PC Post

25 years of User helping User

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For directions to Destiny Christian Center see page 11

Our Next Meeting

Microsoft Office 2007 – A new look at an old product ….

PC Post editor Bud Bondietti will take members of the Modesto PC User Group on a short tour of brand new Office 2007 at the next general meeting on Thursday, May 24.

The presentation will highlight some of the new features offered by this latest edition to the Microsoft workforce.

Bondietti's tour also will include brief demos of Word, Excel. Power-Point, Publisher and Outlook with the new version's Office Contact Manager.

The meeting will begin at 6:30 p.m. with the group's Random Access question and answer period. Bondietti's presentation will follow refreshments at 7:30 p.m.

The meeting will take place, as usual, at Destiny Christian Center, 1161 Carver Road, Modesto.

Parking is available both in front of and behind the center. The church asks that there be no parking along the south side.

Important Meeting Dates

General Meeting — May 24 — Destiny Christian Center
Photo SIG Meeting — June 5 — Denny's Restaurant
Board Meeting — June 6 — Ridgeway's Restaurant
Beginner's SIG Meeting — June 11 — Denny's Restaurant

President's Report …. Mike Kumler

Happy Mother's Day to all the Moms in our group! I hope your day was special and everything you wanted it to be.

That being said, May means it is almost time for our annual election of officers. At the board meeting, the nominating committee reported that they had no prospects for new officers, but had "heard of " some possibilities. At the regular meeting on the 24th, we will be announcing the results of the nominating committee's efforts and also accepting nominations from the floor. Those names will be published in the PC Post before our June meeting, at which the election will be held.

Have you noticed, that many of those who write advice columns are quite enthusiastic about Vista®? I recently read Jim Coates' column and found no reference to the problems encountered by folks wanting (or needing) to run older peripherals (printers, scanners and so on) and the lack of driver availability or support from the manufacturers of those peripherals. It seems to me to be a huge problem and those in the know seem to be ignoring it. I agree that Vista® is an exciting advance and has some qualities that are very desirable; however, I am not in a position to replace all my other equipment just because it's a few years old. It works fine for me and would probably take $1,000. or more to get everything I now consider a part of my "system". I am sure I am not the only one in this situation either. So, just a word of caution — just because many of the people whose advice we are accustomed to accepting as right on target are embracing this new level of operating system, don't jump right in without knowing all the consequences of that decision. I am **not** saying don't go there. Only be careful to know all that the upgrade might mean to you. Unfortunately that same thought process is necessary when deciding whether or not to buy a new computer.

Membership Report …. Hank Mudge

New Member - Welcome to the Club:

Luther Whitten

Members renewing - Thank you for your support:

| Phillip Anselmo 4/08 | Pete Ball 5/08 | Donald Branson 5/08 |
| Alfred Kaufman 5/08 | John (Jack) Selover 4/08 | Joe Sousa 1/08 |

Members dues expiring as of March 1:

George Ditman   Jerry Jackman

Members dues expiring in April:

Skip Pringle

Members dues expiring in May:

Bea Hagens   Jerry Pack

Members dues expiring in June:

| Stan Loeb | Terence Fix | Gene Richards |
| Allan Romander | F. Richard Lutz | Robert & Barbara Meyer |

Members dues expiring in July:

Nick & Lorna Crooker   Paul Martelli   Richard Hitchcock

For the latest information about the MPCUG — Check our website at

WWW.MPCUG.NET

Treasurer's Report …. Barb Cameron

	Income		Modesto PC User Group	Expenses	
Membership	$ 216.00		**Financial Statement**		
Interest on Savings	$ 0.00		**April 2007**		
Donations	$ 0.00			**Total Expenses**	$ 0.00
Total Income	**$ 216.00**				

Current Assets

Checking - US Bank, Modesto	$ 1,896.04
Savings, US Bank, Modesto	$ 332.39
	$ 2,228.43
Total Club Assets	**$ 2,228.43**

Nominating Committee ….

