

SIXTEEN BITS

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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Anonymous contributions will not be published, though name and address can be withheld from publication on request.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.

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

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**Deadlines For
February 1999 Issue**

Articles and Member Ads
Friday 31 December 1998
Commercial Ads
Friday 07 January 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.

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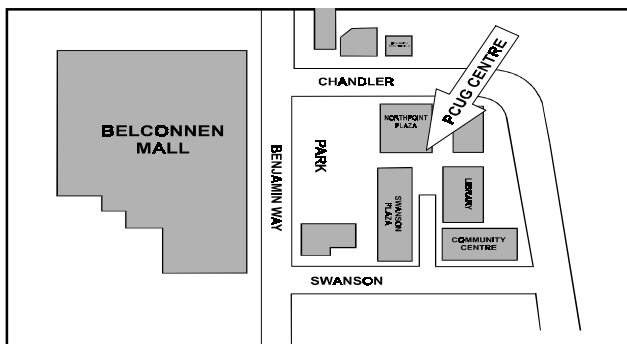
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The phone numbers listed above are home numbers unless otherwise specified. **Please restrict calls to between 7.30pm and 9.00pm.**

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)

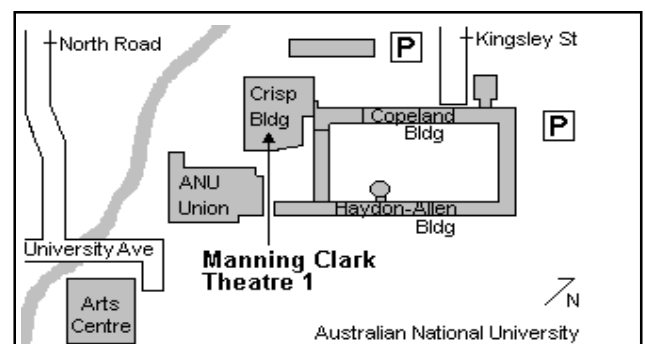
(02) 6253 4933 (5 lines 33.6k bps)
Fidonet address 3:620/243

☎ 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

We are preparing this edition at the end of 1998 to be the first edition of 1999, so there are both endings and beginnings here. It is the end of 1998, and now is a good time to thank all the contributors of so many different types of article during the year. Unlike many other User Group publications here in Australia and overseas, the vast majority of the material published here is original, and written by our own members – quite an achievement. The regular contributors that produce copy each month, such as Tamsin Sowden who does the calendar (one of the more difficult tasks, let me assure you, and I speak from experience here!) give us a sense of permanence and continuity, but we still need the spice and leavening of those original articles each month to make us a viable proposition. My heartfelt

thanks to all those authors, too numerous to mention individually, who have put pen to paper, or rather fingers to keyboard, during the year. May your fingers avoid the dreaded arthritis, and your operating systems, varied as they are, smile upon you.

Speaking of operating systems brings to mind the format of submitted articles, and I would like to insert a gentle reminder here about the way articles are submitted. I have found over the last 12 months or so that I have been editor, that I can read just about anything in just about any format, winking out imbedded graphics and tables, and looking in awe at some of the font selections. However, for the benefit of the sub-editors on layout day, there are a few guidelines that help us out enormously. If you have graphics and/or tables in an article, it is helpful if two formats are sent to us. First format includes text, with tables and graphics placed in the text in the appropriate positions, so that the person laying out the article knows where to place them (

it's amazing how forcing an A4 page wide document with graphics and tables into three narrow columns can distort it !). Second format has, *separately*, the text as a text file or a MS Word file, (Word 2 through to 97) preferably, but we can read most things, with the graphics as JPEGs or TIFFs or most other popular formats. For instance, each month Phil Trudinger send me an email with a zip file attached, which includes a text file and a number of graphics files, all of which, when matched up, goes to make up Software Library News.

This coming year is going to be terrific, I can feel it in my bones, so in the words of a long dead crooner, 'keep those cards and letters comin' in, folks'. You folks are what makes us a magazine rather than just an index of services.

Have a wonderful Christmas, and a peaceful and happy year to come.....

President's Letter

Anne Greiner

As I said elsewhere, this edition of Sixteen Bits is about both endings and beginnings. I want to thank all members of last year's committee, firstly for volunteering, and secondly for the positive contributions that were made. We had a turbulent year, but have seen it through and come out the other side in moderately good order and condition. My thanks to those who were so supportive throughout the year, both committee members and a very large number of ordinary members. I also particularly want to thank the partners and families of those people. Our volunteers are exceptionally generous in the time and effort they contribute, but we shouldn't forget that time is finite, and will only go round so far, so that the generosity of our members is also the generosity of their families and friends.

Now, as to beginnings... The Committee has met and we have started on plans for the coming year. As you can see, we have decided to publish each month a summary of what the Committee

have done or are planning to do. The first example of this is on the facing page, and we will follow this up with a *brief* report to the membership at the main monthly meeting each month. I say 'brief' so as not to discourage members from coming to hear the guest speakers. I will be happy to answer any questions at this time, but the same constraints of brevity will apply, and if long and detailed answers are required, we may defer an answer till later, or publish an answer in Sixteen Bits.

One of the first things we must do is to formalize a little more the rather informal arrangement we have with our AUUG friends about the great TIP mysteries. As we have seen, all the usual suspects have been seen and heard during the recent upgrades of TIP, and even more so in the recent hassles that we and other ISPs have had with our news feeds etc. We expect that any changes that are made will be transparent to our members. Whilst still on the subject of TIP, we will also have to consider whether any changes to our charging structure will need to be made to keep us afloat when the dust has settled

on the great telecommunications debate about charging policies and timed local calls and other such daunting prospects. Nothing will be done precipitously however, and we will continue to keep you informed.

Just before the deadline for this edition, one of our members reported that he had contracted a virus (CIH) from the CD burner at the Centre. This is very unfortunate, but I guess with so many people using that machine, is more or less inevitable. David Schwabe has disinfected the machine, and we have installed current antivirus software that will be updated every month, but do be careful. We did not have time to prepare an article, but I have published the original post to tip.general, and several of the replies in Letters to the Editor for the benefit of those not on the net, and anyone with problems may contact us for more help. This is probably also a good time to remind everyone using this machine of the copyright laws, and to reiterate that PCUG does not in any way, shape or form, condone copyright infringement or piracy.

Peace be with us all in this coming year...

N.B. There will be NO
December meeting!
Kate Lundy will be
speaking at the January
meeting.

.....
**What the Committee
did last month:**

This is a new column, which will be included in the journal each month for Members information.

The new Committee met for the first time after the reconvened AGM on the 23rd November. This meeting was mainly to bring the new Committee up to date on current and future plans for the group.

The following positions were filled:
Public Officer – Hugh Bambrick
Meetings, Venues and Publicity – Ann Byrne and Anne Mead
IPMC – Currently Allan Mickkelsen and David Schawbe
NT – David Schawbe is the current administrator – Nhan Tran is available if David withdraws.
Training Officer – Peter Elliott
Editor – Anne Greiner, Cover design – Russell Kerrison,
On-line Editor – Tamsin Sowden
SIG Coordinator – Ted Macarthur
Centre Manager – Wolfe Leiske
BBS Sysop – Micheal Phillips
Advertising Manager – Brian Thomason
Membership Secretary – Mike Burke.


The Treasurer asked for budgets to be submitted from all departments.

It was agreed that Membership cards would need to be sighted on Main Meeting nights before door prize tickets will be issued.

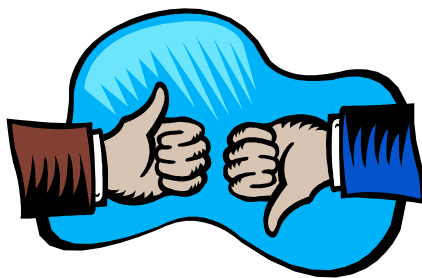
The Chairperson advised that a meeting of the PCUG and AUUG Executives would be called in the near future when all Members are available.

The Chairperson advised that Committee Members need to declare to the Secretary in writing any, any potential conflict of interest that may occur in being a Committee Member of the Group.

It was decided that the training room postscript printer be relocated to the home of the Editor to cut down on time spent traveling to the Centre, the Committee authorised that the Group purchase a HP6l (or equivalent) printer for the training room up to the value of \$700. Peter Elliot abstained from voting.

It was agreed that any questions raised by the Membership on Committee business dealing should be answered by the President only, as a representative of the Committee. 

Letters



Dear Mrs Greiner,

May I congratulate you on the latest "Sixteen Bits". The Title page is such a treat. Just the thing to put you into the right Christmas spirit.

As for the "Contents" what a wealth of information, a regular feast.

Thank you and your wonderful helpers,

Elizabeth G. Ward eward@pcug.org.au

Dear Editor,

I recently received an email providing me with what could be possibly the most sought after web page address in the world.

The address is that of an individual who has achieved that which Microsoft say is impossible. He has removed IE4 from Windows 98 without killing the operating system.

In fact he has gone further and made it possible to install Windows 98 without IE4! Not just disabled, actually gone.

A clean install can save around 32MB of hard disk, more than enough to install Netscape Communicator, and a few other toys as well. And reduces the size of the Registry (the source of many Windows problems) by over 600k.

If anyone wishes to read further they should visit:

<http://www.wam.umd.edu/~ssbrooks/98lite/iebgone.html>

Steve Alston.

*Thankyou Steve,
I contacted Shane, and with his permission, have published his web pages in this edition. He is more than happy to answer any questions.*

Anne

Dear Editor

At the risk of showing my ignorance yet again, the subject heading preceeded a message I downloaded on 15th which was apparently sent on 14/12. I have assumed that unless the email address was correct the message would bounce back to the sender. Thankfully I was wrong.

I have received what to me was an extremely important message from South Africa addressed to me @pcug.org.au. The sender has sent me several messages over the last few months. She must have had either a mental block or a slip of the fingers or perhaps both, on this occassion.

I don't know, but I suspect that it was the pcug server that found me despite the incorrect address. If I am right, thank you to our Tip Managers does not seem enough..

Regards

Berenice Woolmore

Hi all

I've just got my machine up and running after getting a virus called Win95 CIH pronounced (chee). This virus has if left undetected & not destroyed can destroy computer hardware. According to Cybec the makers of VET Antivirus it is the first known virus that affects hardware by attacking the BIOS & destroying it. If the BIOS is soldered to the motherboard, the motherboard must be replaced. This virus is activated on the 26th of each month. It can be found on the CDs called PC Gamer & PC Power Play. Only some very recent antivirus checkers can detect it. I contacted VET to ask them about this virus & they told me its the worst virus so faras it's the first hardware virus. It also looks for FLASH BIOS & rewrites them so you can't boot. This virus is spreading fast worldwide & affects Windows 95 & 98. I also detected it on Windows 3.11, in winhlp32.exe, Twunk_32.exe & Uninst.exe as well as some dual Win 3x, Win95 program EXE's. I believe I picked it up from the CD Writer PC at the Centre, I can trace it back to the middle of October. If you have used the PC at the centre from at least then till now, I urge you to virus check you computer & clean it of before the 26th.

continued on page 6 ...

Members of the committee have been notified & have taken immediate action at the centre. Well done guys. If you need further information on this virus contact VET (Cybec) on 1300 364 750 or myself on 62414436 after 4.30 weekdays. If you don't have an up to date Antivirus program you can download VET 9.91 at <http://www.cybec.com.au> or me on the above number. Good Luck
Regards

Bob Winchester
bobwin@pcug.org.au

Variants of the Win95.CIH virus have been around since June.

Not all virus programs clean the CIH virus well - I had to clean 3 systems of it sometime in September (not at the PCUG). The current version of VET (at the time) managed to make one of the systems unbootable. A case of the solution being worse than the cure. I resorted to AVP

which seemed to handle the virus without making the system unbootable.

The virus only attacks particular flash roms not ALL. Many flash roms can be write-protected (either via a jumper on the motherboard or an option in the cmos).

Michael Phillips
mphilip@pcug.org.au

I was infected by this virus about a month ago, both at home and at work. I removed it by using Norton's free DOS virus scanner (<http://www.symantec.com/nav/navc.html>). They call it W95.cih and have instructions specific to the virus on the page. Unlike many other virus scanners I tried this one repairs the files.

They also have a program called kill_cih.exe (http://www.symantec.com/avcenter/kill_cih.html) which will remove the CIH virus from memory.

A few things I discovered about the CIH family of viruses are:

- It can only be spread by Windows 95 and 98. It cannot load into memory under other operating systems.

- It hides in executables by writing it self to fragments of unused space inside executables

- If you run a virus scan program under win95/98 that does not know about this virus, it will infect every executable on your computer. I found this the hard way.

- There are several variations. Some run on the 26th of specific months and other run on the 26th of every month.

Hope this helps someone

Jeff Sharpe
jsharpe@pcug.org.au

See also the following for further information on this virus: http://www.cybec.com.au/html/cih_virus.html

Regards
John Hodge
hodgej@pcug.org.au

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Membership Notes



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



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

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

surprises from time to time, even for the most jaded of old hands.

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

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
2 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 an 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

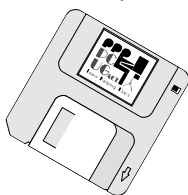
The group offers high quality disks and tape cartridges for sale to its members at very reasonable prices. Contact the PCUG centre during its business hours (10am-2pm Monday, Wednesday, Friday, 9am-5pm on Weekends) for details.

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

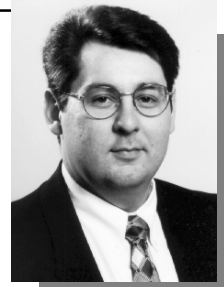
Meet 6pm, 1st Tuesday of the month at main auditorium, Teachers Federation, 300 Sussex Street, Sydney.

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

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

Now in Adobe Acrobat format!

@LAW



...by *Geoff Purvis-Smith*

DODGY BROS. 2

(because you thought the repair was covered by a warranty or he or she tells you that they “found something else wrong”), you do not have to pay the additional cost.

If you realise that you’ve been sold a lemon, take action - quickly. Don’t sit on the issue in the hope that you’ll work out the problem yourself. Call or visit the person who sold it to you and ask them to fix it or replace it. Keep notes of what is said. You have the right to a replacement or refund if the product:

- does not work (and you have not damaged it by incorrect installation etc)
- does not match the description of the product you agreed to purchase (eg it is a different brand, different specifications or is recycled)
- is not of ‘merchantable quality’ (eg it does not come up to the standard that is reasonably expected because it is poorly constructed)
- does not do what you specifically stated it needed to do, including a complete failure to work (eg it causes conflicts with your system or it lacks enough memory to run a program).

If you have bought a product off the shelf and it does not work - ask for a replacement. Reputable businesses will replace it straight away if it is in stock. If they cannot replace it, ask for your money back.

The same rules apply to the purchase of defective or incompatible software - you are entitled to a refund or replacement, even if the shrink-wrap is broken. However, expect to be quizzed as to exactly what was wrong with the product. If a damaged CD-ROM is at fault, expect a replacement rather than a refund. If it is a software incompatibility problem, it is a

case of “buyer beware”. Unless you told the seller what your system was and how you intended to use the product, they can justifiably refuse to refund your money.

If you put a product in for repair get a written receipt that indicates the serial



number of the product, the nature of the problem, the expected repairs, whether the fault is covered by a warranty, the expected cost and the time frame. You should also make it very clear that you are to be called if the repairs are going to cost more than originally quoted. This should also be noted on the receipt.

If the repairer fixes the product and asks you for more money than you expected

This is because the repairer has breached the contract with you by carrying out unauthorised repairs. Unfortunately however, the repairer may retain your product until you pay. He or she is entitled to do this, but cannot charge a ‘storage fee’. You are entitled to seek recovery of the product.

If the seller refuses to deal with your verbal complaint regarding products or repairs, there are several avenues. First, you should put your complaint in writing. Attach copies of all the evidence you have (such as the specifications you gave the salesperson, their quote and your receipt). Never hand over the originals.

If writing doesn’t help, speak to the ACT Consumer Affairs Bureau (www.consumer.act.gov.au). They can help you deal with a dodgy dealer or problem product, including fly-by-night dealers who take deposits and abscond with the money.

