SALT Bytes

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A Volunteer, Non-Profit Organization

"Personal and Computer Privacy – a lesson from Target and Neiman Marcus – what really happened"

by Derek Currie

Our meetings are at
Liverpool Public Library
Carman Community Room

March 3

Q&A starts at 6:00 P.M.
Presenter at 7:15 P.M.

2014 Elections

Elections are coming up in April so start thinking about how you can help your club! We need help in officers, directors and committee positions.
A few people can't do it all - it takes teamwork– and that means team members that can chip in and help so that nobody has to do too much.

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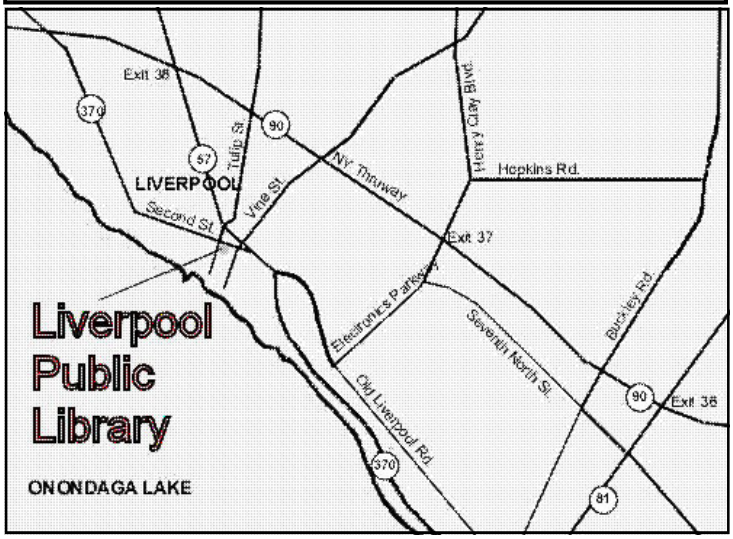
Our meeting location for CNYPCUG



Directions to the library:
From the NY State Thruway: Exit at Route 57 (exit 38). After the tollbooth, turn right on Route 57 towards the Village of Liverpool. At Tulip Street, turn right and go one block. Liverpool Library will be on the left side at the corner of Tulip and Second Street.

From Interstate 81 North: Take the Liverpool Exit to Onondaga Lake Pkwy (Rte 370). In the Village of Liverpool, follow Rte 370 West (called Second St. in the Village) to the corner of Tulip St. Liverpool Library will be on the left.

From Interstate 81 South: Take 7th North St. exit. Bear right on 7th North St. and follow it to the end. Take a left on Electronics Parkway. Go to the end and take a right on Old Liverpool Road. At the Liverpool Village center (Heid's Corners) follow Rte. 370 West to the corner of Tulip St. Liverpool Library will be on the left.

Parking is available on Second St., on Tulip St., and underneath the Library in the garage.

SALT Bytes

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Submission Deadline is the *5th* of the month!

Articles, advertisements, and other submissions should be made only in RTF or MS-Word format, unless prior arrangement has been made. Margins, double spaces at the end of sentences should be removed before submission. A single hard return should occur at the end of paragraphs, not at the end of each line. Send all submissions via e-mail to *newsdesk@cnypcug.org*.

You are encouraged to submit articles for publication in SALTBytes. Due to space limitations, the Editorial Staff reserves the right to restrict publication to articles offering the greatest benefit to CNYPCUG or its readers. We encourage articles which educate and entertain our readers.

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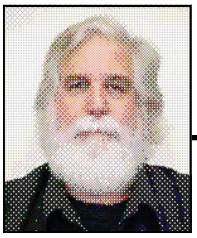

President's Message

By John Driscoll

Watch for Presidents Message Next Month.

2014 Elections

Elections are coming up in April so start thinking about how you can help your club! We need help in officers, directors and committee positions.
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Library Co-sponsors

CNYPCUG is a co-sponsor with the Liverpool Public Library.

CNYPCUG supports the library with volunteer activities and technical assistance.

LIVERPOOL PUBLIC LIBRARY
WHERE THE COMMUNITY CONNECTS
Liverpool NY USA

Tiny Computers

By **Dick Maybach**,
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November 2013 issue, BUG Bytes
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Article

Personal computers are vital appliances for most of us. We use them to balance our checkbooks, calculate our taxes, communicate with friends and family, store our memories, and keep us informed. This is much different than when they were first introduced, when we felt free to perform experiments using them that today are unthinkable because of the risk of losing valuable data. As a result, we have the ironic situation that as our PCs become more and more complex, we know less and less about them. A solution is to acquire a smaller and simpler computer just to play with. Ideally, it won't take up much space on our crowded computer desk and will be cheap to replace if something goes horribly (or wonderfully, if you're adventuresome) wrong.