The election is coming real fast, and we need to elect those we want to lead our club. What the committee would like to see is at least two names for every position up for election. To do this we need your help. NOMI-NATE, NOMINATE or even VOLUNTEER to run your self. If we are lucky we might even have three or more running for each position

Positions up for election are

President - One Year Mike Kumler
Vice President/Program director - One Year Elizabeth Leedom
 Secretary - Two Years Terry Fix
 Treasurer - Two ears Barb Cameron

If you are interested in running or nominating someone, contact one of the members of the committee:

Hank Mudge - 529-1936 (chair); Bud Bondietti - 667-1980; or Ray Nichols - 634-4373

Special Interest Group Meeting and Times ….

SIG Name	Leaders	Phone	Date / Time / Note
Beginners' SIG ………..	**Bud Bondietti** ………	**667-1980** ……..……	**6:30 p.m., 2nd Monday, Denny's 1525 McHenry Ave.**
Board Meeting ……..…	**Mike Kumler** ………	**531-2262** ………….	**7 p.m., 1st Wed. of the month.**
Digital Photography…...	**Jim Goodman** ……..	**579-0122**	**6:30 p.m. 1st Tuesday, Denny's 1525 McHenry Ave.**
Random Access Q&A ……………………………….............…..……			**6:30 p.m. before general meeting**

Claude's Bytes ....

By Claude Delphia, Editor Emeritus, Modesto PC User Group

Vista Variables Visited

A New Vista — I've had a chance to use Vista now. I don't have it on my own computer, but it is on one I have the use of at our museum here in Patterson. Most of the use so far has been in getting the new Vista based computer set up and then entering data for a number of hours in our index program, AskSam.

Most of us are great creatures of habit. How many of you readers have the same thing for breakfast each morning? If not breakfast, then there's probably a bunch of other things you like to do the same way each day.

So the first problem with Vista, is that you can't do some of your regular XP (or even earlier versions of Windows) routines the same way on Vista. The features you used to regularly use are still there — somewhere — but finding them will require a new approach. I will eventually have to learn where some of the old features are now located. And, as I'm discovering, there are new features that are really great.

As some writers have already noted, there are features in Vista that aren't in XP. This is particularly true of multimedia. I clicked on a recently created sound file, and it almost immediately started playing. That was a real pleasure and will make it easier for others using our museum computer to access historic audio tapes and videos.

On a side note, Office 2007 has some new menu features that once you understand how they work, will make it easier to work with. For example, in Word, the appropriate commands are grouped together in little windows rather than just one after the other across the top. You have to see these to appreciate them.

My Computer — For many of us, using XP's My Computer icon on our main desktop is an important feature giving us access to information about our hard drives and other storage sources, their capacities and status. The same features, and more, are in Vista, but since they have a new look, you can feel at first that what you liked in My Computer is no longer available.

So Vista requires you to explore more of it's features in order to get comfortable with it. Once you start this exploring process, you will begin to appreciate it more.

A Windows OS Presumption — Are you one of those who presumes that if you buy Vista 6 months from now, that it will be better than if you buy it now? You might well be right. Buying a new computer with Vista already installed is the best way to start out with a new operating system. However most of us have learned that each of these new versions of Windows are works in progress. Within two weeks of starting up the new museum Vista computer, it needed 16 updates. So how do you know that the new computer you bought won't need whatever updates will be available when you first start it up? I seriously doubt that you can go into a store or even order Vista from Microsoft and get a disk that is up-to-date.

What's happened is that Microsoft, and other software manufacturers, plan to do incremental updates over the life of your usage of their programs. So if you are like some who believe you should hold off, you might want to rethink this.

Now I'm not saying I'm 100 percent right on this, and that there might not be reasons to hold off, but whatever you do, if you need a new computer, get it with Vista and make the complete transition. If we live long enough, we'll want to use Vista or whatever is new in the future. If you are one of those who are still using Windows 98, then perhaps you should just keep on, but know this: your computer is no longer as secure as a computer with Vista or even XP. The reason is that Microsoft no longer supports the older operating systems,

and therefore you are at more risk from hackers and the like.

One caveat: you really need to have high speed internet for a Vista computer. The reason is that it needs to be able to download and install those updates automatically for maximum security.

My XP computer is hooked up to Comcast cable modem updates in the background so that I don't even notice it. And for security reasons, that's the way I want it. I don't want to make the mistake of forgetting to do an update and then find my computer in trouble.