Finally, if all else fails, you can sue to recover the purchase price or the financial loss that you have suffered. Normally, these claims would be brought in the Small Claims Court that can deal with claims of up to \$10,000. No legal costs are awarded in the Small Claims Court, so you either have to run the case yourself or pay a lawyer who will charge you for his or her time. You would not get these legal fees back from the other side. If your claim is worth more than \$10,000, you should bring your claim in either the Magistrates’ Court (up to \$50,000) or the Supreme Court (over \$50,000). In either case, you should speak to a lawyer to help you prepare your case.

Suing will involve preparing some documents and filing them with the Court

iN̄DĒñTŠ

in Word 97



...by Greg Baker

you choose. There will also be a filing fee. Once the claim is accepted by the Court, the dealer will be required to file a Defence, and the parties will attend a conference with a Court officer. If the parties cannot reach an agreement, then the matter will go to an actual hearing and you will need to present evidence (remember those written specifications and quotes we discussed last edition?).

Litigation regarding the failure of an IT supplier to deliver on their promises or a contract can lead to significant damages awards. This is because the aggrieved party can recover damages for the original contract price, the cost of rectification and any money actually lost due to the non-supply of the software (eg due to a reduction in productivity).

If you have paid a deposit or put a product in for repair and the business has gone broke, find out all you can. Then call the ACT Consumer Affairs Bureau on (02) 62070400. You may be informed that an administrator has been appointed. You should notify the administrator that you have an interest. He or she will then send you a letter either informing you of the percentage of your money that will be returned to you (normally very little - between 0 and 5%) or asking that you prove your computer was being held by the business when it went broke (hence the importance of the receipt mentioned last edition).

Finally, if you bought products well before Christmas, and only realised they wouldn't work once the gift-wrap was torn off, don't fret. Most sellers are willing to accept that presents lie around for some time before actually being used. However, you need to act quickly - raise the problem as soon as you can.

Geoff Purvis-Smith is a litigation and information technology solicitor with Clayton Utz Canberra. He provides advice on IT issues to individuals, companies and the government. He can be contacted on (02) 6274 0803.

There is often a need to indent text. This text could be for example a lengthy quotation.

Indenting should *not* be done using the tab key to begin lines of indented text and the Enter key to finish them. Although some people seem to use this techniques it is crude, time-consuming and unnecessary.

Word 97 provides the tools you need to indent quickly and easily and they should be used.

If you want to use the mouse for indenting select the text to be indented or move the insertion point so that it lies within the text to be indented.

The easiest way is to click on the **Increase Indent** icon on the Formatting toolbar. This will indent text to the first then subsequent tab stops.

The other way is to drag the left margin across using the ruler as a guide. To do this ensure that your ruler is visible at the top of your Word screen. If it is not select **View** and then **Ruler**.

Next click and drag the small square lying below the pair of triangular pointers on the left of your ruler to the place on the ruler you want the left margin of the indented text to be.

Release the mouse button and the paragraph will be indented correctly.

Notice the tool tip saying **Left Indent** when the mouse pointer is in the correct position to click and drag. This technique can also be used to indent the left margin before text is entered simply by pressing Enter at the end of the paragraph before the place you want indented text and dragging the left margin across where the indented text will be.

To reset the left margin if you are indenting as you go simply drag the left

margin back to its starting point for non-indented paragraphs or click on the **Decrease Indent** icon on the Formatting toolbar.

If you want to use the keyboard for indenting move the insertion point so that it lies within the paragraph to be indented.

Select **Format** using Alt+O then press P for **Paragraph**. The Paragraph dialog box will appear.

Under **Indentation** and **Left** enter the number of centimetres you want the paragraph indented. Press Enter and you are done. To return to body text reset the left margin to zero using the same technique.

POSITION VACANT Staffers

The PCUG needs volunteers to join the team of staffers on a regular rostered basis.

You would be asked to supervise the front desk and telephone, refer any queries to the appropriate people, issue receipts, and generally be helpful. Full training is provided.

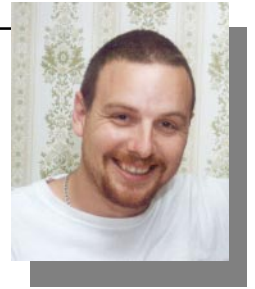
If you are interested, and want to join in the fun, phone or email us.

Email expressions of interest to ajazvic@pcug.org.au

or phone Anton on:

6265 6486 (w)
6259 2439 (h)

98lite *Windows98 without Internet Explorer*



...by
Shane Brooks

98LITE

(Windows98(tm) without Internet Explorer(tm))

Introduction

98lite is a custom installer that is used to perform a clean installation of Windows98, without Internet Explorer. 98lite breaks the tight integration between Windows98 and Internet Explorer, enabling you to clean install the Windows98 operating system, retaining most of the great Windows98 core features, but without Internet Explorer.

Currently 98lite does NOT remove Internet Explorer from an existing Windows98 installation.

Rather, 98lite prevents IE from being installed in the first place, during an initial "clean" installation. The automated IE remover is in the works, so stick around. You may also wish to review the old manual removal page.

98lite replaces the bulky, slow, Windows98 Explorer with the leaner, faster Explorer shell from Windows95. Essentially, you get Windows98 with more resources, and a considerably faster interface, without the following:

- Internet Explorer 4.0
- Active Desktop Components
- Internet Connection Wizard
- Windows Update
- Welcome fluff (waste of space)

Windows98 offers many improvements over windows95, unrelated to IE4, that make it a more desirable operating system than its older counterpart:

- Greater Stability
- Better memory management
- Can execute code direct from the file cache (vcache)
- Application launch acceleration
- Better driver support
- ACPI support
- ...and the list goes on....

However, there is some extra overhead imposed by some of these new features, that actually slows your system down. As soon as I upgraded to win98 I noticed that Explorer was slower to load, and that my system seemed to work harder just navigating around my disk. Harder than it ever did with windows95. In addition, the windows take longer to redraw, and all the icons seem to take longer to get updated and repainted. Granted, I am using a slow computer. It is a NoteBook I have borrowed from work (no-name clone, P133 (not MMX) 10.5 inch 256 colour LCD display and 14.4 Modem, NO CD, but thankfully 32MB RAM, 2.1G HDD). This system is a real dog, that has disk and graphics benchmarks below a 486DX100. I simply can not afford to buy a faster computer of my own, so I'll do *anything* to squeeze the last drop of system performance from this notebook.

Several months after upgrading to Windows98, I concluded that Windows98's IE Explorer was:

- Slower to load
- Slower to use once loaded
- Consumed more memory which caused more swapping.
- and my system was in general 5-10% slower to use.

I reloaded win95 (as a dual boot), but I found that I missed all the improvements in Windows98 - and I could no longer run my Apache WWW cache -that is a must

with my 14.4 modem. So I deleted '95 and went back to '98.

Then I discovered LiteStep. The LiteStep shell gave me an extremely powerful shell replacement and application launch facility in the LiteStep Popup Menu, used less memory, and was a neat interface to boot. I tried looking for a faster, smaller, Explorer replacement but I really like Explorer in "My Computer" mode (opening a separate window for each folder), something that no third party replacements do very well.

Notice I haven't mentioned the "webification" of Windows98 yet. I don't use IE, simply because I prefer Netscape. In addition, I don't like the idea of an active desktop (which bogged my P133 system to a crawl) and don't care for web view of folders and all this "integration" that Windows98 promotes. I like to keep my local and internet perspectives separate. I know you can turn off all the IE4 webification in windows98 - using tweakUI or using a utility from from Windows Annoyances - but turning IE off does nothing to speed up Explorer, and doesn't give me back any hard drive space.

Lastly, everyone says you can't remove IE from win98 because IE is "so tightly interwoven with the operating system" - and that's reason enough for me to try...

This is a work in progress... ..and this page is up to simply share the experience. I'm NOT holding a gun to your head to make you do anything you may regret later.

Read on, and enjoy the ride... **IE4 has left the building!**

"Normal" Install	98lite Install	
Windows Dir: 130,608,199 bytes 1815 files, 66 Folders	Windows Dir 99,063,806 bytes 1475 files, 31 folders	Total Saving 32,479,961 bytes 368 files 37 folders
Registry: System.dat 1,495,072 bytes	Registry: System.dat 876,576 bytes	
User.dat 114,720 bytes	User.dat 49,184 bytes	
Internet Explorer Dir: 935,568 bytes	Internet Explorer Dir: none!	
28 files, 2 folders		

- Online Service Providers (You can set this up manually)

You can also choose to exclude:

- Active Movie
- System Info
- Windows Bitmaps

Reducing Bulk

Compare the size of the two Minimum Installations using the current 98lite release. - None of the optional features were included for either installation.

Increasing Speed

More importantly than just disk space, Explorer95 is simply much faster for browsing the hard drive. With windows98 on my system, I can literally see each window be re-drawn, there is a considerable delay in opening and closing explorer windows, even with all "webification" deactivated using using tweakUI or using a utility from from Windows Annoyances. In contrast, Explorer95 simply snaps open and closed.

How does 98lite work?

98lite tweaks the setup information files (*.inf) before you install windows98 for the first time. These files are stored inside precopy2.cab in the Windows98 setup directory.

You have to copy this entire setup directory to your hard drive. Into this same directory you put the 98lite files and your legal copies of the following Windows95 files:

Explorer.exe	(OSR2.1 CAB_17)
Shell32.dll	(OSR2.1 CAB_17)
ComDlg32.dll	(OSR2.1 CAB_16)
NotePad.exe	(OSR2.1 CAB_03)
WordPad.exe	(OSR2.1 CAB_03)

Running 98lite starts the process, extracting various files and modifying them before the standard windows SETUP.EXE takes over and performs the installation. 98lite modifies the setup process to install the windows95 Explorer shell into windows98, while concurrently removing Internet Explorer and several other features at your discretion.

For a more detailed account of the process, please review the detailed workings page.

The Future

The next release will also support standard win98 users, it will give you the option to remove IE, plus it will make the following standard components, optional features that can be removed or added at will from the control panel add/remove applet

- Active Movie
- System Info
- Windows Bitmaps
- Bitmap Tiles
- DrWatson
- Task Scheduler
- Direct3D (keeping the rest of DirectX)
- Outlook Express Stationery

Readme files

Removing all these features (or not installing them in the first place) currently saves over 19Mb! 98lite is all about choice. You choose what you want installed.

See this screenshot and this screenshot.

Cost? 98lite is "Donation Ware". You can use it as you wish, but if you appreciate my work and would like to make a donation of computer hardware, or money to help me get a decent computer of my own, then please review the 98lite.txt file distributed with 98lite.

I can not afford a computer of my own, and the computer I am borrowing is a real dog with disk and graphics benchmarks below a 486DX100. (Really a P133 NoteBook (not MMX) 10.5 inch 256 colour LCD display and 14.4 Modem, NO CD, but thankfully 32MB RAM, 2.1G HDD).

98lite was born out of my frustration trying to squeeze the last drop of system performance from this notebook.

Email me with any comments/additional suggestions.

IMPORTANT NOTE:

This section is a description of the manual procedure that I used to surgically (more like butchery than surgery) remove IE from my windows98 installation. I am currently automating the removal process by building the removal into my 98lite software. 98lite is more sophisticated than this manual sledgehammer approach... but these pages are fun to read....

What I have achieved so far....

1. Backup Frenzy

- Backed up the registry.
- Backup the entire windows directory tree.
- Backup the c:\program files\internet explorer directory tree.

2. Replace Win98 Explorer (IE in disguise) with Win95 Explorer

- backed up win98 versions of ComDlg32.dll, Shell32.dll and Explorer.exe
- Exit to DOS
- Copy Win95 versions of ComDlg32.dll, Shell32.dll to the c:\windows\system dir
- Copy Win95 version of Explorer.exe to the c:\windows dir

This works! - I now have my smaller, faster win95 Explorer running under win98...woohoooo!

Naturally, you could stop here, and if you need IE for any reason (e.g. windows update) you could simply copy back the win98 versions of the three files above and you're back where you started from.

Dont even *think* about going any further unless you are are an experienced tweaker, fully backed up, and prepared for a total system meltdown. I certainly take no responsibility for *your* actions.

But...what the hell... I removed some stuff.

3. Delete-arama!

I've deleted the following directory structures and all files and subdirectories they contain.

c:\program files\internet explorer
 c:\program files\uninstall information
 c:\windows\all users DONT do this if you have a multi users set up.
 c:\windows\application Data
 c:\windows\catroot
 c:\windows\cookies
 c:\windows\downloaded program files
 c:\windows\favorites (had to delete in DOS)
 c:\windows\history c:\windows\java
 c:\windows\temporary internet files
 c:\windows\web
 Search disk and delete all desktop.ini and *.htt (used for "web view" of folders)

My history, cookies and temporary internet dirs were virtually empty to start with since I don't use IE, nevertheless, I recovered about 14 Mb of disk space (primarily the \JAVA and \Internet Explorer\ and \Web dirs).

Whats the bad news?

Obviously, I can not connect to the MS WindowsUpdate site - but then again, most updated features are available elsewhere (e.g. Strouds, TUCOWS) and I no longer need those endless security updates for IE because it is gone!

Notepad and Wordpad didn't run - these were easily replaced with the win95 versions (or better, a more powerful shareware or freeware notepad replacement). These two applications were "updated" in win98 to use resizable file dialog boxes (I think I can live without that :p).

No more bad news....wasn't so bad now was it!

Whats the good news?

I extracted the demon! (well...a lot of it)

I reclaimed about 14 Mb of disk space.

I still have Win98's improved stability, networking improvements, and Win98 scandisk, registry scan, taskmon + optimised defrag. All seem to work perfectly.

Norton 3.0 Utilities, all Office97 Applications, Netscape, Paint Shop Pro, McAfee AntiVirus, LiteStep, Gravity, all run without a hitch (phew!).

I achieved my goal - Win95 explorer is *much* faster to load under LiteStep, uses less memory, and now I can see the file sizes in the status bar (these were often obscured in IE).

I could say tada!, but why stop there...

4. The Registry...(am I mad!)

My starting point (before any of this - and after running RegClean, Norton WinDoctor, and Norton Optimisation Wizard to compact the Registry) was:

User.dat - 450,592 bytes

System.dat - 6,258,720 bytes

I ran RegClean (after deleting all those directories) and it cleaned out a few of the cobwebs (the saved .REG file was 275 lines) - mostly IE and ICW. Note that I had

a pretty clean installation to start off with. I manually edit my registry after uninstalls to remove the baggage. Norton WinDoctor reports that I'm clean and my Registry is error free.

So I fired up Regedit and deleted the following IE related Registry Keys entirely (including all sub keys).

- HKEY_CURRENT_USER\Software\Microsoft\ActiveSetup
- HKEY_CURRENT_USER\Software\Microsoft\Advanced INF Setup
- HKEY_CURRENT_USER\Software\Microsoft\Internet Connection Wizard
- HKEY_CURRENT_USER\Software\Microsoft\Internet Explorer
- HKEY_CURRENT_USER\Software\Microsoft\Java VM
- HKEY_CURRENT_USER\Software\Microsoft\Windows\CurrentVersion\Internet Settings
- HKEY_CURRENT_USER\Software\Microsoft\Windows\CurrentVersion\Webcheck
- HKEY_LOCAL_MACHINE\Software\Microsoft\Active Setup
- HKEY_LOCAL_MACHINE\Software\Microsoft\Advanced INF Setup
- HKEY_LOCAL_MACHINE\Software\Microsoft\Exchange
- HKEY_LOCAL_MACHINE\Software\Microsoft\IE4
- HKEY_LOCAL_MACHINE\Software\Microsoft\Internet Connection Wizard
- HKEY_LOCAL_MACHINE\Software\Microsoft\Internet Explorer
- HKEY_LOCAL_MACHINE\Software\Microsoft\Java VM
- HKEY_LOCAL_MACHINE\Software\Microsoft\Windows\CurrentVersion\Internet Settings
- HKEY_LOCAL_MACHINE\Software\Microsoft\Windows\CurrentVersion>Welcome

Search and remove every \shellex\ExtShell FolderViews key and subkeys (used for "web view" of folders)

I ran RegClean again - a couple of more things were removed (the saved .REG file was only 59 lines).

