 484 711 Email: pelliott@pcug.org.au		5% discount on all new systems and upgrades 20% discount on installation, tuition and home PC support
Rob's Computer Help Desk	Telephone and on-site help for <i>all</i> your computer and support needs	Ph: 6292 3211 (24 hours/7 days)		5% discount on consulting services
The Software Shop	Suppliers of all business, educational and personal software, plus selected hardware.	Ph: 6285 4622	42 Townsend St Phillip	5% discount off our already low prices
Sproatley Computer Services Pty Ltd	Upgrades New and used PCs MYOB specialists Software installation 24 hour help desk	Mobile: 0412 231 224 Fax: 6231 3605		10% discount on all services
Michael Vetz/Mobile PC Support	Home PC support available for all PC problems including upgrades and tuition at your place – all hours	Ph: 6251 2184 Fax/Message: 62512184 Mvetz@pcug.org.au	P.O. Box 485 Belconnen ACT 2617	Discount of \$25 per hour – maximum charge \$50
Kelehe Bisnis Sevis	ACT written software for home & small business from Total Office Management. New release of Automobile Workshop Business Systems	Ph: 02 6231 1813 jardee@effect.net.au	P.O. Box 1187 Tuggeranong ACT 2901	5% for single copies, higher discounts for resellers
World Wide Web Consultants Canberra (W3C2)	Your key to the Internet. Training, consulting and web site services.	Ph: 02 6292 3211 Fax: 02 6292 3914 Mobile: 019 440 608 Email: fcmoore@w3c2.com.au	PO Box 5145 Chisholm 2905	5% to a maximum of \$100 on web site services.
Other				
ANU Union Asian Bistro			Upstairs, Union Building, Union Court, ANU (next to main meeting venue)	Union member discount on PCUG main meeting nights ONLY
Green-Grass Mower Service	Lawn mower service, spares and repairs	Ph: 6291 1458	8 Hutchinson St Monash	10% discount
Aspect Computing Education Services		Ph: 6247 7608	86 Northbourne Ave Braddon	10% discount
Australian Management Control		Ph: 6285 4888	Suite 4, 32-36 Colbee Court, Phillip	5% discount on recordkeeping and payroll courses

Members' Ads

FOR SALE

Disks: 50% off

1 box of 50x3.5" DSDD 720k disks

\$20 each box

1 box of 10x3.5" DSDD 720k disks

\$4 each box

Data Cartridges: 50% off

10 x DC 600A 60Mb

\$10

4 x DL 2000

\$10

3 x 2120XL (Double pack)

\$28

1 x Memorex MRX 6250

\$24

1 x 1/4" cleaning kit - don't know if used or what.

Call PCUG Centre on 6253 4911



FOR SALE

HP T1000E Colorado Tape Backup

with 3 x 400M (800M compressed) tapes and all software. **\$99.00**

Gary Jones

gjones@pcug.org.au.

Netcom AutoModem E11F (V.Fast)

complete with cables, manuals, software etc. Excellent condition.

Victor Markwart

6231 4345

GIVE AWAY

I have the following items to give away to anyone who is interested:

Approximately 200, 5.25" disks of IBM shareware.

Approximately 100, blank 5.25" disks.

Approximately 400, 5.25" disks of BBC computer software.

1 box of assorted BBC computer books.

Lyn Mernagh

(02) 6288 9392

mernagh@pcug.org.au.

WANTED

Volunteers:

Staffers - see ad this edition

Trainers - see ad this edition

PC Users Group Membership Application / Renewal

Annual Fees Applicable (one)

- General¹ \$ 50
- Concessional² \$ 25
- Corporate³ \$130
- Additional Corporate⁴ \$ 50
- International (Air Mail) \$130

Notes

1 General membership covers all members of a household except for BBS and Internet access.

2 Concessions apply to full time students and pensioners.

3 Corporate Membership covers up to three nominees.

4 Additional Corporate nominees may be added at \$50 each.

I am paying by (one)

- Cash (if paying by person) Cheque to PC Users Group (ACT) Inc
- Credit card — Bankcard, Mastercard or Visa

Title	Given Name	Surname
Organisation (if applicable)	PCUG Membership Number (if applicable)	
Postal Address		
Phone (h)	Phone (w)	Concession Type (if applicable)
Credit Card Type / Number	Expiry Date	Signature

I would like to (one or more)

- Become a new member for ____ year(s)
- Renew for ____ year(s)
- Change my address details
- Change Corporate nominees
- Take my address off advertising list
- Access the Bulletin Board (BBS)

Reasons for Joining (one or more)

- Sixteen Bits Magazine Training Courses
- The Internet Project Advice and help

Other _____

TOTAL PAYMENT DUE \$ _____

Please Post your application with payment to:

PC Users Group (ACT) Inc
PO Box 42 Belconnen ACT 2616

Additional Corporate Membership Nominees

Title	Given Name	Surname	
Position (if applicable)	Phone (h)	Phone (w)	
Title	Given Name	Surname	
Position (if applicable)	Phone (h)	Phone (w)	




















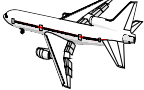



The Help Directory

The people in this directory are *volunteers* so please observe the times given. The Help Directory is designed to help individual users and should not be used as a substitute for corporate support calls to vendors! This service is provided for *members only*. Please quote your membership number to the helper. For those helpers with an asterisk *, messages may be left on the BBS in either the General message area or as a Netmail message on 3:620/243. Send updates to pcug.editor@pcug.org.au or via post to the PCUG Centre.