Recovering Files from a Hard Drive ….

By Vinny La Bash, a Member of the Sarasota PCUG, Florida

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Have you deleted a file that you need and you don't know how to get it back? The first step is to make absolutely sure that it has been deleted. Open your Windows Recycle Bin and double-check. Is it in there? If so, simply right-click on the file and choose Restore.

If you have emptied the Recycle Bin the next step is to restore the file from your latest backup. You do back up your data regularly, don't you?

Unfortunately, there is no native "Undelete" command in Windows XP. This is a mystery because Microsoft had a nifty undelete feature in Windows 3.1 which somehow disappeared in Windows 95 and subsequent versions of the operating system. This is abysmal for Windows users, but profitable for third party software developers.

It's important to understand that when a file is deleted it is not actually removed from your system. Windows deletes only the first letter of the file's name and replaces it with a marked for deletion character. This makes the file "invisible" to windows, and if Windows needs the space for something else, it has no qualms about overwriting your valuable data.

What this means is that if you accidentally delete a file, you have a limited amount of time to recover it before windows stores something else over the same space. It may not happen right away, but it will happen eventually.

Since there is no way within XP to recover a lost file, you have to turn to a third party solution. The good news is that there are several excellent programs that will do the job easily. The even better news is that these programs are free. Isn't that nice?

Use Google or your favorite search engine to find FreeUndelet, PC Inspector File Recovery, or Undelete Plus. All of them work well though you may find one easier to use than another. That's a matter of personal preference.

You need to be cautious about this. If you download the utility directly to your hard drive, you run the risk of storing the undelete program over the very data you are trying to recover. If you have a second hard drive, you can download to that or better yet, download directly to a thumb drive. That avoids all danger of losing important data, and it has the additional advantage of immediate portability.

The programs all work similarly. Direct any of the programs to a specific disk and you will get a list of all deleted recoverable files on the drive. You may also get a description alerting you that the file(s) may be wholly or partially recoverable. That's good to know.

Direct any recovered files to an external hard drive if you have one. Don't save anything to your hard drive until you have recovered everything you need. Use Windows Explorer to manage the recovered files. Group them into categories to sort or group the files so you can easily determine if they are program files, data files or something else. Some files may have data missing if Windows overwrote some of the sectors where it was stored.

If after all this you haven't been successful, your best alternative is to consider a data recovery service. These can be a devastating drain on your wallet, so don't use these services to recover saved game files.

Do some comparison shopping as rates can vary considerably. Good luck and watch those sticky fingers when they hover near the delete key.

VistaVexes — The Windows Vista Pains'n'Gains Page …

By Jan Fagerholm, Associate Editor, PC Community, Hayward, California

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I've been transitioning to Vista cautiously with a dual boot system with both Vista and Windows XP for several months now. This has not been as painless as I might have expected because of the changes that Microsoft made in NTFS and the System Restore feature. Before delving into diatribe, though, I need to explain how this system is set up.

I use conventional IT practices for installing the OS, programs, and data on separate partitions on the hard drive. This is useful for preserving data in case the OS fails. (That's "when", not "if" in the case of Windows.) So, installing another operating system is a simple matter of creating a new partition for it, then installing the OS on that partition. You can boot into either OS at startup, then access the data, which is on its own partition. (Incidentally, this also makes backup chores easier, as you can simply back up the partition with the data on it, which is what you really want to keep.)

The problem comes when running Vista and XP on the same drive, because of the changes Microsoft made in System Restore. They are not compatible between Vista and XP. If you have System Restore set to monitor all partitions (the default), XP will wipe out Vista's restore points when it starts, and Vista will wipe out XP's restore points when it starts, so if you have a problem with, oh, let's say Vista, which you will because it's barely out of beta, then you boot into XP to recover something, guess what! – you cannot restore any of your drives in XP because Vista wiped out all of XP's restore points! (Ask me how I know . . .)

There is a solution to this, though it does require you to commit to one system or the other. In my case, I took the plunge and gave System Restore responsibilities to Vista by turning off System Restore in Windows XP. This way I can still use both XP and Vista without losing the much-needed functionality of System Restore. I am committed to moving to Vista on the Windows side (though I spend most of my constructive time in the *nix systems of Linux and OS X.) At least this way I am able to use System Restore where I need it most, namely in Vista.