I then ran Norton Utilities Optimisation Wizard to compact the Registry (since deleting keys from the registry does not reduce the allocated file size)....Reboot... The end result after this:

- User.dat - 356,384 bytes (21% reduction)
- System.dat - 2,580,512 bytes (a whopping 59% reduction!)

but wait, there's more!...

5. The Big Kill

Check out this killer batch file!!!

Now that 98lite v1.2 is out the door. I did both a "normal" install and a 98lite install. I got a list of 121 files totaling 17 Mb that are included in the "normal" install, but not in my 98lite install. So I just turned that list into a batch file. After backing up all these files, I jumped out to DOS and set the ball rolling... Scary! This isn't even the full picture. This list does not include all the hidden system directories (e.g. sysbackup, inf, spool etc..) so in some respects...this is the conservative approach! (yeh right, conservatism went out the door a long time ago :p~). I simply did a dir /s /b > filelist.txt for the two installs and took the difference.

I ran killer.bat

On rebooting - I got the DOS error that goes something like "The following file is in your system.ini or in your registry, but cannot be found: JAVASUP.VXD ..blah..blah." I proceed into windows without any more errors.

I deleted the registry key: HKEY_LOCAL_MACHINE\System\CurrentControlSet\Services\VxD\JAVASUP to get rid of the error on bootup - we don't need IE Java Support any more.

Everything still works!!!!

I ran RegClean which generates a .REG file of all the things it cleaned out that was....wait for it....2076 lines long!. I ran RegClean a second time straight away, and it generated another .REG file of all the things it cleaned out that was 159 lines long.

After running Norton Optimisation Wizard to compact the registry. the end result after this:

User.dat - 356,384 bytes

System.dat - 2,580,512 bytes

but wait, that is exactly what I had before! - and RegClean just deleted a whole wack of stuff???? It appears I have hit the bottom limit for the registry size, beyond



which you cannot compact it any further? (although it is smaller than this when you first install using 98lite!

I even tried exporting the whole registry, the HKLM tree, and the HKCU tree using regedit. Boot to DOS and delete system.dat and user.dat. The using Regedit /c hklm.reg in DOS, creates a new registry from scratch using just the exported HKLM file. After this point - System.dat was already 2,580,512 bytes and it didnt get any bigger when I imported the rest of the registry keys. It looks like 2,580,512 bytes is the best I'm going to get.

So there you have it...additional 17 Mb of free disk space was just born,making the total saving 34+ Mb and everything is still hunky dory!

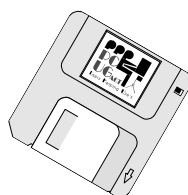
6. Conclusions IE is ...well...GONE!

My system is very stable so far, cleaner, and faster than ever before under win98!, downright zippy!

So far..all systems are go! All my applications are working as if nothing happened. (remember, this is my experience with my applications. Your milage may vary.)

My hard drive is now about 36+ Mb lighter.

IE Integration? We ain't got no stinking integration!



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

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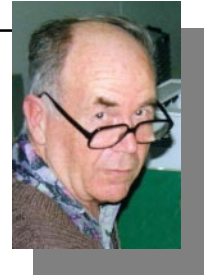
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The Rosetta Page



...by Don Nicol

I'll give you a copy on tape". Jim was being helpful and he probably didn't know the dilemma that his words meant to me.

I was seeking a recording, pressed in the sixties, that I thought could be of use as an educational tool for today's youth. The lyrics tell the story of a youth's first summer camp.....it sends out the social message that it's OK to be lonely in a crowd; to be confused; and to be powerless (sometimes I feel that teenagers of today are missing the benefit of the lessons that my generation learned from such music.) The record is not now on sale and, after a long search, I found a friend with a copy.

My dilemma is that I have this thing about abiding by the rules I know that Jim would not want to release his precious "limited edition" to be subjected to the torments of an unknown stylus. I also know that his offer was above the call of friendship because I have a strong nagging suspicion* that the making of a copy of this recording is against the law. Jim is well aware of this and, by offering to give me a copy on tape, he is taking our level of friendship to an extreme which (I know) that I cannot return. How do I handle this situation? Do I accept the tape and just refrain from using it? Do I explain this thing, this obsession of mine, to comply with (my understanding of) the law? Do I give myself a complex by trying to convince my unconscious that it's OK? Maybe a reader out there can help.

**Note: I am not familiar enough with the laws of copyright to know whether or not the taking of a single copy of this recording for presentation to a single audience is a breach of law. I don't want to go to a lawyer for this answer because*

the costs of such exercise would not compare with the benefit achieved. I don't want to research the owner's permission for the same reasons.

"What's this got to do with computing?" you ask.

Computer software has all the problems of audio recordings with the added complication that the information on a software disk is claimed not to be the "legal possession" of the purchaser. According to the "legal stuff" often presented on screen at the time of installation, software is not to be used on more than one computer. The fine print even goes to prohibit resale (except under rigid requirements specified by the vendor). The vendor sometimes reinforces this concept by requirement that installation of a version upgrade can be unlocked only by access to the old-version disk. Not many of these messages seem to include a 'sunset clause' (a sunset clause is a statement giving the (distant) future date on which the rule of law expires*).

**Note: As I said, I don't know too much about copyright law and I don't know when copyright normally expires [for the written word I think that its some years after the author dies (but I don't know what the rule is if, for example, the person happens to have been a company or if the author's 'rights' have been purchased by a publisher)], but I do think that, if vendors are prepared to announce their 'rights', they should also make room for inclusion of a sunset clause. [Not that sunset has any particular significance in the computer industry where software becomes obsolete within a very short space of time].*

A copy of DbaseIV was left on the give-away table last month. It was complete with full documentation together with a set of disks giving an (Australian) accountancy package for small business. I cut my database teeth on DbaseII so, I grabbed the package with the expectation of boosting my knowledge of the advances made by the publisher since the mid-eighties. Now, DbaseIV is DOS based and highly unlikely to be used by anybody in today's world (unless doing anything other than archaeological research) but, by comparison with the life expectancy of 'rights' under copyright lore, DbaseIV is an infant. I have no idea who put that copy of DbaseIV on the give-away table but I'd be willing to bet that he did not comply with the conditions required under the original sale agreement (usually requiring attestation of complete destruction of all copies). Under such conditions, am I prohibited from doing the research that I would like to undertake? "Quaint!" I hear you say, perhaps even "Eccentric!". Maybe, but none of the names that you would like to call me will help me to put the matter from my mind (to enable me to get a good night's sleep).

I am reminded that a famous historian quoted an even more famous moralist as saying "If any man should have a sheep fall into a pit on a day on which work is prohibited would he not pull it out?" That moralist might say today "Would any person having two computers at home buy two copies of a specific piece of software?"

I am definitely not advocating that anybody should break the law. Come to think of it, that particular moralist was put to death (probably) for making just such suggestion. It's interesting that human nature hasn't changed after so many years. Perhaps we should not expect that it will.



ViaVoice vs the Dragon

IBM Speak vs Dragon Talk

There must be a perverse side to my nature. Just as I have never quite been able to come to grips with a Dragon running a bank, when it came to voice dictation software, I felt more secure with the big IBM name than in trying to conquer a little known Dragon.

My first venture into voice dictation software was innocent enough. I inquired at the software outlet as to availability of choice and the salesman was very kind and helpful. Until he found out that my PC was a 486. Once he stopped laughing, he sent me on my way. I was feeling a little foolish in that I had not even considered my cherished 486 would be incapable of handling any voice dictation software and a little sick at the thought of outlaying more valuable funds for yet another upgrade, my fourth since I was bitten by the bug.

As the cash reserves built, so did my desire not only for a new computer but for the voice dictation software as well. And when, eventually, the funds accumulated to target point just as Windows 98 came on the scene, I could see nothing but advantage in "getting it all together".

Silly boy.

My Pentium II had been assembled incorrectly by the supplier and this resulted in no audio coming from the CD-Rom drive. That fixed and with all re-assembled, Windows 98 announced its loading with triumphant fanfare and the fun began. Depending on your definition of "fun".

For a start, I have never heard that Win 98 fanfare since. Not that it worries me but it annoys me because something is wrong. And three months later, I have been unable to fix it.

You see, in that first session with my new computer, I loaded Via Voice Gold (VVG), the el supremo (I was assured) of IBM's family of voice dictation products. Little did the dealer or I know that there is conflict between Windows 98 and VVG. There is a mismatch in the software that

causes funny things to happen (again depending on your definition of "fun").

In the order I discovered them, I found that by loading VVG:

? the Wave Sound in Win 98 was disabled

? the language setting in Word 97 defaulted to English (US) version

? a reset of the Wave Sound was muted time after time when I tried to run microphone set-up

? the Wave Sound always defaults to mute on re-boot of the computer

? VVG would not accept the official registration number issued to it by IBM

? VVG does not "uninstall" through Windows add/remove programs facility and

? IBM's technical support is not very helpful - until to suggest you will be reviewing their product.

In fairness, IBM has since released a new product, Via Voice 98, which as its name suggests, is designed for Windows 98. It was just poor timing on my part that I wound up with products that did not see eye-to-eye.

On a more positive note, the conflicts were not all that bad and the software ran quite satisfactorily apart from those annoying quirks you could do without.

I found the enrolment or training session quite brilliant. After setting up the supplied microphone - a process which enabled a measure of background room noise and a few initial examples of the user's voice - I was lead through a well organised rehearsal of reading sequences for the benefit of the software. Although I was given the option of breaking off at one point if I wanted a rest, I chose to continue and completed the exercise in about 40 minutes.

Part of the enrolment allowed me to revisit the wonderful Lewis Carroll story of "Alice in Wonderland" and, with full credit to those who put the training together, it was far from a boring experience. However, once my dictation sequence was over, the VVG took over in high gear. Well over an hour later, having taken over the complete system, VVG was

...reviewed by Ken Joyce

still cross matching my dictation to its pre-set parameters. It was obviously quite an awesome job given the time that the exercise took.

Then the opportunity to put the enrolment to the test. With microphone correctly positioned and a point-by-point dictation cue sheet in front of me, I proceeded to dictate a letter to my parents. Resisting the temptation to see what was happening on the screen as recommended in the instruction booklet, I continued to rattle away through what would have been about five pages of typing. Would have been because at about the end of page two, either the computer or the software decided to give up and, from that point, I had been talking away to nothing.

My only experience of lock-up, it was an annoying introduction to the system. But when I came to read the two registered pages, I did so with a mixture of mirth and dismay. Mirth because of the way in which my dictation had been interpreted with hilarious substitution of many sound-alike words and phrases and dismay when I realised the time I would need to put into correction. It would probably equal normal typing time I thought, and I was not far wrong.

As it eventuated, the time I invested in allowing VVG to correct the letter and to "learn" afresh was well worthwhile. Subsequent dictation sessions have improved dramatically as VVG learned to better recognise my speech and as I learned to use the software more effectively.

Unlike dictating to a stenographer where you can assume that a lot of punctuation will be understood, voice dictation software allows no such luxury. Every single item of punctuation has to be dictated. For example: BEGIN-DICTATION A controversial last minute goal gave the Cosmos victory in their home game last night FULL-STOP NEW-PARAGRAPH This result took them to the top of the table [they wish!] and to almost

certain victory for the season FULL-STOP
NEW-LINE STOP-DICTATION

Had the inserted parenthesis been part of the actual dictation and not just a tongue-in-cheek smart-alec remark, I would have used the spoken commands OPEN-SQUARE-BRACKET and CLOSE-SQUARE-BRACKET. There are some annoying requirements such as the need to remember that BEGIN and STOP (not END) align with the DICTATION command and BEGIN-SPELL mode concludes by saying RESUME-DICTION (not STOP-SPELL or END-SPELL).

Given time and need - for example, a physical disability - the operator can even have VVG navigate. For example you can command DICTATE-TO-WORD to have VVG open MSWord and enter dictation mode or, in microphone control, GO-TO-SLEEP pretty obviously deactivates the microphone. WAKE-UP has the reverse effect. The possibilities with it are almost endless but you need lots of patience and an even greater desire if you want to learn everything.

After three months of use, I believe Via Voice Gold to be an excellent product. I find it relatively easy to use but I use my own short cuts from time to time.

Typically, rather than say BEGIN-SPELL EDITION RESUME-DICTATION (to have VVG clearly recognise the spelling of "edition"), I might use a simple word like "bull" for that and every other difficult word in a session. At correction time, I then ask Word to find and appropriately change every instance of the word "bull" and - at this stage anyway - I'm finding that's easier.

I can see many people acquiring the product for novelty's sake. If that were the case, I'd suggest it would be used two or three times and then forgotten. VVG is a serious bit of software and needs to be used accordingly to obtain benefit from it. Despite my earlier hiccups, I still use it and enjoy using it. The one essential I have learned is to make a list of memory-joggers before starting a session, particularly important in personal correspondence where you don't relish the idea of running out of steam every few lines. A few key points written on a small sheet of paper will allow you to continue your session without interruption.

We also need to know that VVG will interpret every sound it hears in some way or another. The ring of a telephone, the

"um" or "ah" pauses or mispronunciations will all be rendered as something. Just keep going regardless, knowing you'll be in for a few good laughs when you read back the results. I well remember having used the word "emphysema" twice in the one paragraph. In the first instance, VVG translated it as "the emphasis on my" and, then, as "in for seamer" - both valiant attempts but way off the mark.

After correction, VVG learned the word and now uses it confidently and correctly.

Just as you will be able to use VVG (Via pronounced Vee-a) if you are willing to persevere. Just make sure you get the right product for your OS.

Meantime, there's an almost new copy of VVG offering at a substantial discount to new price for any interested reader. Expressions of interest please to kfj@pcug.org.au. Then I'll be happy to move on to the newer Via Voice 98 to see how I fare.

Editor's note: Dragon Naturally Speaking, IBM's competitive product, was reviewed by Immediate Past President, Ann Byrne, in the October issue of "Sixteen Bits".



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SHOGO - A Games Review



...by Andrew Clayton.



I'll start out with the blindingly obvious; I am *seriously impressed* with this game. As you read this gushing review, keep that in mind, and tone the hype down as you deem appropriate.

What is Shogo?



SHOGO is another in a long line of First Person Shooters (FPS) games. It has some unique features, whilst still maintaining the link to other games of this type, so that the people who can play Doom/Quake/Jedi Knight/Unreal will have no problem in immersing themselves in the game. In previous reviews I've mentioned the history of FPS games (Wolfenstein 3D, Doom, Duke Nukem 3D, Quake, etc) as well as the gradual shift that game developers are making, from bitmap graphics to the rendered smoothness of 3D hardware accelerated graphics.

Hardware Requirements?

SHOGO can do 'software' rendering, but its performance is woefully inadequate to do justice to the game. What one really needs is the oomph that a decent 3D accelerator video card will lend to any game that supports such 3D acceleration. SHOGO works with the 3DFX accelerators (Voodoo1, Voodoo2, Banshee) as well as the newer D3D cards, such as the Matrox G200, or the Riva TNT video cards.

According to the documentation on the box, SHOGO requires a P166 with 32MB and a 3D accelerator. P233 minimum for Software-rendered version. My father's Pentium 133 with a Voodoo1 3dfx

card runs SHOGO well at 800 * 600 resolution, so the box's documentation is pretty well on target.

On my machine (P2-450, 12MB Voodoo2 card), the game simply purrs! People with Riva TNT cards have expressed their delight at the quality of the graphics in this game. Be aware that a full install takes up over 450Mbytes of hard disk space.

What's it all about?

SHOGO as a single-player game is a combination of Mechwarrior, Quake, and Japanese 'Anime' animation. You play either on foot, with a variety of weapons at your disposal, or in a MCA (Mobile Combat Armor) Mecha, a 30ft high armored robot, with much bigger weapons, and much better armor. The story whets your appetite at first by dropping you with two friends onto a planet, in your MCA, and you get to blow up a few tanks, trucks and enemy mechs before the story gets going.

There are 'cut scenes' between major elements on your journey, with (Good, but unfortunately all too American) voice-overs, informing you ('Sanjuro') what is going on, what you are expected to achieve, and sometimes hints upon how you're meant to go about doing the mission. The story continues logically, with some scripted scenes thrown at you. There is obviously only one 'path' through the story, but between each junction, it's totally free-for-all. You complete each level as you see fit.