Subject	Name / Email	Phone	Days	Times
Access for Windows	Graham Fry	6288 3138	All days	7.30pm - 8.30pm
Access 97	Andrew Bartlett abartlet@pcug.org.au	6254 0272	M-F (ex Tue) Weekends	4.00pm - 9.00pm 10.00am - 9.00pm
Assembly Language	Thomas McCoy	6294 2226	Mon - Fri	8.00pm - 10.00pm
Audio	Peter van Runt	6288 5556	Mon - Fri Weekends	All day 12noon - 8pm
AutoCad	Geoffrey May *	6295 5942	Mon - Fri	4.00pm - 5.00pm
AutoCAD Rel 12, 13 and LT	Neil Moffat	6292 7108	All days	Noon - 10.00pm
BASIC + Machine Language	George McLintock	6295 6590	All days	8.30pm - 10.00pm
Bluewave	Jorge Garcia	6282 2681	All Days	7.00pm - 9.00pm
Batch Files, TSRs, Utilities	Bill Ghysen	6287 1234	Mon - Fri	8.00pm - 10.00pm
Bulletin Board Service	Michael Phillips *	6253 4966	All days	7.30pm - 8.30pm
C/C++	Nhan Tran ntran@pcug.org.au	6254 5293	All except w/end & Tue	7.00pm - 9.00pm
Chinese Star for Windows	Peng Lee	6258 0156	All days	1.00pm - 9.00pm
Eudora	Nhan Tran ntran@pcug.org.au	6254 5293	All except w/end & Tue	7.00pm - 9.00pm
Excel	Grahame Fry	6288 3138	All days	7.30pm - 8.30pm
Flight Simulation	Roger Lowery lowery@pcug.org.au	6258 1583	All days	Anytime
Free Agent / Agent Newsreading	Allan Mikkelsen	6278 3164	All days	Noon - 9.00pm
GEOS/GeoWorks	Phil Jones	6288 5288	All days	6.00pm - 10.00pm
Hardware	Anthony Glenn	6288 8332	All days	Anytime
HDK	Lis Shelley lis@nullarbor.com.au			
HDK	Ivana Leonard	6231 4169	Mon - Thu	7.00pm - 9.00pm
Hypertext Markup Language	Peter Tilbrook webmaster@dynamite.com.au	6242 4000 0411 508 169	Weekdays	10.00am - 6.00pm 6253 8153 (ah)
Internet Connection	Nhan Tran ntran@pcug.org.au	6254 5293	All except w/end & Tue	7.00pm - 9.00pm
Internet Explorer (Microsoft)	Peter Tilbrook webmaster@dynamite.com.au	6242 4000 0411 508 169	Weekdays	10.00am - 6.00pm 6253 8153 (ah)
ISR CADDSMAN Modeller (Win)	Neil Moffat	6292 7108	All days	Noon - 10.00pm
Microstation Cad	Andrew Novinc	6258 1907	All days	6.00pm - 10.00pm
Midi	Peter van Runt	6288 5556	Mon - Fri Weekends	All day 12noon - 8pm
Microsoft Front Page	Peter Tilbrook webmaster@dynamite.com.au	6242 4000 0411 508 169	Weekdays	10.00am - 6.00pm 6253 8153 (ah)
Modem Communications	Michael Phillips *	6281 1980 or	All days	7.30pm - 8.30pm
Noteworthy Composer	Andrew Purdam apurdam@pcug.org.au	6230 2231	All days	Anytime
Online doc using Help Compiler (Win3)	John Carroll jcarroll@pcug.org.au	6248 0781	All days	7.30pm - 10.00pm
OS/2	Andrew Acton aacton@pcug.org.au	6293 1684	All days	9am-9pm
OS/2	Dave Thrum davet@ozemail.com.au	6201 8806	Mon-Fri	8am-6pm
OS/2	Michael Lightfoot *	6258 8185	All days	7.30pm - 9.30pm
Scream Tracker 3 (3SM) / MOD Music	Chris Collins	6258 8276	Mon - Fri	7.30pm - 9.00pm
Small Business Computing	Nick Thomson	6241 3239	Mon - Thu	7.30pm - 9.30pm
Telix	Michael Phillips *	6281 1980	All days	7.30pm - 8.30pm
SCO Unix & Xenix	Jeremy Bishop	6291 0478	All days	7.00pm - 9.00pm
Unix	Michael Lightfoot *	6258 8185	All days	7.30pm - 9.30pm
Unix/Linux/*BSD	Jonathon Ross	6288 1428	All days	6.00pm - 10.00pm
Turbo Pascal	Michael Phillips *	6281 1980	All days	7.30pm - 8.30pm
Visual Basic for Windows	Cedric Bear cbear@interact.net.au	6258 3169	All days	7.30pm - 8.30pm
Windows 95	Graeme Challinor gchallin@pcug.org.au	6236 8166	All days	10.00am - 4.00pm
Windows 95 and 98	Chess Krawczyk ckrawczy@pcug.org.au	6247 1218	All days	7.00pm - 9.30pm
Word for Windows	Lis Shelley lis@nullarbor.com.au			
WordPerfect 5.1 DOS, 6.1 Win	Gayle Scott gayles@pcug.org.au	6254 1579	All days	7.30pm - 9.30pm
WordStar	Dave Hay	6258 7310	All days	7.00pm - 9.00pm