Looking beyond the gloom and doom view, there have been a couple of nice additions to Vista since it came out. I'm running Vista Ultimate, which offers something called "Windows Ultimate Extras". These are some fluff pieces offered from time to time that are similar to what the old Plus Pack used to offer. In the case of

Windows Ultimate Extras, these additions are offered as downloads and you receive notification of them through Windows Update, where you can download them. A recent addition is a wallpaper feature called DreamScenes, which provides animated displays as wallpaper on the desktop. Microsoft has turned some thoughtful people loose on this concept, so while my first reaction to things that wiggle on the desktop is that it is just distracting, there are some very pleasant and gentle animations that I find pleasing without being disquieting. There are a couple of nature scenes that I like to activate while I am writing, as the effect is similar to gazing out the window when you sit back seeking inspiration.

The last month has seen two of my must-have applications come out with Vista compatible versions; Corel Graphics Suite X3 and ABBYY FineReader Pro (OCR program). I'm still recommending that you wait for Vista SP-1 before upgrading from XP, unless you are adventurous enough to try some alternatives to what you may be using now.

So this month I found out that dual booting XP with Vista will trash my system recovery options while soothing my jangled nerves with moving wallpaper. What next?

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Guilty! ….

By Berry F. Phillips, a Member of the Computer Club of Oklahoma City and a monthly contributor to the e-Monitor

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Guilty, the strange judge shouted as he banged the gavel. The defendant will rise and receive his sentence. You have been found guilty of dirty deeds done to your computer and are sentenced to electrocution!" I thought to myself, with my knees shaking, there must be some kind of an appeal process since the judge and jury all had heads that looked like monitors and bodies like upright computers and could easily be biased and not in my human favor!

I did find the testimony at my trial to be informative. A clean environment does not require computer cleaning usually more than once a year. Many computer users like to do the cleaning when they are doing their annual spring house cleaning. The dirtier the environment the greater frequency of cleaning needed. A clean computer cuts down on downtime, repair bills, and minimizes health risks. DO NOT EAT, DRINK, SMOKE, OR USE MAGNETS NEAR YOUR COMPUTER AFTER ALL IT IS NOT A FAST FOOD JOINT!

Here are some tips:
    (1) shut your computer down properly
    (2) run scan disk and defragmenter at least monthly
    (3) Delete files and programs you no longer need
    (4) use antivirus, anti spyware programs and a good hard drive cleaner like the freeware CCleaner and
    a registry cleaner like the freeware RegClean to keep your hard drive healthy
    (5) BACK UP YOUR DATA IN CASE OF AN EMERGENCY!

When cleaning your computer case, use a damp lint free cloth. NEVER SPRAY WATER ON A COMPUTER OR OTHER ELECTRICAL DEVICES. Place liquid on the cloth not directly on the system and normally 100% alcohol which has no water content. Use a pencil eraser on hard to remove marks. The monitor can be

cleaned with a commercial glass cleaner using a damp clean lint free cloth. Using an anti static wipe or a dry cloth with anti-static fabric softener will reduce the dust attracted by static discharge. The keyboard can be cleaned by turning the keyboard upside down and shaking the gunk out of it while singing, "There is a whole lot of shaking going on." Clean the keyboard surface with a damp lint free cloth with 100% alcohol. DO NOT TAKE THE KEYBOARD APART OR YOU MIGHT NOT GET IT BACK TOGETHER AGAIN! Clean the mouse by taking it apart using a damp lint free cloth and clean the rollers inside of the mouse (be sure to rotate them) with a clean cotton swab with 100% alcohol solution. After the mouse has dried put it back together reversing the steps you did when taking it apart. The inside of your computer is a dust magnet. An annual cleaning in a normal computer environment is a good idea. YOU MUST BE VERY CAREFUL IF YOU DECIDE TO CLEAN THE INSIDE OF YOUR COMPUTER OR YOU COULD DO DAMAGE TO YOUR SYSTEM! Whenever, you go into the case of your computer it is a good idea to wear a grounding strap to reduce the risk of a static discharge. Blow out dust with compressed air or a vacuum cleaner. Avoid touching chips or electronic components on your system. Electronic components run hotter when covered with dust blankets, and it shortens their normal life span which is why your computer needs to be cleaned internally periodically.