The Game

The first few levels are 'on foot' levels, where you have rather limited hand held weapons, and no real clue as to what you're meant to be doing. When you get to play with the MCA again, things get interesting.

On foot, the game is much like Quake or Unreal. The game uses a new rendering engine developed by Monolith called the Littech engine. A rendering engine is what lies behind the game's ability to display graphics. id Software's Doom engine was used for Doom, Doom2, Heretic and Hexen, Apogee created their own engine for Duke 3d. id leapfrogged with the Quake engine, and then the Quake2 engine. The people who made the Unreal engine sold that to the upcoming makers of Duke Nukem Forever, as well as Microprose, who brought out Klingon Honor Guard. The Littech engine is said to be faster than Quake 2, but not as 'pretty' as the Unreal engine. Monolith's next release (should be out now) is Blood 2, which uses the same Littech engine —



so much so that the levels and models from SHOGO and

Blood-2 should be completely interchangeable. Rendering engines are all about frames per second, number of polygons per second, clipping, and how they deal with open areas as opposed to closed spaces.

SHOGO excels at BIG play areas. When you're galumphing around in your MCA Mecha, you're bounding down streets with 'matchbox' cars and tiny people, whilst you're multiple storeys high, and large areas were a real problem, because the rendering engine slowed down to a crawl whenever your line of sight went past a

certain distance. SHOGO doesn't suffer from any appreciable slowdown, even if you're looking from one end of a valley to the other end, firing weapons and jumping around like a fool with ants in your pants.

The use of colours in SHOGO is much better than Quake or even Quake2. No more levels of just brown and green — Reds and Blues are everywhere, and some amazingly yellow weapons in hues previously unseen within an FPS game.

Actual game play is very smooth. SHOGO isn't about skulking around playing hide and snipe; when you're in your MCA, you are a walking death machine, handing out punishment in huge awesome gouts of flame and smoke. The weapons in SHOGO excel in delivering the goods. Instead of the flash-ping of Quake weapons, you're able to deliver Whoosh, roar, BANG weapons. The basic weapon fires blue balls of energy; it's great for destroying parked cars and infantry men, but pretty useless against other MCA units. There is a laser gun which fires instantly over any distance. Weak but rapid-fire, it's easy to kill (or be killed) with the laser. Then there is the Bullgut. This beast is a cross between Quake's rocket launcher, and Quake 2's Hyperblaster — four spiralling rockets or 'death get fired at 1/4 second intervals, causing major damage whenever they hit anything, with great gouts of smoke pouring from the impact points. One person firing this weapon can make a cloud; a bunch of people firing it can obliterate city blocks with the smoke and debris! There's a sniper-rifle (with a great zoom 'alternate fire' mode); the Juggernaut which fires a laser beam that explodes whenever it hits anything, the Shredder which is a very fast shooting mini-juggernaut, and the Spider Mine gun. This ejects timed spiky missiles which stick to surfaces (roads, buildings, other players!) and go 'tick tick tick' for a few seconds before exploding in a lazy orange-yellow 'transporter beam' effect, devastatingly good. The ultimate weapon, though, is the Red Riot. A small nuclear charge makes a HUGE reddish spherical explosion. Wave goodbye to anything unfortunate enough to get caught in the large blast radius. The Red Riot is utterly devastating.

The MCA units have a secondary 'transformer' mode, where you can race along like a car. Unfortunately in speedster mode, you cannot use any weaponry, but you can pick weapons and goodies up to help you along. Great for escaping a fray when you're running low on health. The game offers you the 'inside' view normal to most FPS games, or a Third Person view (similar to Tomb Raider). Watching the MCA do the Transformer act between the Speedster and Bot mode, whilst in third person view, is quite amusing.



Whilst single player against other Mechs or on-foot personnel is pretty entertaining, especially with the story-line coaxing you onwards through the game, the Multiplayer option is where SHOGO gets seriously fun.

Deathmatch!

In Multiplayer deathmatch, the object is to lob weapons at your opponents who are other people connected to the server, playing on their own computer running SHOGO. You all run around in a map (cityscape, valley, train station, whatever) and look for weapons, energy/health, shields/armor, and other people to kill! It's instant mayhem, with the whoosh-bang of major calibre weapons sounding all around you. If you're lucky, when you hear the sounds of warfare, it will be other players battling it out — if you're unlucky, it means that other players are picking on you! Multiplayer SHOGO is hectic fun. Action piled upon action, with no let-up if you want to scratch your nose, or take a break to have a drink. Full on deathmatching with the adrenaline rush as a participation reward.

Monolith have added the concept of 'critical hits' to the game, where occasionally your weapon will do a great deal more damage than usual, and **you** get the health points you took off your opponent. This encourages people to go on the offensive more, instead of running away (if you're low on health, it's very rewarding to aim carefully and score a critical hit).

Some of the maps are small and therefore brutal, others are large and involve running towards the sounds of distant battle. One of the funniest maps is a rooftop map, where the 'ground' is death. That is, if you fall off a building and hit the ground, you explode! Rooftops have the powerups, and you have to jump (accurately) between ledges and rooftops.

There is a 'tractor beam' option which makes the level a lot easier, since you can shoot out a beam at a convenient building, and be 'dragged' towards it. You can even perch on the vertical face of a building/cliff, and launch attacks — excellent for when you're using the Sniper Rifle in magnification alternate-fire mode. The downside of this is that you're a sitting target if anyone spies you stuck to the side of a building. A cute piece of coding allows you to leave marks on walls etc. When you're bored with a fully loaded sniper rifle, you can write your name on walls! The marks stay until the end of the level (Half-Life does this even better, apparently).

Installation

SHOGO is an easy game to install. The autorun.inf will install the game wherever you happen to have 450MB free. Playing the single player game requires the CDROM to be present in the drive, but Multiplayer doesn't.

Setting up a SHOGO server is a piece of cake. Just click on the buttons for Multiplayer, and set up a server. Other LAN users go into Multiplayer, and they

automatically find the server (as long as the network is functioning correctly).

I've only played Multiplayer over a LAN. SHOGO supports TCP/IP multiplay as well, but you must be sure and get the SHOGO 2.0 patch from the official support web-site before attempting to play with the original release of the game. The patch is about 2 Mbytes, and should only take 15 minutes to download.

Monolith have produced a marvellously fun game. It is unfortunate that it was released at the same time as several other products (Klingon Honour Guard, SiN, Half-Life, Caesar III, Carmageddon II, Tomb Raider III, Fallout 2, Railroad Tycoon II, Motocross II, etc etc), because SHOGO surely deserves to be a success.




The official SHOGO web site is at:
<http://www.shogo-mad.com>,
and the main user support site at
<http://www.planetshogo.com>

Other reviews can be found at the following links:

http://www.ogr.com/reviews/shogo_1.phtml
<http://www.zdnet.com/zdtv/gamespottv/reviews/story/0,3776,2155079,00.html>
http://www.sharkyextreme.com/games/monolith_shogo_r/
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<http://www.avault.com/reviews/shogo.asp>
<http://www.agn3d.com/index.cfm?article=/softwaresection/default.cfm?revid=24>
<http://www.gamecenter.com/Reviews/Item/0,6,2213,00.html>
<http://www.game-authority.com/Reviews/pcfolder/shogo.htm>

**Note that Bitstorm have agreed to offer PCUG members a \$10 discount (\$79.95) for copies of SHOGO, upon presentation of this magazine article at their shop (Lower Ground Floor, Canberra Centre, Civic)* 

BOOK REVIEWS



Book review: 'How Networks Work' (Fourth edition)
Reviewed by: Glenn Pure (Glenn.Pure@pcug.org.au)

...by Glenn Pure
Glenn.Pure@pcug.org.au

Several years ago, I became interested in computer networks and networking. The obvious solution was to find a good book on the subject, but surely it would be a battle to pick a title from the hundreds that must exist? A browse through a bookshop or two left me quite surprised. There were plenty of specialist books about particular types of networks and network operating systems. However, nothing stood out of a general nature that would suit someone who didn't really know much about the subject.

I have since picked up at least a rudimentary understanding through friends, magazines and more 'heavy duty' technical reading. However, the absence of good introductory books is still puzzling to me. That absence was one of my motivations for researching and writing an article on TCP/IP and how the Internet works for Sixteen Bits some months ago. In that article, I tried to present some basics of networking in addition to a more detailed explanation of TCP/IP (if you missed it, you can find it in the Sixteen Bits archive, as well as on my home page at <http://www.pcug.org.au/~glennpur/tcpip.htm>).

When the opportunity to review *How Networks Work* arose, I therefore jumped at the chance. I wanted to see if this was 'The Book I Had to Have' several years ago. I was also hopeful I'd fill some gaps in my knowledge—the sort of gaps that are inevitable from picking up bits and pieces of information in an unstructured way.

How Networks Work is different to many other computer books I have seen. It is not 600 pages of heavy reading in 6

point type. *How Networks Work* is a relatively slender book at just over 200 pages, and it is also printed in a large typeface. But the words are not the things that become obvious when flicking through the pages.

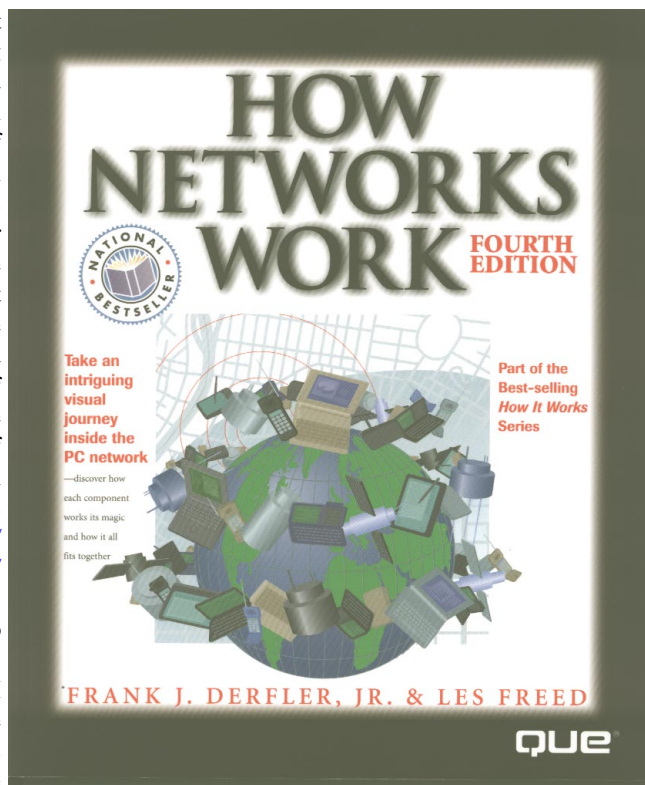
A great deal of effort has been put into the illustrations and diagrams in this book all of them in full colour. 'A picture speaks a thousand words', as the old proverb (cliché?) goes. The book was clearly designed to be EASY to read, and there is little doubt that it achieves this aim. I did

Ethernet network card. It shows the various components on the circuit board and briefly mentions what they do. This level of detail seemed a little unnecessary, and may even confuse, as not all Ethernet cards will have the components in the same locations. Nevertheless, the overall quality of the illustrations is still very good by any standard.

That's enough on form; now for substance. There are 26 chapters, each of them quite short - typically only a couple of pages of text each. The first few chapters cover some general historical material on the earliest networks. By this I mean really early, namely 19th century. Chapter 1 covers the telegraph and chapter 2 the telephone. This material is used by the authors to provide a logical lead into the basics of data transmission. Being an American book much of the history is related to the US, but it was a good read nonetheless.

The next chapters look in some depth at early data encoding methods such as Baudot, ASCII and EBCDIC (the latter is IBM's 'version' of ASCII). The authors also cover the hardware needed to transmit this encoded data from one point to another, with some specifics on computer serial interfaces and modems. The chapter on the RS-232 serial interface contained a particularly interesting titbit of information. I

have always wondered why serial ports come with both 9 pin and 25 pin sockets. Apparently, the 25 pin plug/socket combination was the standard (defined by Electronic Industries Association in the US). As the authors say, however, 'rules were made to broken'. The culprit in this



feel at times, though, that so much work was put into making the illustrations look good that they became more 'busy' than they needed to be to make their point. In some cases, I wondered why illustrations had been provided at all. For example, there is an illustration of a 'typical'

instance was IBM who decided to cut the connector down to 9 pins on their PC/AT computer. It has persisted ever since.

About a third of the way through, the book actually gets into computer networks as we know them today. I found the content of this section a little surprising since the authors had gone to some lengths to lay the groundwork for networking principles in the first part of the book but largely failed to develop this further. The authors have, instead, taken a more practical approach by explaining what the bits of networks are and what they do. For example, the early chapters in the networking section cover network operating systems, network interface cards, cabling and file servers. This approach, favouring the tangible over theory or principle, recurs through most of remaining part of the book.

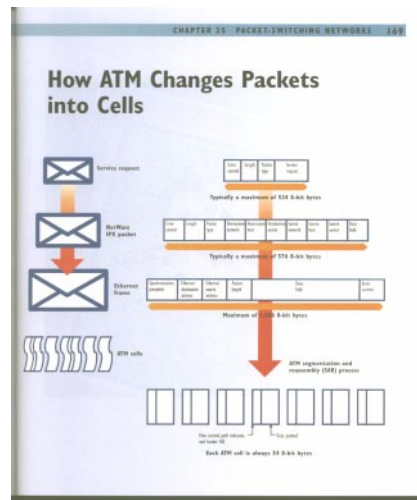
To help get to the bottom of this, I emailed Les Freed who is one of the authors. He explained that the book was aimed at business people who wanted to better understand computer networks. Looking back over the book, I can see the clues to this in many places now! For example, the chapter on cabling talks about the practicalities of cable length, connector size and other features that may interest someone who was actually going to purchase a network installation. Even so, the book still gives the basics of networking adequate coverage although perhaps not to the depth a keen reader might expect.

Back to the 'storyline' of the book. After the basics of network equipment and software, the book then gets into different local area network (LAN) architectures such as server-based and peer-to-peer, before moving onto topics such as remote access to LANs, LAN security and network management technology.

That brings us to Part 4 of the book. This starts with some basics on network connection devices: repeaters, bridges, routers and switches. The authors then include brief descriptions of different digital circuit types commonly used in wide-area networks (WANs) including ISDN, frame relay and ATM (for the uninitiated, the latter stands for asynchronous transfer mode, not automatic teller machine!).

The final part of the book covers that mandatory topic for any book on networks: the Internet. The authors have included a grab-bag of topics including how the Internet is structured, how an Internet service provider works, how the TCP/IP protocol works, IP addressing, how email works, and firewalls.

So what do I think overall? Was it the 'Book I Had to Have' those years ago? It probably is... I think. *How Networks Work* provides a good introduction for those looking for a basic understanding—but who may currently know little or nothing. It certainly is very easy and quick to read as well. But I do think the book would have been improved with a more in-depth coverage of networking theory and

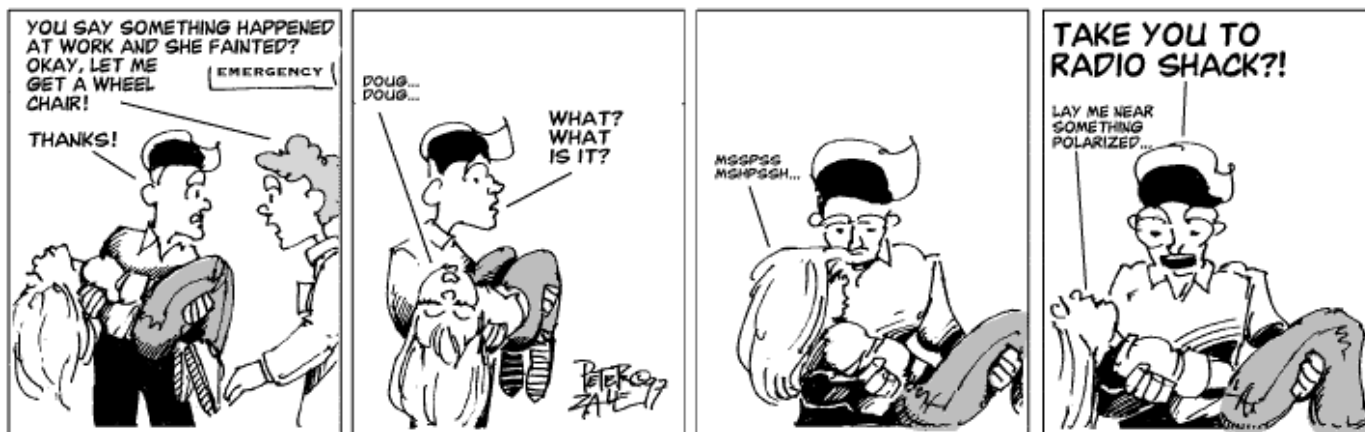


principles. The authors certainly have the credentials. Both are senior networking writers for PC Magazine.