February

Monday Tuesday Wednesday Thursday Friday Saturday Sunday

<p>Internet Day-time Demo and Discussion SIG PCUG Centre 10.00am–2.00pm</p> <hr/> <p>New Members' Night PCUG Centre 7.30pm</p> <p style="text-align: right;">1</p>		<p>Flight Simulator PCUG Centre 6.30pm–8.30pm</p>  <p style="text-align: right;">2</p>		<p>Sixteen Bits commercial ad deadline for March</p>  <p style="text-align: right;">3</p>	<p>Internet Clinic PCUG Centre 9.30–1.00pm</p>  <p>Layout Day for Sixteen Bits 10.00am</p>  <p style="text-align: right;">4</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am Visual Basic – Introduction</p>  <p style="text-align: right;">5</p>
<p>Committee Meeting PCUG Centre 7.30pm</p>  <p style="text-align: right;">6</p>	<p>Coffee and Chat PCUG Centre 9.30am–12.00</p> <hr/> <p>Flight Simulator PCUG Centre 1.30pm–3.30pm</p> <hr/> <p>C /C++ SIG PCUG Centre 7.30pm</p> <p style="text-align: right;">7</p>		<p>Visual Basic SIG 10.00am–12noon PCUG Centre</p>  <p style="text-align: right;">8</p>		<p>TRAINING DAY PCUG Centre</p> <p>9.30am Excel 7 – Intro</p>  <p style="text-align: right;">9</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am Designing your own Web page – Intro</p>  <p style="text-align: right;">10</p>
<p>Internet Daytime Demo and Discussion SIG PCUG Centre 10.00am–2.00pm</p>  <p style="text-align: right;">11</p>	<p>Delphi SIG PCUG Centre 7.30pm</p>  <p style="text-align: right;">12</p>	<p>Flight Simulator PCUG Centre 6.30pm–8.30pm</p>  <p style="text-align: right;">13</p>	<p>OS/2 SIG IBM Building 8 Brisbane Ave Barton 7.00 for 7.30pm</p> <p style="text-align: center;">OS/2WARP</p> <p style="text-align: right;">14</p>		<p>TRAINING DAY PCUG Centre</p> <p>9.30am Introduction to Windows 95</p>  <p style="text-align: right;">15</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am Internet Intro – Full Access (ideal for new members)</p>  <p style="text-align: right;">16</p>
<p>16 Bits Stuffing and Mailing PCUG Centre 5.00pm</p> <hr/> <p>Main Meeting Manning Clark Theatre 1 Crisp Bldg. ANU 7.00 for 7.30</p> <div style="border: 1px solid black; padding: 2px;"> <p>Bytes SIG Asian Bistro ANU 6.00pm (before PCUG meeting)</p> </div> <p style="text-align: right;">17</p>	<p>Flight Simulator PCUG Centre 1.30pm–3.30pm</p>  <hr/> <p>Coffee and Chat PCUG Centre 9.30am–12.00</p>  <p style="text-align: right;">18</p>		<p>Visual Basic SIG 10.00am–12noon PCUG Centre</p> <hr/> <p>Linux Users N101, Computer Science, ANU 7.30pm</p> <hr/> <p>Networks SIG (Call 6241 2399 for venue)</p> <hr/> <p>Investment SIG PCUG Centre 7.30pm</p> <p style="text-align: right;">19</p>	<p>Sixteen Bits article deadline for April</p>  <p style="text-align: right;">20</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am Word 7 – Intermediate</p>  <p style="text-align: right;">21</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am Desktop Publishing – Intro</p>  <p style="text-align: right;">22</p>
<p>Internet Day-time Demo and Discussion SIG PCUG Centre 10.00am–2.00pm</p> <hr/> <p>New Members' Night PCUG Centre 7.30pm</p> <p style="text-align: right;">23</p>		<p>Flight Simulator PCUG Centre 6.30pm–8.30pm</p>  <p style="text-align: right;">24</p>		<p>Sixteen Bits commercial ad deadline for April</p>  <p style="text-align: right;">25</p>	<p>Internet Clinic PCUG Centre 9.30–1.00pm</p>  <p>Layout Day for Sixteen Bits 10.00am</p> <p style="text-align: right;">26</p>	<p>TRAINING DAY PCUG Centre</p> <p>9.30am</p>  <p style="text-align: right;">27</p>