I have to go now to get a human attorney to appeal my case so I can avoid electrical execution so there will be another article in the Computer Hysteria Column for next month. However, I do have one final question for you, "Are you guilty?"

The New, the Best, and the Worst— March 2007 ….

Collected by Pim Borman, Webmaster, with notes by Kay Anne Peake, Member of SW Indiana PC Users Group, Inc.

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I, Robot?

Robots have come a long way in the past 85 years or so. The first "Robot" appeared in a Capek play in 1920 as an artificial worker. The word was derived from the Czech "robota," meaning labor.

In the 1940s and '50s Asimov created the intelligent robot R. Daneel Olivaw, indistinguishable in looks and behavior from humans. Asimov did not specifically equip his robots with computer brains since computers were still thought of as fancy calculators and Artificial Intelligence had not yet been defined. That happened during the 60s, and the computer HAL 9000 in Clarke/Kubrick's 2001 Space Odyssey became a famous example of a computer with an intelligent brain, seemingly capable of using its own free will.

To this day artificial intelligence remains an unresolved problem. The question remains to what extent a computer will ever be able to simulate the workings of a biological brain. Although they are sometimes called electronic brains, computers have nothing in common with biological brains. Electronic computers are binary digital, in that the basic elements can only be "on" or "off." A biological brain is analog and its basic elements (synapses) can assume a continuous range of values. The materials of construction are totally different. The complexity of the brain is orders of magnitude greater than that of even the most advanced computer. And the most important difference lies in the way   information is processed.

Electronic computers are literal-minded idiots. They need a program that tells them step-by-step how to do a task, and they'll follow their instructions in sequential order. With a given input there is just one possible result (although not always what's expected!). A robot with such a brain is totally predictable – no whimsy, no learn-

ing from experience. It never gets bored either.

On the other hand, the 100 billion or so connections in the human brain, called synapses, can assume many states, from off to fully on. They are also very highly interconnected, with some of them connected to as many as 10,000 others, and the state of each synapse depends on the states of the synapses it is connected to. In other words, the brain operates in an extremely parallel fashion. Every thought and every observation affects millions of the synapses in a process we know as learning from experience.

The structure of the brain makes it a relative slowpoke in performing the straightforward serial operations that electronic computers excel in. But because it learns from experience the brain excels in performing very complex tasks that are almost impossible to achieve with electronic computers. I can locate my wife in the back of a crowded store from a glimpse of the back of her head. I recognize the sender of a letter from his handwriting. I know the difference between happy and sad, love and hate, loyalty and treachery. Try that on your laptop. They are tasks I know how to do without knowing how to provide step-by-step computer instructions.

The mode of operation of the brain has been emulated with electronic computers implementing so-called neural networks. The way synapses interact and modify each other's states has been simulated in software modules, called neurons, combined in highly parallel networks. Even with a very limited number of neurons these systems achieve startling results in performing tasks that are almost impossible to achieve with traditional programming.

Neural networks are used in applications such as vehicle control, handwriting recognition, medical diagnosis, chess games, facial identification, and email spam filtering, amongst many others. Significantly, they are not programmed in the traditional way but are trained by example and experience, trial and error, similar to the way living beings learn. Values of the neurons resulting in correct answers are increased and values leading to incorrect answers are decreased. It is frustrating that there is no way of telling how and why the neural networks perform as well as they do, even when the number of neurons is fairly small.

It is not inconceivable that someday someone will implement the hardware equivalent of biological synapses connected in a 3-dimensional network to simulate a biological brain. What all could we expect of a robot with such a brain? Given visual, auditory, and tactile sensors, it would almost certainly recognize its operators. But would it appreciate a good joke? Without the powerful stimulants of sex, greed, and ambition, what would motivate it, if anything? We might expect it to be superior at logical reasoning, but could it have artistic creativity? A possible Einstein, but never a Beethoven?