The review copy was kindly provided by Prentice Hall Australia.

Rating: ***
Rating scale:
 ***** excellent—a classic
 **** good value
 *** scrapes by
 ** don't waste your money
 *

Title: How Networks Work (fourth edition)
Authors: Frank J Derfler Jr & Les Freed
Publisher: Que
Publication year: 1998 (for fourth edition)
Price: \$A39.95



Bring and Buy





30 November
1998



Ockham's Razor

Complaint about the increasing reliance on computer controlled processes and services, particularly computer controlled switchboards, and the potential for serious mishaps to occur.

Transcript:

Robyn Williams: Do you remember when all telephones were black? They all had dials, and they were operated by the Post Office (sweet, old-fashioned thing). Now it's called Telstra, soon to be privatised, and phones sit in people's pockets making robotic noises at inconvenient times. They have buttons, and even flash lights, demanding attention. And now these little monsters even have non-humans for you to talk to. Is this the shape of things to come?

Lex Blakey has a few stories to tell. He's a former Chief of the CSIRO Division of Building Research and lives in Melbourne.

Lex Blakey: The ideas which follow could only have come from someone over 70, well into retirement, and who got out the door just before the wave of computerisation crashed through. To many, no doubt, that sounds like a clear description of a 'has-been' and a Luddite. Has-been? Very likely. But Luddite? No! For most of my working life I was closely associated with people in the forefront of the application of computers to urban design, building, and planning. And it is this association as much as anything, which has led to the concern that I now feel about our increasing reliance on computer-controlled processes and services, and which seem to have no visible human control. A few trivial, but annoying experiences of the sort that have probably happened to many, have needled me into expressing these feelings.

Early last year, I had occasion to ring our recently-privatised electricity supplier to report a power failure. Our lights were flashing on and off at intervals of about 30 seconds. I was greeted by an answering machine that told me periodically that I was in a queue and would be answered as soon as possible. Every so often it added the

news that there was a blackout in an adjacent suburb, which they hoped to have fixed by midnight. It was then about 10 pm. I had nothing better to do, so I timed this for over eight minutes, and when I was suddenly told by the machine that I could see the lines were down, or I knew what was wrong, to press Button One. I couldn't, I didn't, and I only had a dial phone without buttons, so I did nothing for another seven-and-three-quarter minutes, when I gave up. I wrote to the supply company suggesting that my inability to make contact with any human in an emergency seemed to show how little they valued the ordinary domestic customers, with whom they are in a monopoly relationship. They never answered; I suppose they did not have a suitable reply stored on computer.

More recently, my wife was involved in a car accident, which fortunately did her no physical harm, but did a great deal to the car. I rang the insurance company and got another machine. I was given a series of choices: if I wanted this, dial One, that dial Two, and so on. I think I went through four multiple choice exams before I spoke to a human and found that I had made the right choice at each stage.

There are more stories to come, but I wonder how those manage who are not fluent in English, or who do not understand the questions because they have some specialist jargon in them. I am quite frightened about being trapped in some series of quizzes and queues when it is a real emergency.

I am now leaving messages on answering machines to the effect that I am not interested in doing business with anyone who cannot be bothered to provide that most essential customer service, a human being to talk to. No doubt this will sound like a very cranky old man, but how else can one protest? The experience with the electricity supply company shows that they will not answer letters.

There is no reassurance from the daily press. People in Victoria for some time have been treated almost weekly to reports of alleged failures and deficiencies of the

system which is supposed to receive emergency calls and dispatch fire brigade, police, or ambulance as required. In one that I heard, the computer tried to send two Melbourne ambulances to an address which turned out to be in Sydney. There have also been allegations of excessive delays in reaching accident victims in pain, or with a heart attack. There have of course, been arguments about whether the fault lies with the hardware, the software, or the operators, but whatever the case, it seems to me that over-reliance on computers has led to a serious loss of trust and efficiency in the services.

The stratospheric world of international finance and trading is a mystery to me, as I suspect it is to many. Ten years ago we had major stock market crashes all around the world. Apparently brokers had their computers connected into the exchanges and programmed to sell whenever stock prices dropped by some given percentage, so that once a serious fall started, the machines generated a wave of selling which pushed prices down further and further. Ten years later, the picture was much the same. The so-called circuit breakers which had been introduced into the software, seemed to interrupt the fall periodically, but did not really stop it. When the fall did stop, some commentators said it was due to the intervention of the small investors, the humans, without computers, who thought they knew a bargain when they saw one. If this were just another computer game it would not deserve comment, but when it throws real people out on the dole, or destroys their savings, it is little short of civil war. These incidents are all examples where people have been taken out of the operating process, and the whole business has been handed over to a computer program in the name of efficiency. The result has been just the opposite. If the glitches had led to no more than typographical errors it would not be serious, although there is probably still a drop in efficiency, but when at some

Where have all the People Gone?

remote probability they could be matters of life and death, something should be done.

Two more stories: I had to ring an airline to find the time of departure of one of their international flights. After dialling their Enquiries, I got 'Press or dial One for local departures, Two for local arrivals; Three for overseas arrivals, and Four for overseas departures. Three times I went through this routine to finish up each time on number Four with overseas arrivals instead of departures. I wondered, and eventually tried Five on the dial, and sure enough, got departures. I wondered again how many others had solved this problem and how long it had taken them, and how many had just given up. If only there had been someone to ask!

My daughter took her two-year-old daughter into the city one Saturday, and chose to use a large multi-storey car park, which because of local topography had exits on two different levels. When it came to departure, the gate by which she had entered was closed, and so with much backing and turning she had to look for another. There was no lack of speakers with buttons to be pressed, but they all directed her to the gate that she knew to be closed. Eventually of course, she found an escape, but no thanks to the operators of the carpark, who might just as well have been communicating by satellite from another country. It seemed a fairly minor nuisance to drive round a carpark looking for an open gate, but a fractious, overtired two-year-old in the back seat adds another dimension to the problem. I have told a lot of stories to illustrate the many ways and places in which one can suddenly find oneself at the mercy of a machine, with no apparent source of help if one is not able to provide just the sort of answer for which the machine has been programmed, and not always even then.

In retrospect, none of these incidents got much beyond an annoyance, but it could easily have been different. Imagine how a film of TV crew could turn each or any of them into a comedy or farce. Hitchcock perhaps, could have made each into the centre of a Kafka-like horror.

Some 200 years ago a wandering flute player and poet named Oliver Goldsmith

wrote 'The Deserted Village', a long, nostalgic, but probably fairly accurate description of the depopulation of an English village by the industrial revolution and the Closure Acts. In the light of the experiences recorded here, it is possible to get some idea of how unsettling those times must have been. Today's poems could be called 'The Deserted Switchboard'. The organisation with which I was once associated was known throughout the industry for the quality of its switchboard as much as for the information we gave. The women were always there, and nearly always were able to find someone to help an inquirer. It was a warm response. It is hard to imagine any answering system getting that sort of reputation.

I have discussed these incidents with friends, and find they all can tell a similar set of stories. Like mine, they range from faintly comic to the slightly frightening. Certainly none were disastrous, but I cannot help feeling that sooner or later a disaster must happen. Perhaps it already has. There have been suggestions that some of the recent aircraft crashes may have been influenced by some malfunction of the automated control and information system.

Until a disaster does happen, and it is clearly due to a computer control glitch, probably nothing will be done. All these mindless, disembodied voices that we now confront, have all been installed in the name of efficiency, taken to be cost-cutting on the part of the operating firm. On that narrowed basis, no doubt it is justified, but I wonder whether the whole community saves. These automated response systems effectively pass the buck, and offload to the user, the cost of any malfunction in the system. I spent 15 minutes trying to get a response out of the electricity supplier, which could have been serious. I did not really waste much time trying to get the line for the overseas departures at the airline, but how many others went through the same nonsense, perhaps without success? Similarly, how many others wasted time and temper trying to get out of the car park? Whether the number is large or small, the important question is, why should the customer pay

for the faults of the supplier, and have no way of registering a complaint? I believe economists call this 'externalising the costs', which sounds good, but it still means passing the buck.

Two of the incidents described affected me adversely, and one cost me about a dollar. Applying these numbers to 10-million adult Australians, in the absence of anything, gives a waste of \$20-million. This can be no more than a rough ballpark estimate, and little better than a wild guess, but it would pay for a lot of telephonists, and a fraction of it would arouse the concern of any worthwhile auditor-general. And this does not include the effects in Victoria of the long, long-delayed automatic ticketing for public transport, and the automatic dispatch of emergency services. Economy for the community it is not!

There are similar examples, such as who is the polluter, who pays for the clean-up, or who puts up with the mess. There seems to be something terribly wrong with any system which encourages people to offload the costs of their own deficiencies onto the consumer, especially when there is an outside chance that those costs might include those of a real catastrophe.

If you feel as I do, that you want to talk to a real human when you need help, there is little that one can do now except complain. If you are going to complain, it is essential to find the right place to attack. It was obviously useless for me to complain to the electricity supplier when we had an emergency, they just ignored it. In Victoria there is an Office of the Regulator-General, which is supposed to keep some watch on the private electricity industry, and there is the Ombudsman. Many of these bodies have been rendered fairly ineffective by lack of staff and financial support, but hopefully a complaint to them will get registered in some public report, and if there are enough complaints, something might get done. It is becoming a discrimination against humans, and it is time to fight back.

Robyn Williams: Lex Blakey is a former Chief of the CSIRO Division of Building Research.



Bits & Bytes



Practical jokes in the office:

- Get everyone but your target in on it and never come by his or her office twice in a row wearing the same clothes. Sanity test...
- Staple ever unimportant paper on their desk together.
- If your target has a computer, reposition the monitor everyday.
- Fill an empty white out bottle with milk and replace it with your co-workers.
- Put a live lobster or any other creature in the file cabinet.
- If computer has speakers turn the volume all way up or way down depending on your mood. :)
- Taping down the switch hook buttons on a phone gets some interesting reactions. When the mark answers the phone keeps ringing.
- Ask your mark, "ARE YOU GETTING FIRED? WELL, THAT'S THE RUMOR."
- Does your coworker have fish in the office? Take the fish and leave a ransom note.
- If a coworker brings a bag lunch, switch the contents. It's even better if you switch it to something totally random. (beer, rubber cement, condoms, etc.)
- Pull the labeled buttons off of their phone and rearrange the order and put them back on their phone. They won't be sure of which line is which or which connects them to the boss!
- Tape your victim's telephone receiver down at top and bottom when they are away from their desk. When they come back, call them from your desk and watch them struggle to answer.
- Put transparent tape over the read out of a calculator. It makes the numbers blurry.
- If your boss wins some kind of prestigious award, manufacture a phony memo from the company president announcing the discontinuance of the award.
- By a package of approximately 200 of those little paper bathroom cups and neatly arrange them all over the subjects

...compiled by Andrew Clayton

desk. Then staple them all together and fill them with water. See how long it takes them to figure out how to get rid of this set-up without spilling water all over their paperwork, files, computer, etc...

- Take the paper out of the copier and write "Everything written of the flip side of this paper is a lie!" Put it back into the copier mixed with regular sheets.
- Take one of your coworker's 3 1/2" floppies and label it something banned at your workplace.
- A good practical joke you can play on someone at work is with the intercom in the store. (This joke will only work if you have to dial a number on the phone to use the intercom.) Tell new workers that you must dial the intercom number to dial out.
- Buy a voice changer at Toys 'R Us and answer the phone in strange voices.

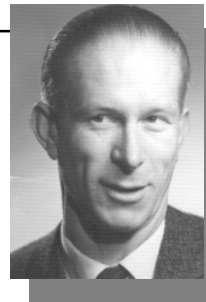
- Seal the boss's desk during their vacation in Glad wrap.
- Get Valerian Root capsules (at health food stores) and when co-worker is away from desk, take his phone apart and open a capsule or two of Valerian Root in the mouthpiece then replace. Guaranteed to smell terrible!
- At lunch, swap the worker's real food with look-a-like dog toys.
- If the drawers to the victim's desk has a board under it you can take the drawer out, take the contents out, put the drawer back in, but UPSIDE-DOWN! Then, while the upside-down drawer is partially opened, put the contents back in and close it. When the unsuspecting victim opens the drawer, all the contents fall out!

©



Darryl began to wonder whether the new 255 character filename limit on Windows 95 was really going to be all that helpful.

Puzzle Corner



...compiled by Victor Bushell

On the 1st day of Christmas, my true love sent to me a partridge in a pear tree.

On the 2nd day another partridge and 2 turtledoves.

...

On the 12th day, 12 drummers drumming, 11 pipers piping, 10 lords a-leaping, 9 ladies dancing, 8 maids a-milking, 7 swans a-swimming, 6 geese a-laying, 5 gold rings, 4 calling birds, 3 French hens, 2 turtle doves and a partridge in a pear tree.

(No, this is still Puzzle Corner, we haven't changed it to Sing Along with Vic — I doubt we'd all fit in the bathroom anyway, however much fun that might be!)

As we all know, in the song "The Twelve Days of Christmas," gifts are sent on successive days as described (in abbreviated form) above.

Now let G_i be the number of gifts sent on the i^{th} day.

Then $G_i = G_{i-1} + i$ (where i is the day and has values 1 to 12)

(For example, on the 2nd day, 3 gifts were sent and $G_2 = G_{2-1} + 2 = G_1 + 2 = 1 + 2 = 3$.)

Also let T_n be the total number of gifts sent on the first n days of Christmas.

So, $T_1 = 1$, $T_2 = 4$ etc.

Derive a formula for T_n in the form $T_n = [?(?+?) (?+?)] / ?$

Then use the formula to find out how many gifts were sent for all the twelve days? Surprised?

Some comments are in order here.

1. It is immediately obvious that this song follows a pattern — that's the easy bit. The problem is to see how to "massage" the pattern to get the required result.

2. If you tackle the problem and manage to see what has to be done, you will soon realise that you need some more information (formulas) to arrive at the result. It is more than likely that these formulas will not be known (at least to most readers) but for very good reasons I will not quote them here. I hasten to add that this should not put you off — the problem

is in no way dependent on "advanced" mathematics — just a reasonable facility in (elementary) algebraic manipulation. If you get stuck just send me your partial solution and I'll give further hints. Remember, I'm just a quick e-mail away!

3. Try to resist the urge to immediately "add it all up" to get the grand total. Doing that won't add to your understanding; indeed it will lessen your enjoyment in solving the problem.

4. Admittedly, this is a different type of puzzle from all those in previous issues, but it is an excellent example of its kind, and for this reason alone (apart from the season) I couldn't resist it. A recent episode of the excellent ABC TV program for schools, *Mathematical Eye*, showing children solving problems in stacking tins, walking up steps and counting turtle shells and leaves on stems further convinced me. I know that some readers will like it — I hope others will try it.

5. The problem is due to Prof. Thomas F. Banchoff and appears in the text *Calculus* by Edwin E. Moise. It has nothing to do with Calculus! (And, incidentally, the song has nothing to do with sending presents. It was composed during the time of the religious wars of the 16th Century. Its purpose was to allow basic doctrine to be communicated safely, when otherwise it could be dangerous to openly profess one's beliefs. My thanks to my sister Patricia English for pointing this out.)

And so to our second season of peace and goodwill puzzle.

The Peace Conference:

That something must be done to restore law and order to Neumania is obvious, and the Peace Committee has suggested an international 'police' force consisting of three contingents from the Northern powers (Atlantia, Battolia, Cornovia, Dubbland and Empirea) and three from the Southern *bloc* (Voolubu, Womboland, Xandolia, Yubabi and Zemberia).

But there agreement ends. The Northern powers will not agree to a force that includes both Womboland and Yubabi. The Southern *bloc* has retaliated by saying that it will not agree to contingents from both Atlantia and Dubbland.

Again, the Northern powers insist that, if both Voolubu and Womboland are included, then Zemberia should not also be represented. The Southern response to this is that, unless Womboland is represented, the *bloc* will not agree to both Cornovia and Dubbland. Moreover if Zemberia is excluded, the Southern *bloc* will not agree to the inclusion of Empirea.

If Zemberia is to send a contingent, then Battolia will refuse to join the force, while Xandolia has declared that she will withdraw if Cornovia is represented.

The Committee is desperately seeking some suggestion as to how the peace force may be constituted in a way that will satisfy all parties.

Can you help?

(Any resemblance to any country is purely coincidental.)

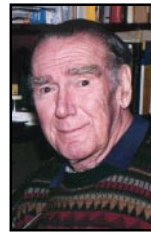
For their solution to the November puzzles, congratulations to Anton Lewis, Paul Free, Robert Richardson and the "hard maths" class at Mt Rogers Community school, Aimee, Brett, Caleb, Casey, Loki, Manoo, Robyn, Sara and Sarah.

The Norwegian drinks water and the Japanese owns the cat, 44 times and Kolya was new-born.

My best wishes to all members for Christmas and may your 1999 be peaceful and successful. Many thanks to all those puzzlists for your efforts and your kind expressions of appreciation over the past year. And welcome to any new devotees who would like to "join the club."

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

SOFTWARE Library



Phil Trudinger

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

NEW AND UPDATED WINDOWS PROGRAMS

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

CALCULATORS

MCALC100* (192157 bytes)

MCalc (AM) 1.00 is small, but powerful
calculator for scientific and general use. This is
an excellent replacement for the Standard
Win95 calculator. Reg Fee \$20

PROKAL63* (454381 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 \$15

UCALCW* (1782281 bytes)

UCALC 4.0 is a set of tools for performing
calculations in Win95. This includes an
expression evaluator, unit converter, a

Please Note

The files described in this article are on the
November 1998 CD-ROM (PsL Vol 6, #11)
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.

DBEEPER2



calculus tool, graphing capabilities, and more.
Reg Fee \$40

COMMUNICATIONS

AIPICX10 (781334 bytes)

AI Picture Explorer 1.0 is an integrated Viewer
and Explorer, that creates Instant Web Pages
and HTML image catalogs. It quickly displays
thumbnailed directories and tracks images on
CD-ROM and removable disks (e.g. ZIP
drives) via HTML thumbnails of JPG, PNG,
BMP, PCX, TIF and TGA files. Its flexible,
easy-to-use interface runs multiple copies and
can mimic My Computer or Windows
Explorer. Reg Fee \$34.95

CALMAIL1 (3747704 bytes)

Caliban Mailer 1.00 is an advanced email
delivery package that allows you to send
messages and electronic documents to lists of
recipients. You can create any number of
mailing lists containing any combination of
email addresses from a master set of email
addresses. Reg Fee \$45

DBEEPER2* (3301063 bytes)

Direct Beeper 2 2.75-A is a powerful 32-bit
wireless paging system. Features include single
and block paging, drag and drop group

management, support for pre-defined
messages, auto modem configuration, and
much more. Reg Fee \$0

EZ99 (8840402 bytes)

EZSurfer 99 5.00 enables Internet surfing
without any prior knowledge of computers or
Internet addresses. This is an Internet
operating system, with no affiliation to any
I.S.P. On its main screen you can choose
between the following topics: News, Search,
Entertainment & Music, Computers, Kids
sites, Business, Travel & Tourism. In any of
these topics you will get a screen full of the
best Internet sites on these subjects. Click on
the logo/site as you like, and in seconds you
will surf there. Reg Fee \$?

FAX_V809 (942253 bytes)

FAX_N809* (967069 bytes)

FaxMail for Windows 8.09 adds faxing
capabilities to all Windows applications.
Features include an auto-print on receive
option, background operation, custom cover
pages, a fast fax viewer, timed sends, logging
of all past and future fax events, and much
more. Reg Fee \$29-\$59

FTGATE21 (2446688 bytes)

FTGate Mail Server 2.1.0.5 allows a network of users to communicate with each other using electronic mail. With its powerful dial-up networking facilities and implementation of standard internet protocols, it also allows each of those users to communicate over the Internet, and allows most of the mailbox configuration options to be controlled remotely with the use of email messages, such as mail forwarding, setting auto-text responses, setting new passwords, and more. Reg Fee \$0-500+

JOCWP10 (301668 bytes)

JOC Web Promote 1.0 is a program for announcing your web page in hundreds of search engines. This can greatly increase your web traffic. All your promotion information can be saved into project files. Reg Fee \$20

JOCWS12 (257396 bytes)

JOC Web Spider 1.2 allows you to download entire websites and navigate into them offline. Reg Fee \$?

LFX40 (6773774 bytes)

LiquidFX Pro Web Page Designer is a fully integrated editor that will help you develop professional quality HTML Web documents in a short time. It is ideal for rapid design and prototyping of complex Web pages. It uses highly intuitive requesters and logical sectioning of HTML scripts. It also includes built in features that are at the cutting edge of web page design with many features. Reg Fee \$55-65

NETSUB (1632005 bytes)

Net Submitter Professional 1.5.38 is a powerful search engine submission tool for Internet Explorer 4. It provides fully automated submission of unlimited URLs to a growing list of hundreds of search engines, directories, newsgroups, and link listings. In addition, semi-automated support is provided for hundreds of other submission sites. Reg Fee \$99

SNIPSNAP (1920708 bytes)

Snipsnap Pro 1.2 downloads thousands of free images from newsgroups. It makes it easy to decide which newsgroup you're interested in, by providing a wizard-driven interface. Once you've told it where to get the images, it queues them based on either pre-built filters like 'Anti-spam,' 'Time savings,' and 'Thorough,' or a custom filter you establish. Features: built-in image viewer, wizard

interface, queue-timer, and more. Reg Fee \$34.95

STYLE110 (2618651 bytes)

Xara WebStyle 1.10 helps create top quality, custom designed, web optimised graphics, including 2D and 3D headings, buttons, bullets, dividers and backgrounds. It uses vector graphics that can be scaled, zoomed, rotated and re-coloured with no loss of quality. A wide range of graphic templates are provided. Reg Fee \$99

TEAMSTAT (173985 bytes)

TeamStats 1.1 is a Java-applet that displays tables, matches and statistics from a league in some sport. You can also select two teams and compare them in a number of ways. TeamStats is primarily developed for soccer but can also be used with other sports such as ice-hockey, handball etc. Reg Fee \$70

DATE & TIME

CB16 (540439 bytes)

CALB31C* (1280639 bytes)

Calendar Builder allows you to make your own custom calendars quickly and easily. This includes 13 calendar formats to meet a variety of needs. You can use any font, colour, and header style you desire and create an unlimited number of style sheets. A selection of icon-like graphics (hearts, exclamation points, etc.)

are included, and can be dragged onto any day of the calendar. Reg Fee \$20

POWCLK16 (728804 bytes)

POWCLK32* (879350 bytes)

Power Clock (16-bit) 3.07 is a powerful time-clock package for Windows. Features include a familiar mechanical clock interface, automatic synchronisation of files among different physical locations, a built-in email system, a wide variety of printed reports, and more. Reg Fee \$89-\$189

SIMPL100 (318894 bytes)

SimpleScheduler 1.00 is a tiny but very useful reminder program that keeps dates, times and messages in a vertical list format. A message flashes on the Task Bar when a message is due, then highlights it in the calendar list. Reg Fee \$19.95

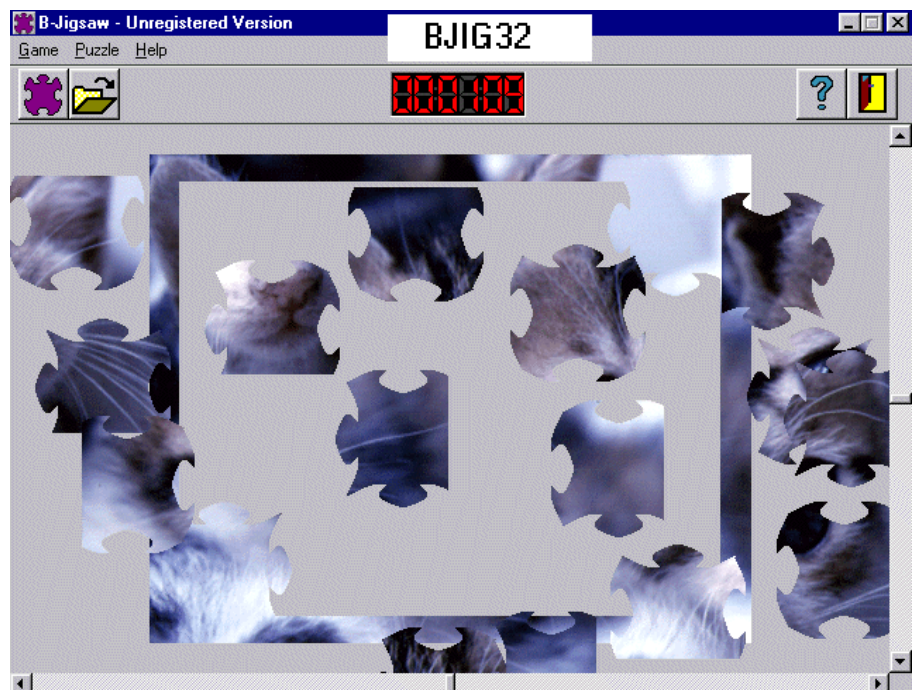
SKEDE162 (223820 bytes)

SKEDP202* (367989 bytes)

SkedEzy 1.62 is a calendar and scheduler for Windows that posts messages, sounds an alarm, and runs programs at any set time. Reg Fee \$25

TIMEE102* (222289 bytes)

TimeEzy 1.02 is a global clock utility for Win95/NT that provides point and click access to timezones around the world. It automatically takes Daylight Savings Time into account wherever and whenever appropriate. Reg Fee \$20



Fonts

BI (18456 bytes)

Beautiful Ink is a truly beautiful calligraphic font for Windows. Reg Fee \$10

BMINUS (55242 bytes)

Penmanship: B minus 1.2 is a hand-drawn TrueType font that looks like it was done by a child. Reg Fee \$0

CALLIGUL (23435 bytes)

Calligula 1.0 is a beautiful calligraphic TrueType font. Reg Fee \$0

CROSSFNT* (256364 bytes)

CrossFont converts Mac TrueType and PostScript Type1 fonts to Windows PC and PC TrueType and Type1 fonts to Mac. Features include long filename support, multiple file generation in a single pass, font family support, and more. Requires Win95/98/NT. Reg Fee \$45

DINGLE (19854 bytes)

Dingle Berries 1.1 is an interesting TrueType font with a hand-drawn look. Reg Fee \$0

FRONTE101* (223043 bytes)

FontEzy 1.01 is a special effects font generator for Win95/NT. It maps colours and bitmaps onto text in any installed font, plus allows much control over shadows. It divides text into regions via contours, then paints or cross-fades between contours using specified colours or bitmaps. Shadows have variable offset from text, and can range from sharp to diffuse, any colour. Reg Fee \$20

LISTFONT (9555 bytes)

Listfont.DOT 3.1 is an MS Word macro to produce a sorted list of all your fonts. Multiple font samples are listed on each page allowing a compact record of your fonts to be kept for reference. Allows multiple or single line listings or the entire character set to be displayed and printed in any font size. Reg Fee \$10

LOUSY (28865 bytes)

Lousy 1.2 is a TrueType font that looks as if it were drawn with a marker. Reg Fee \$0

LOVE_LTR (22063 bytes)

Love Letter Typewriter is a TrueType font that was created from scanned pages of love letters written on a typewriter in the late 1930s and early 1940s. Reg Fee \$10

MARKYM (37020 bytes)

MarkyMarker Dark 1.0 is an unusual TrueType font that looks as if it were drawn with a thick marker. Reg Fee \$0

SKETCHY (85036 bytes)

Sketchy is a unique TrueType font with a hand-sketched look. Reg Fee \$0

Games

BBLN288 (509082 bytes)

Babylon II 2.88 is a puzzle game where you have to restore the initial pattern on the gameboard. This is challenging because the pattern is drawn on both sides of the board; so, any changes made on one side involve changes on another side. Reg Fee \$15

BEETLE21 (1618852 bytes)

Beetle Run 2.1b is an interesting arcade strategy game for Windows. You must rearrange a path for your ladybug to travel around the game board, trying to reach the target score to proceed to the next level. There are digitised sound effects, amusing animations, and educational beetle facts. This version has seven increasingly challenging levels. Reg Fee \$18

BJIG32* (315617 bytes)

B-Jigsaw for Windows 1.1.5 allows you to create your own jigsaw puzzles with any BMP file. There are three levels of difficulty—Beginner, Intermediate, and Expert. Each level corresponds with a certain size of puzzle pieces; Beginner—large pieces, Intermediate—normal pieces, Expert—small pieces. Reg Fee \$10

CROPCIRC (7054973 bytes)

Crop Circles: Escape from Planet 3 You are Slinus 181 and your mission is to locate all data energy left behind by earlier missions to planet 3. The data energy points are stored in fields around the world. You must locate these points and land on them to absorb their energy (leaving an artistic circular impression behind) before you run out of fuel. Once you've absorbed all the data from a particular field you get to go onto the next one until all fields are clear. If you are discovered, captured or photographed...your mission will be declared a failure. Reg Fee \$19.95

DIAGLE1B (1442824 bytes)

Diaggle for Windows 1.1b is an unusual falling-block game where you must arrange triangles to form a pyramid at the bottom of the game board. When you can fill this pyramid with a diagonal made up of triangles of the same colour, then those triangles and the others above it will be removed. This is very challenging. Reg Fee \$18

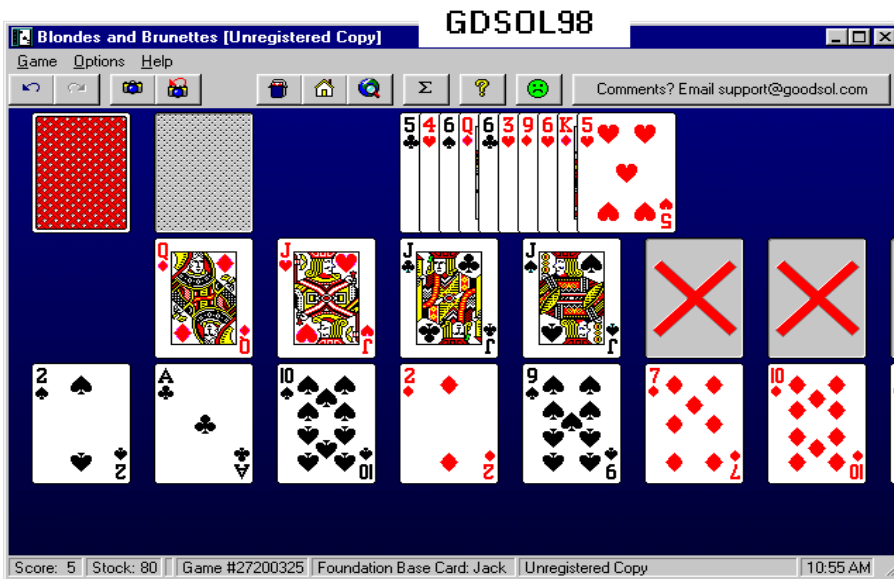
FROGHP11 (1634777 bytes)

Frog Hop for Windows 1.1b challenges you to keep your frog jumping for as long as possible. Rotate the lily pads with your mouse to direct the frog across the pond. Gain extra points for bonus pads, stray insects that fly onto the board and much more as you try to reach the Top Ten High Scores. Reg Fee \$18

GDSOL98* (2537039 bytes)

Pretty Good Solitaire 98 4.98.1 is an entertaining collection of 200 solitaire games, including Klondike and Canfield variations,





two-deck games, and much more. Requires Win95/98/NT. Reg Fee \$24

LEXICON* (4974750 bytes)

Lexicon 1.2c is a unique and original game where you form words from lettered tiles. It features three separate games, each with its own set of rules and tile layouts. The entire game is set within a tropical theme, featuring lush graphics and a fresh, intriguing interface. Features a large dictionary, computer and multi-player opponents, high-scores, online help, demo mode, and more. Requires Win95/NT. Reg Fee \$20

OILPRO20 (1497616 bytes)

Oilcap Pro for Windows 2.0b is a fast-paced game where you must race the clock as you place pipe links for the oil to flow. Quick thinking and fast reflexes are required to stay ahead of the onrushing oil. You can gain extra points for oilrigs, oil holes and more. Reg Fee \$18

P952_256 (4504563 bytes)

Pirates- the Quest for the Sea is the multi-player game of piracy and plunder on the high seas. PIRATES can be played by up to six people over the Internet (through Email) or on a single computer. Use the player profile creation wizard to create your own PIRATES personality. The game creation wizard makes it easy for you to create the type of game you want to play. Include the player profiles of your friends, a computer player or two, and set sail for a multi-pirate challenge through email or at home. Reg Fee \$?