Intriguingly, would it have a will of its own to distinguish it from the robots with a serial electronic brain? It is difficult to see how this could be. Free will assumes that there is a choice between alternatives, a fork in the road. Who or what is going to make the decision which road to take? If the brain's hardware determines which road is preferable, the outcome is predetermined and there is no free will involved. If the choice is made randomly the outcome is not predetermined, but we can't call that the action of a "conscious" free will. Scientists, philosophers and theologians have not yet agreed on what this consciousness is, or if it is a figment of our imagination.

Humans feel certain that they can do things "out of their own free will," even in the face of the compulsive behavior of addicts, repeat criminals and persistent nail biters. We make some important decisions over the years that affect us the rest of our lives. Choices of schooling, marriage, career, emigration for some of us. What is it in our brains that set us on the chosen courses? If our brains did not determine the outcome based on the states of its synapses, what was it that chose which road to follow? Maybe after all, we too "ain't nothing but robots?"

Think about this next time you are tossing and turning in the dark. You'll be asleep in less than no time!
(*Inspired by articles about the brain in* TIME *magazine of 1/29/07*)

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Memorials and Memories ....

By Charlie Sickels, Managing Editor, Hard-Copy, Chicago Computer Society

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Obtained from APCUG with the author's permission for publication by APCUG member groups.

In the US, the end of May is a national time for remembering people and events, a time to recall and to honor. Some of it is public; some is personal; it is all profound and deeply felt. It is well and good that we should engage in this process. It is affirming and appropriate that we honor what is worthwhile and often bought at heavy cost. Our lives and society have been affected for good or ill by what has gone before. Some will come again and it is up to us to learn from the past and keep watch on the future.

No less profound, but with less emotional content, is the march of technological progress. This journal is concerned with many aspects of personal computing, what it does and can do, what we believe it will do if properly managed, where it will go. But this may also be a time to consider where it has been, not necessarily how it got here, just what it was like in an earlier era.

Those of us of a certain maturity and extended contact at whatever level with the world of computing can surely recall many steps along the way, glimpses both trivial and meaningful on the decades-long path we have trod. Let us try a hasty and hazy recollection of those steps and share some here. We refer to the earlier and later days of what has become both common in our lives and essential to them. We speak not of the Cray and Lord knows what other supercomputers are now extant, whether acknowledged or secret, but of the early surge in size and power, names like Burroughs, RCA, Honeywell, and the prince destined to be king, IBM.

We may all remember the Big Iron years of heavily air conditioned big rooms of big machines with rows of tape drives the size of refrigerators, all color matched in IBM Blue, IBM Red, or IBM Gray. Spinning inch-wide tape reels were the size of huge dinner plates and gave way in time to the real and early floppy disks. The machines were handled by skillful computer operators and used information digitally coded by intense computer programmers, the new elite career of the time which sheltered nerds and geniuses alike from the world of the commonplace.

Changes came. Evolution brought "distributed processing", which evolved into microcomputers still with linkage to the heavy hardware and equipped with the arcane language of DOS. Then massive increases in memory capacity enabled the Graphical User Interface, GUI, and the dam began to give way. GUI and Windows fostered independent personal computers, growing from ever increasing memory, speed, and what vendors loved to proclaim, "increased productivity". Then, being linked to the wondrous Internet made having a home computer as reasonable as having a car. Or two. Fame and fortune has shifted to the little machines spread throughout the land, their developers, their makers, and their users, In our marvels of expanded access to information and communication, this can be a time to pause and honor those who made it all possible by many years of work and logical choices. Most of them are not famous and I do not know their names, but no less do them honor. Those who are famous already have what they deserve, or more.
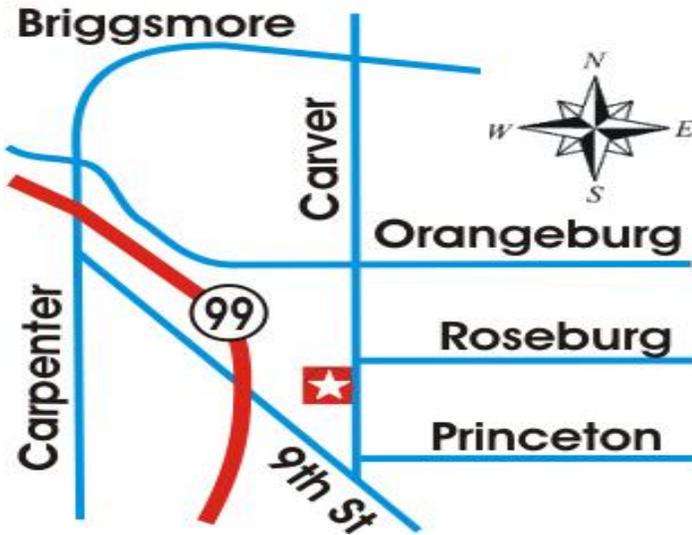
In honoring ingenuity, I'd like to relate a lesser-known incident from the early days of Big Iron's reign. IBM was establishing new information hubs at major international cities. The Paris center was having mysterious problems with new information tapes and periodic updates. Emergency calls for replacements brought new tapes and similar though slightly different problems. They were undamaged but still faulty. Poughkeepsie sent an international systems engineering team to Paris to discover the problem's cause and find a solution. They carried a fresh set of calibrated tapes proven functional. They watched them disappear into and re-emerge from French Customs, whereupon they too proved faulty.