PLUS600 (1147592 bytes)

PLUS600 6.02 is a draughts games for Windows that uses the full rules of standard (or Russian) draughts. This is a self-training game, and the more you play the more strongly the computer opponent responds. Features include the ability to save/load position at any time, an 'undo' function, different game levels, and more. Reg Fee \$36

QUARRY21 (1588413 bytes)

Quarry 2.1b is an addictive strategy game for Windows. The challenge is to push columns of rocks up or down in order to get your rock workers to the other side of the quarry before your computer opponent can. Features include amusing animation, fun sound effects, and more. This is a high-quality, non-violent 'thinking' game suitable for the whole family. Reg Fee \$18

RIVCHESS* (619026 bytes)

Rival Chess for Windows 1.22 allows you to play a game of chess against the computer in Win95/NT. Reg Fee \$?

GRAPHICS

AIPICT23* (665397 bytes)

AI Picture Utility 2.3 is a fast 32-bit JPEG viewer for Windows95/NT. Features include fast previewing, a flexible and easy to use interface, support for VidFun AVL slide-shows, common image functions (gamma, contrast, brightness, etc), and more. Reg Fee \$25

DSKSHW12 (1624567 bytes)

DeskShow 1.2 allows you to automate the use of image files as desktop wallpaper, or as part of an on-screen slide show. It also includes a screen saver module which allows you to use your pre-configured DeskShow FileList to display a timed sequence of image files as your screen saver. Reg Fee \$15

ESHEEP (118111 bytes)

Esheep displays a cute animated sheep on your Windows desktop. Reg Fee \$0

GOLF8X6 (693746 bytes)

Golf Balls 1.0 displays floating golf balls on your desktop, along with the slogan 'I'd rather be golfing'. Reg Fee \$6

NB6GOETZ (8328364 bytes)

Butterfly Desktop Wallpaper-Wallpaper bitmaps of butterflies for your desktop. Reg Fee \$0

PANORAMA* (502245 bytes)

Panorama 32 1.31 is a wallpaper manager for Win95/NT with support for JPEG, GIF and PNG files. It can change wallpaper at user-defined intervals, random or sequential order. Other features include automatic searching of your hard disk for image files, drag and drop support, and automat tiling of small bitmaps. Reg Fee \$0

PHOTUP20 (2234146 bytes)

PhotoUp 2.0 is a simple program that allows you to place a small photo anywhere you choose on your computer screen. You can select photos of your loved ones, friends, family, pets...whatever you desire and place the picture on your screen in a choice of three sizes, even the largest of which does not 'take over' your screen. Reg Fee \$15

PL411 (2304505 bytes)

PhotoLine 32 3.09 allows you to view and edit/manipulate all of your image files. Numerous image-file formats are supported, and this suite offers multiple tools/choices for enhancing your graphics. Reg Fee \$69

RTRVR21* (1323873 bytes)

Retriever 2.1 is an image viewer for Win95/NT. Features include the ability to create thumbnails, create impressive contact sheets from thumbnails, save contact sheets as a website for the WWW, and find duplicates. It also has basic image processing options. Reg Fee \$15

TIERA_26* (309503 bytes)

Tiera-Zon, Jungle Fractals 2.6 is a fractal generator for Win95/NT. Reg Fee \$0

MISCELLANEOUS

AMICA150* (1296915 bytes)

Astronomia 1.5 is a planetarium package for Win95 that offers highly realistic views of the entire sky from any place on Earth. It has an easy-to-use interface that helps for intuitive and fast navigating within the program and searching for celestial bodies. Extensive information about objects is available with a single mouse click. Reg Fee \$25

BAB_FRE.ZIP 11942933 bytes)

Babylon, The Single Click Translator translates words and expressions on your screen, from English to your own language (French, German, Hebrew, Italian, Japanese, Spanish and more to come) with just one click of the mouse. Babylon can identify and translate any word on your screen independ-ently of the Windows application that you are using, you can translate words from a word processor document, a spreadsheet, a WEB page, an email and even from the desktop. Reg Fee \$0

CHEMXB10 (526171 bytes)

Atoms, Bonding and Structure 1.0 is a unique interactive multimedia Chemistry tutor for Windows which tests students as they learn. It teaches about elements, compounds, mixtures, atomic structure, ionic and covalent

bonding, bond energies and much more. As far as possible, skills are taught through familiar examples, to help reinforce general chemical knowledge. Reg Fee \$25

DIA_LOG (3558067 bytes)

Dia-Log is a diabetes daily log manager that allows you to track and evaluate your daily insulin intake and blood glucose levels (in mg/dL units or mmol/L units). Also performs comprehensive glucose statistics. Additional features include a health care provider section, a diabetes recipe collection section, basic facts about diabetes section, nutrition and exercise section, taking care of diabetes during special times section, and a section that contains a comprehensive listing of state, national and world-based diabetes organisations. Reg Fee \$24.50

EB10* (6847887 bytes)

Envelop Budget 1.0 is based upon the envelope style budgeting system. This allows you to set aside a portion of your money, at any interval, before bills or expenses come due. Requires Win95/98/NT. Reg Fee \$10

IPRO303 (2023774 bytes)

InfoDex Pro 3.03 is a dynamic, powerful flat-file database that allows you to manage business contacts, computer software, equipment, passwords, etc. Supports 9 field types: String, Number, Currency, Date, Time, Combination Date/Time, Check Box, Memo, and Picture Fields. Features include: Import, Export, Quick Search, Locate, Full-Text

Search, Browse, Sort, Print, Print Preview, Custom Report Designer, Avery Label Printing, View Ranges, Record Tagging, Password Protection and much more. Reg Fee \$60

PBUDGET (7122401 bytes)

Personal Budgeting 99 4.0 is a comprehensive budgeting package designed to help individuals track and plan their monthly expenses. It is very easy to use, and produces a variety of printed reports. Reg Fee \$10

PROKON86* (1714083 bytes)

ProKon 8.6 is a unit conversion utility for Win95/NT with over 300,000 unit conversions possible. Features include a built-in calculator, the ability to save information to a file, printing options, and more. Reg Fee \$16.50

TD95414* (2416221 bytes)

ToDo95 4.14 is a powerful To-Do list manager and appointment scheduler for Win95/98. Features include support for up to 10 separate lists, visual and audible alarms, multiple alarm options, printing capabilities, and more. Reg Fee \$24.95

QVAC141 (4577963 bytes)

QV AutoCam for Casio Digital Cameras 1.4 is the superior alternative to the free software which comes with Casio cameras (QV-Link). It's easier to use, fetches faster, produces better pictures, and can help you organise and catalog your picture collection. And because QV-AutoCam is designed specifically for Casio cameras it understands their special features, and can compensate for their weaknesses. Reg Fee \$34.95

STEPS (236903 bytes)

STEPS is an investment strategy package that shows you how to build your own stock or commodity trading system, so you can put your money in the markets with confidence. Reg Fee \$48

SCREEN SAVERS

21FLY1 (1818506 bytes)

21 Flying Images Screen Saver 1.0 allows you to load your favorite images and fly them around the screen with a variety of special effects. Reg Fee \$14.95

A_1IMAGE (1735398 bytes)

A-1 Image Screen Saver 3.0 allows you to float an unlimited amount of graphic images on your Win95/98 desktop. Features include the ability to add a main caption for the screen



saver, choose font colour, type, and size, adjust the time delay between images, and more. Reg Fee \$15

OMDOGGY (1057776 bytes)

OnceMore Doggy Screen Saver displays a variety of dogs with their breed names on your Windows desktop. Reg Fee \$14.95

OMPVERB (844241 bytes)

OnceMore Proverb Screen Saver displays thoughtful proverbs on your desktop with a variety of colourful backgrounds. Reg Fee \$15

OMWRULE (1021733 bytes)

OnceMore Work Rules Screen Saver displays comical workplace rules on your Windows desktop. Reg Fee \$14.95

PS3D211 (712136 bytes)

Photo Show 3D 2.11 is an incredible WIN31 screen saver that maps a 256-colour GIF or PCX image to the surface of a 3D object and tumbles it across the screen. Three sample graphic files are included. A 386+ and a 256-colour video driver are required. Reg Fee \$18

SPACE54 (1300450 bytes)

Space Explorer (MQ) 5.41 is a WIN31 screen saver where various planets and space objects fly over the screen as you look out the window of a space ship. Digitised sound effects are available when an object hits the ship. Reg Fee \$19

UTILITIES

2DESK (209559 bytes)

DoubleDesktop 1.00 is a clever desktop enhancement utility which effectively doubles the width of the default Windows desktop. This is extremely easy to use, and you move windows and switch between desktops with a single mouse click. Reg Fee \$?

ADDREM20* (126714 bytes)

Add/Remove 4Good 2.0 helps removed installed programs in Win95. It has a slick and easy to use user interface with fast access from the system tray. It tries first to uninstall the application and only later (if necessary) forces the application out of the Add/Remove list. You also get a history log that lists all the applications that were uninstalled. Reg Fee \$12.95

CRSRPK1* (8106 bytes)

Animated Cursor 10-Pack contains ten animated cursors for use with Win95/98/NT. Reg Fee \$0



DIRCMP11* (473823 bytes)

Directory Compare (GA) 1.1 allows you to compare the contents of two directories in Win95/98/NT. You can also copy and move files between the directories or to any other directory, delete or rename files, open files in their associated application, synchronise the contents of the directories, and more. Reg Fee \$24

LUNABAR* (1165142 bytes)

Lunabar 98 3.11 places an icon in Win95's taskbar displaying the current moon phase and age. You can click on this icon to open a full lunar almanac displaying phase, rising, and setting times, and more. Reg Fee \$20

MACEX* (1202448 bytes)

Macro Express 98 1.0m is a powerful keyboard macro package for Win95/NT that allows you to automate all your common tasks. You can insert text, dates, launch programs and websites, and much more. Reg Fee \$34.95

PSCREENS* (648739 bytes)

Perfect Screens 3.25 allows you to have multiple virtual screens and switch among them in Win95. Running applications can easily be moved or copied among screens. Each screen also has its own screen menu and toolbar to launch applications, open files and view directories. Reg Fee \$25

QUICKRS* (474381 bytes)

Quick Route is a powerful command line utility for Win95. It has a variety of built-in common DOS commands, and you may also

define your own custom commands. Reg Fee 16 Pnds

SING* (452743 bytes)

Singularity 4.02 is a powerful 32-bit file management package. Features include a double-panel frame, command prompt, user-customisable toolbar, drive bar, status bar indicators, and handy folder navigation tools. Reg Fee \$39.95

SNW1004* (485970 bytes)

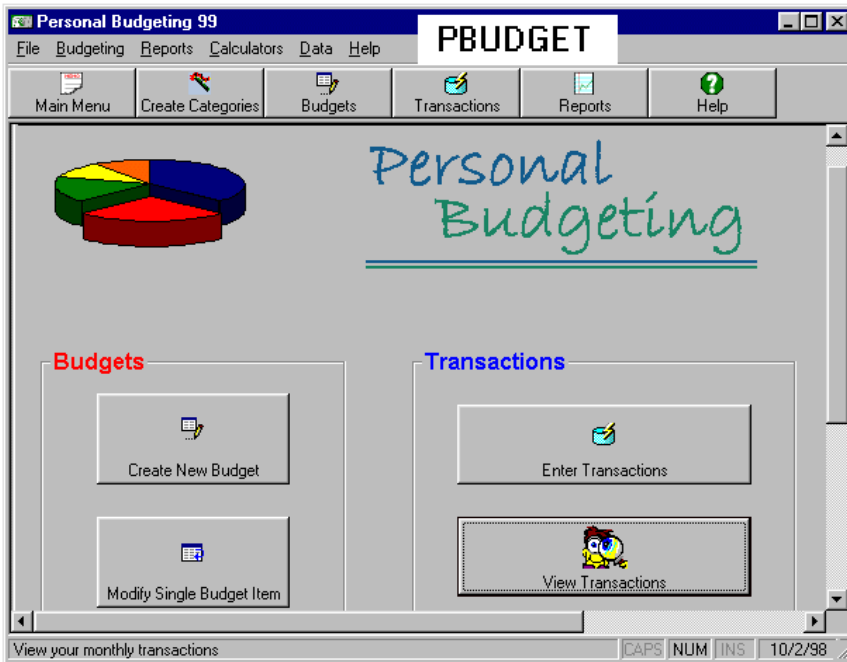
System Notebook allows for the configuration and maintenance of many options otherwise inaccessible in Win95/98. You can optimise your Dial-Up Networking configuration, edit context menus for the various file types on your system, check your Registry for consistency, back up your Registry, view and edit OEM information, change the icons for various objects on your desktop, and much more. Reg Fee \$19

SPEEDO (796558 bytes)

SpeedO is an integrated collection of Windows file management utilities. Features include the ability to attach descriptive notes to files, wild card directory searches, powerful file finding capabilities, and much more. Reg Fee \$50

SYNOPS32* (3575864 bytes)

Synops'Tools 3.2 allows you to fully explore your drives by browsing and exploring more than 55 file formats (fonts, icons, texts, videos, pictures, sounds, and useless files). All files scattered in all the folders are automatically displayed, opened or played.



beauty of The Kingdom of the Winds. Begin by learning how to survive; you may end by becoming a deity. Do arcane mysteries entice you? Or poetic stories? What of donning stunning platemail and hefting up the sword nearly lost from beneath the waves of human consciousness? Or is it simply the riches and awesome artifacts you wish to behold? Allow the winds of your imagination the rise up! Reg Fee \$9.95+



They also enable you to copy your favorite ones in your Favorite folder and delete those which have become useless. Requires Win95/98/NT. Reg Fee \$9-\$55

NEW AND UPDATED DOS PROGRAMS

AS_WRT2B (309916 bytes)

AScribe Write! Every research journal insists on its own unique reference style. Some journals may not even review a paper that does not conform to their standard. AScribe Write! can be programmed to match the reference styles of most American research journals, often down to trivial nuances in punctuation. Reg Fee \$20

FFW32SW (2264702 bytes)

Funny Face 3.2 is a computerised version of Mr. Potato-Head, only better. It lets children create heads by selecting from a wide range of hair styles, eyes, ears, mouths, noses, eyebrows and beards. Faces can be coloured in, saved in PCX format, recalled and printed out. Support is included for 180 different dot matrix, laser and colour printers. Reg Fee \$20

FIX510S (53798 bytes)

Fix (JC) 5.10S performs string search-and-replace on any size file. The string may be specified with quotes, decimal or hex byte values, or ASCII symbols. Original data is always saved. Reg Fee \$16-30

NEXUSKEY (6806063 bytes)

Nexus is a virtual world in which your assigned character is a player. Discover the hidden

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
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(remember the copyright regulations here, please)

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monitor repair specialists

No Fix ---No Fee

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Telephone 6239 1043**

The Email facts Of life

This was posted on ttip.general recently, and for those of you who don't look at the news groups, I have reprinted it here. Whilst it is rather funny, there is a message here for all of us. Ed.