Careful inspection revealed that the tapes were a bit shorter. Sure enough, the suspicious French Customs officials were routinely clipping several meters from the start of every tape for later analysis. With this deduction, IBM simply moved the initialization instructions some fifty feet deeper preceded by sacrificial random data. Success was immediate. No protestations needed; no excuses received; no announcements made. We also honor enterprise.

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The Club's Meeting Place

Our general meeting and the Random Access Special Interest Group are held at the Destiny Christian Center, 1161 Carver Road on the west side of Carver across from Sam's Food City. Parking is available both in front of and behind the Center. No parking along side of the Center, please.

Hot Spots... Go Wireless- Your Personal Connection to the World.

Be sure and check our web site at least once a week at www.mpcug.net

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PC Post
Editor: Bud Bondietti

Editor Emeritus: William "Doc" Holloway — 1920 -- 1996
Claude Delphia, Editor Emeritus
Bud Bondietti and Elizabeth Leedom, Presidents Emeritus
Barbara Cameron, Member Emeritus

Join The Modesto PC User Group

Web site: www.mpcug.net

To join MPCUG (or just get more information about us go to our Web site and fill out the new member form or mail your check to: MPCUG, P.O. Box 5122, Modesto, CA 95352-5122.Membership is just $24 a year and includes 12 issues of the PC Post along with participation in all meetings and events. You will also receive e-mail advising you of extra events or news.

The PC Post and Editorial Policy

The PC Post is published online 12 times per year and is available to all group members as a membership benefit. Annual group membership dues are $24.00.

For information write: Modesto PCUG PO Box 5122, Modesto, CA 95352-5122

Opinions expressed in the PC Post do not necessarily reflect the opinions or views of the members as a group or the Board of Directors.

The PC Post encourages group members to submit articles for publication. We would like to have articles which deal with the writer's experience with computer hardware and software or digital photography.

An article may deal with any computer-related subject provided it contains no libelous or offensive material. We can't use information copied from other publications without written permission except for quotes.

Articles should be submitted in MS Word text. Do not spend time formatting your article such as indents or centering. Please use only one space between sentences. and do not use bold, italicize or otherwise format the submission as we can't guarantee results in translation to Publisher. Proof read and run your spelling checker. Watch for special upper and lower case in brand names. Do not tab or indent to layout text.

If you want to include a graphic, please contact the editor for instructions.

We reserve the right to edit articles, for length or to improve readability. Longer articles may be published in several parts. We will not knowingly promote unlicensed businesses.

Letters to the editor are encouraged. All articles and letters to the editor should be submitted to the editor via email as an attached file. Call him at (209) 667-1980 before submission. Please include your name, day and evening phone numbers, and email address for contact.

The MPCUG exchanges some articles with other user groups around the country via the Association of PC User Groups (APCUG). If for any reason you object to having your article distributed to APCUG member organizations for reprinting, please notify the editor at the time you submit the article. Your wish will in no way affect publication of your article in the Post. Production notes: Prepared using **Microsoft Publisher 2007**, **MS Office 2007**, **pdfFactory** and a Minolta laser color printer in addition to a lot of sweat and a few tears.