1. Big companies don't do business via chain letter. Bill Gates is not giving you \$1,000, and Disney is not giving you a free vacation. There is no baby food company issuing class-action checks. You can relax; there is no need to pass it on "just in case it's true". Furthermore, just because someone said in the message, four generations back, that "we checked it out and it's legit," does not actually make it true.

2. There is no kidney theft ring in New Orleans. No one is waking up in a bathtub full of ice, even if a friend of a friend swears it happened to their cousin. If you are hellbent on believing the kidney-theft ring stories, please see:

<http://urbanlegends.tqn.com/library/weekly/aa062997.htm>

And I quote: "The National Kidney Foundation has repeatedly issued requests for actual victims of organ thieves to come forward and tell their stories. None have." That's "none" as in "zero". Not even your friend's cousin.

3. Neiman Marcus doesn't really sell a \$200 cookie recipe. And even if they do, we all have it. And even if you don't, see: <http://www.bl.net/forwards/cookie.html> Then, if you make the recipe, decide the cookies are that awesome, feel free to pass the recipe on - sans the Neiman Marcus story.

4. We all know all 500 ways to drive your roommates crazy.

5. We all know how many usenet posters it takes to change a lightbulb.

6. Even if the latest NASA rocket disaster(s) DID contain plutonium that went to particulate over the eastern seaboard, do you REALLY, this information would reach the public via an AOL chain-letter?

7. There is no "Good Times" virus. In fact, you should never, ever, ever forward any email containing any virus warning unless you first confirm it at an actual site of an actual company that actually deals with virii. Try:

<http://www.norton.com/>

8. If your CC: list is regularly longer than the actual content of your message, you're probably going to Hell.

9. If you're using Outlook, IE, or Netscape to write email, turn off the "HTML encoding." Those of us on unix shells can't read it, and don't care enough to save the attachment and then view it with a web browser, since you're probably forwarding us a copy of the Neiman Marcus Cookie Recipe anyway.

10. If you still absolutely MUST forward that 10th-generation message from a friend, at least have the decency to trim the eight miles of headers showing everyone else who's received it over the last 6 months.



Nhan Tran's Now Official TIP Web Help Pages

<http://www.tip.net.au/tip/help>

- What's new
History of changes to TIP help page
- TIP Contact Details
Phone numbers, domain, proxies, email addresses
- Useful TIP information
Time allocation, usage statistics
- TIP documents
Agreement, Charging Scheme, Acceptable Use Policy, Access Application
- InternetFAQ
Answers to the Frequently Asked Questions about the Internet: what is the Internet, what you can do, netiquette
- TIP help FAQ
- Answers to the Frequently Asked Questions about various problems other people may have had with The Internet Project; your problem may not be a new one
- 'How-to' documents
How to set up and use various programs needed to make the most of your Internet account.
- Glossary
Translating acronyms, computer jargon, 'netese and emoticons like ;-) in plain English.

TIP Technical Information

Domain (PCUG)	pcug.org.au
Domain (AUUG)	auug.org.au
DNS server	203.10.76.34
Mail server	mailhost. Domain
News Server	newshost. Domain
ftp server	ftp. Domain
WWW server	www. Domain
Proxies	proxy.tip.net.au port 8080

W h A T' S



...compiled by Malcolm Morrison

NEWS?

Get a Life with Linux

At Corel, they're saying they are very enthusiastic about the achievements of the Linux community and are excited to support its developments.

They're working diligently to prepare the product release for Corel WordPerfect 8 for Linux. Very soon, three versions will be made available simultaneously: the free downloadable version, a personal retail version and a Linux/UNIX® Server Edition geared towards corporate clients. If you'd like to be notified when the free download is available, you can register online.

You can also pre-order your personal retail version at LinuxMall, Linux Central and Linux System Lab for \$49.95 US* plus shipping and handling. This version not only saves you the download time, it also contains many exciting extras including thousands of clipart images and photos, over 130 fonts, predesigned templates, the manual and a clipart reference book.

Corel is committed to helping raise the profile of the Linux operating system. To find out more about its ventures into the open source community, please visit www.corelcomputer.com

NetWinder™ Wins Industry Award

Corel Computer's NetWinder™ computer platform, a family of Linux®-powered thin-clients and thin-servers, has won top honors for new hardware in the Linux Journal's "1998 Editor's Choice." According to the Linux Journal, the award is given in recognition of truly outstanding products. "In a year when so many companies have announced their support for the Linux operating system, the NetWinder is a platform without peer. Its unique and powerful design is appealing to a broad range of Linux users," said Marjorie Richardson, Editor of the Linux Journal. "It's no surprise that the NetWinder is among the circle of winners in 1998."

Surprisingly small, yet impressively powerful, is how Corel Computer describes the first of its family of Linux®-based Web appliances, the NetWinder™ WS. Easy to set up and install, NetWinder™ WS is

dedicated to web hosting and publishing, enabling organizations to establish an internet/intranet presence at a fraction of the cost of traditional web servers.

Having recognized the robustness and stability of the Linux® operating system, Corel Computer has ported Linux to its hardware and consolidated it with a distinct blend of capabilities to produce the NetWinder™ series of computers and Web appliances. Performance is one of its main capabilities: NetWinder™ platform is driven by a 32 bit, 275 MHz processor capable of delivering up to 250 MIPS.

NetWinder WS includes a comprehensive collection of software that ISPs and developers require to develop and host web sites in an open-standards environment.

NetWinder WS is based on the Linux® operating system and Apache web server to ensure best of breed status. NetWinder WS



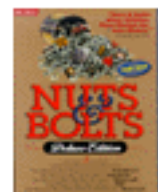
offers outstanding performance at a fraction of the cost of traditional UNIX, Windows NT® or even alternative micro web servers currently available. Built on a 250 MIPS StrongARM™, NetWinder WS is capable of processing over 150 concurrent sessions per second.

NetWinder WS is approximately the size of a notebook. This, in combination with its ultra low power consumption (about 15 watts), allows it to reside on the desktop!

Nuts and Bolts From McAfee

All the PC survival gear you'll ever need. Never before has there been such a total, comprehensive, all-inclusive, brilliant bundle of utilities to enhance your system, protect your data, prevent crashes and viruses, and

come to the rescue before, during and after



any problem •fixes up, tunes up, cleans up and speeds up your system by as much as 300% •prevents crashes •recovers and repairs damaged or lost files •tunes and organizes your hard drive •cleans up memory clutter •shreds sensitive data •creates and manages ZIP files for quick e-mail and Internet transmission VirusScan •automatically detects, captures and kills over 14,000 known viruses that travel by Internet, macros, e-mail, diskettes, shared files etc. Plus...Year 2000 Fix - Get ready for the year 2000! Nuts and Bolts Deluxe checks and corrects your PC for compatibility for the year 2000.

CarPC

The first personal computer for the car, made by Clarion, has gone on sale in the US, marking another bold Microsoft step outside of the PC industry. The AutoPC combines email, entertainment, and navigation and will be initially available on the West Coast, followed by national distribution, said Clarion spokeswoman Diane Tanaka. The price for the basic system will be US\$1,299. Options such as global-positioning for navigation will be priced separately. Powered by Microsoft's Windows CE operating system, AutoPC is part of the Redmond, Washington, giant's push to create a "Web lifestyle" that generates demand for software beyond the desktop computer. Clarion will be followed by Ford Motor, whose Visteon unit said it expects to unveil a car PC by the middle of next year.

"Microsoft will have a first-to-market advantage," in terms of the PC industry, said Ross Rubin, an analyst at Jupiter Communications, edging such competitors as

International Business Machines, Sun Microsystems, and Intel. The AutoPC first was unveiled at the Consumer Electronics Show in Las Vegas in January. The system slides into the car's dash and uses speech recognition and voice-activated commands to keep the driver's hands free. It can receive and read email messages and allow users to ask for and



receive directions to a destination. Addresses can be transferred from a handheld PC to the AutoPC, using an infrared link, allowing voice-activated phone calls. The speech-recognition technology comes from Lernout & Hauspie Speech Products, a Belgium-based company in which Microsoft invested last year.

M.Y.O.B. Best Accounting Software in 1998

The superior quality of M.Y.O.B. has been recognised with its win in the Best Accounting Software category in the Australian PC World Best Computer Products feature. Business accounting software represents one of the more competitive segments of the retail computing market. For several years M.Y.O.B. has been the top selling business accounting software product in Australia. The company believes it achieved this position chiefly by producing software that is of a higher quality than its competitors. Call 1800 555 007 for more information.

Net in the Palm of Your Hand

Palm Computing has announced its next-generation PalmPilot handheld device with a host of features tying it much more closely to the Web than previous devices. The new Palm VII organizer, priced below \$800, will

allow users to get information from the Web and corporate intranet sites via a wireless connection, the company said. The device will offer access to flight schedules and news headlines, online transactions—such as movie ticket purchases or online stock trades—from 260 areas in the United States. Interestingly, the handheld computer's new features are based strictly on how it connects to the Internet, with no new hardware features to speak of. The device will also offer an "iMessenger" application for sending and receiving Internet messages wirelessly.

Netscape and 3Com have announced they will deliver wireless Internet messaging service for the new Palm VII connected organizer. 3Com is using Netscape Messaging Server Hosting Edition software and Netscape Directory Server software to provide massively scalable, Internet standards-based messaging to the thousands of people expected to use the new device. The two-way wireless messaging service is scheduled to be available in an initial field trial early in 1999, with commercial availability later in the year.

Intel Videophone

Intel has been showing off new videophone software for computers with cable modems or other high-speed Internet connection techniques at the Western Cable Show in Anaheim, California. Intel will be trying out its high-speed videophone technology using



the cable TV infrastructure in Wild Dunes, South Carolina. Intel expects the videophones to be appealing for personal use, to keep in touch with friends and family, and for professional use, to communicate with business associates. The new Intel videophone software will ship installed on computers from several vendors, Intel said.

Video Phone Calls Over Telephone Lines

Using Intel Video Phone software over regular telephone lines is as easy as using a telephone. Simply dial up a friend, family

member or business associate from your PC and start talking. If both of you have a PC camera, you can see each other, too. When you use Intel Video Phone software over regular telephone lines, the quality of your audio and video is better than that of video phone calls made through the Internet.



What's more, since you don't have to connect to the Internet before placing a call, calling over regular telephone lines is easier and faster. You simply enter the phone number and voila! You're talking face-to-face, across town or around the world—all for the cost of a regular phone call. Use Intel Video Phone software to make Internet calls to friends, family and business associates. The Intel Video Phone Directory lets you search for the person you wish to talk to and see if they're online and available to receive your Internet call. When using Intel Video Phone software to place an Internet call, you pay only for your Internet charges—regardless of where you are calling. This gives you a very affordable option for communicating with distant friends, family and business associates.

Value at \$4.2 Billion

America Online has announced that it will acquire Netscape in a transaction that will extend America Online's leadership in interactive services. The stock-for-stock,



pooling-of-interests transaction, in which stockholders of Netscape will receive 0.45 shares of AOL common stock for each share of Netscape common stock, is valued at \$4.2 billion. It is expected to close in the (northern) spring of 1999.

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**

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Please make cheques payable to:

PC Users Group (ACT) Inc.

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

6 months: **\$65.00**

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Method of payment: Cash Cheque

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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.

John Agnew
Bruce Black
Owen Cook
Eddie de Bear
Graham Dietrich
Jim & Chris Fogg
Rufus Garcia
David Gooden
John Hempenstall
Thomas Huljuv
Garry & Janette James
Keith Kloosterman
Geoff Lau
Anne Meade
Allan Mikkelsen
Don Nicol
Peter Roberts
Keith Sayers
Roy & Ruth Smalley

Charlie & Carol Syms
Graeme Taylor
Gordon Urquhart
Marion Van Wely
Lloyd Walker
Lou Wallington
Peter Williams
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 18 January 1999**
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/cvsg.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

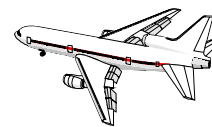
A lively forum for software developers who are working with or interested in Delphi. Our meetings include wide ranging discussion and interesting hands-on demonstrations. Come and see why Delphi is RAD! Some of our recent meetings have discussed Delphi components, best shareware tools, database applications, 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/cvsg.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.



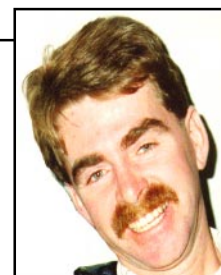
The VB SIG

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.

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.

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.

The PCUG is seeking members with some experience (either Win95, MYOB or Internet software eg. Netscape), that can help out the group by training members on weekends. It's voluntary work of course, so if you're (even slightly) interested and would like to help, please call Peter on 6258 9806.

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
Jan	2	Sat	CLOSED	Full Day
	3	Sun	CLOSED	Full Day
	9	Sat	Sixteen Bits Layout Day/Internet Clinic	Clinic:Morning
	10	Sun	Win95 - Intro	Full Day
	16	Sat	Intro to the Internet - Full access (ideal for members with some experience)	Full Day
	17	Sun	Word 7 - Intro	Full Day
	23	Sat	CLOSED	Full Day
	24	Sun	CLOSED	Full Day
	30	Sat	Win95 - Intro	Full Day
	31	Sun	MYOB	Full Day
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

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, Centrecourt 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: pelliot@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

Fujitsu external Magneto-optical drive with SCSI to Parallel cable. Connect via parallel port to any pc. Includes 17 x 230MB cartridges (almost 4Gig of storage). Rated as bulletproof storage with a life of 100 years (safer than cd-rom). Easily installed and very portable. Compatible with current models. Cost over \$2000 and will sell for \$350. Phone Mike on 62924806(h) or mikel@pcug.org.au.

WANTED

Do you have a 17" monitor that no longer works??

I want one urgently.

Wanted - Dead 17" monitor, within the next few weeks. i.e. before 22 December - however the sooner the better.

Please e-mail details to:—
dfry@pcug.org.au By 22 December.
Thanks.

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
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 5292	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 5292	All except w/end & Tue	7.00pm - 9.00pm
Excel	Graheme 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 5292	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 ckrawczyk@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

January

Monday Tuesday Wednesday Thursday Friday Saturday Sunday

				CENTRE CLOSED	CENTRE CLOSED	CENTRE CLOSED
				1	2	3
CENTRE CLOSED	CENTRE CLOSED	CENTRE CLOSED Flight Simulator PCUG Centre 6.30pm–8.30pm 	CENTRE CLOSED	CENTRE CLOSED Sixteen Bits Commercial Ad deadline for February	Internet Clinic PCUG Centre 9.30– 1.00pm  Layout Day for Sixteen Bits 10.00am 	TRAINING DAY PCUG Centre 9.30am Introduction to Windows 95 
4	5	6	7	8	9	10
Committee Meeting PCUG Centre 7.30pm 	Coffee and Chat PCUG Centre 9.30am–12.00 Flight Simulator PCUG Centre 1.30pm–3.30pm C /C++ SIG PCUG Centre 7.30pm		Visual Basic SIG 10.00am– 12noon PCUG Centre 		TRAINING DAY PCUG Centre 9.30am Introduction to Word 7 	TRAINING DAY PCUG Centre 9.30am Internet Intro – Full Access (for members with some experience) 
11	12	13	14	15	16	17
Internet Daytime Demo and Discussion SIG PCUG Centre 10.00am– 2.00pm 16 Bits Stuffing and Mailing PCUG Centre 5.00pm	Delphi SIG PCUG Centre 7.30pm 	Flight Simulator PCUG Centre 6.30pm–8.30pm 	OS/2 SIG IBM Building 8 Brisbane Ave Barton 7.00 for 7.30pm OS/2WARP		CENTRE CLOSED	CENTRE CLOSED
18	19	20	21	22	23	24
Main Meeting Manning Clark Theatre 1 Crisp Bldg. ANU 7.00 for 7.30 	Australia Day public holiday Coffee and Chat PCUG Centre 9.30am– 12.00 		Visual Basic SIG 10.00am–12noon PCUG Centre Linux Users N101, Computer Science, ANU Networks SIG (Call 6241 2399 for venue) Investment SIG PCUG Centre 7.30pm	Sixteen Bits Article deadline for March 	TRAINING DAY PCUG Centre 9.30am Introduction to Windows 95 	TRAINING DAY PCUG Centre 9.30am MYOB 
25	26	27	28	29	30	31