There are dozens of these tiny computers, but here I'll talk about just two, the Arduino and the Raspberry Pi. Both are supported by active on-line communities, both are described in several books, both are open source, which means you are free to make any changes you like to their software, and both are cheap – less than $50. (Although you will probably pay more for a complete starter or experimenter's kit.) Both were developed by educators, the Arduino in Italy and the Raspberry Pi in the UK, for the purpose of helping people learn about computers and computing. However, the two are quite different. The Arduino is really a controller, about as smart are your washing machine, and its inputs and outputs are Voltages on its pins. It runs only one program at a time, and once started, runs it forever. As you use an Arduino, you'll be learning programming and electronics. The Raspberry Pi is a real computer that runs Linux and comes with a full complement of PC software, including a Web browser. Its inputs and outputs are a keyboard, mouse, graphical display, and Ethernet and USB ports. As you use the Raspberry Pi, you'll learn programming, networking, and operating system operation and configuration.

The Arduino (http://www.arduino.cc/), like the Raspberry Pi, is about the size of a credit card. In the photo below, the Arduino is the blue card in the foreground. Normally, it's programmed and powered through the USB connector at the rear of the left edge. Once, a program has been loaded, it can be powered via the black connector at the front of the left edge (for example by a 9-volt battery). This unit illustrated is mated to a solder less breadboard, on which you can build circuits just by pushing component leads into its holes. Jumpers connect the breadboard with the Arduino's input/output pins along its front and rear edges. The Arduino is almost always used as a circuit element, and many experimenter's kits are available to get you started. These usually include an Arduino, a breadboard, and a collection of jumpers and electronic parts, e.g., LEDs, switches, motors, and sensors. Make an Internet search, and you will certainly find many interesting products and projects. My favorite vendor is Adafruit, but it has many fine competitors.

Getting started with the Arduino is quite easy. Go to their home page, http://www.arduino.cc/, and download the Integrated Development Environment (IDE), which is available for Linux, Mac OS X, and Windows. (Linux users can also find it in their repositories.) Connect an Arduino board to a USB port and start the IDE. As you may be able to tell from the screenshot, the Arduino uses a variant of the C programming language. The example here is the program blink, which just cycles an LED on and off. This is the equivalent of the classic "Hello World" program that is almost every C programmer's first effort.

The Arduino's capabilities are quite modest – typically the processor runs at 16 MHz, has about 20 I/O pins (some analog, some digital), and is equipped with 32 kbytes of EEPROM (for programs) and 2 kbytes of RAM (for data). Normally, you would use the Arduino just to control the hardware and send any data it collects to a PC for analysis. To make this easier, consider using the Processing language on your computer, available at http://processing.org/. It's very close to what the Arduino uses and has an almost identical IDE.

You should be able to get started using only information available from the Internet, but if you prefer a book, look at Getting Started with Arduino by Massimo Banzi. Many others are available, some for the beginner and others describing advanced projects.

While the Arduino is a simple controller, the Raspberry Pi, http://www.raspberrypi.org/, is a real computer that uses the Linux operating system. The kit I purchased (from Adafruit) included a clear plastic case and a solder less breadboard, but many projects won't need the latter. The Pi has two USB ports (silver connectors on the center right), an Ethernet port (silver connector on the front right), a HDMI port for the display (silver connector on the center front), a power connector (micro USB connector on the front left), a SD connector for storage (a SD card protrudes from the case on the left), a collection of ports (connected to the breadboard by a black ribbon cable at the left rear), an analog video port (yellow connector at the rear), and a stereo audio jack (blue connector at the rear).

The Raspberry Pi is more powerful than the Arduino, with a 700-MHz ARM CPU and 512 Mbytes of RAM. (These specs are for the model B. The model A is much less capable and costs only a few Dollars less.) The processor is not Intel compatible; however, its overall performance is similar to a 300MHz Pentium 2, but with much better graphics. Clearly, it isn't an acceptable replacement for any modern home computer. However, it does act like a (slow) PC, as you can see from the screen-shot below, which shows the desktop with windows open for the Internet browser and file manager.

Getting a Raspberry Pi running is more involved than with the Arduino. Although it's powered through a USB port, PC USB ports can't supply enough current; you will need either a cell phone recharger or a powered USB hub. Be careful of cell phone rechargers though; many cheap units can't supply

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Article

Windows Media Center – Pictures, Videos and TV, too

By **Phil Sorrentino**, Past Pres. Sarasota PC Users Group, FL
October 2013 issue, PC Monitor
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Microsoft gave us a gift when they included Media Center in Windows. Windows Media Center (WMC) is a media player (organize and show pictures, slideshows and videos) and a digital video recorder (view and record live TV). Pictures and videos are really no big deal, Windows Media Player, WinAmp and VLC all do a fine job. The real gift is the ability to watch and record TV. It is possible to configure Media Center to handle up to 4 TV signals. Originally WMC was a separate version of Windows XP (Windows XP Media Center Edition), but it was later included in Vista (Home Premium and Ultimate), and finally all versions of Windows 7 (except Starter). Unfortunately, it is not included in Windows 8, but is available for Windows 8 Pro as an add-on for $9.99. (It was free for Windows 8 Pro early adopters up until January 31, 2013.)

WMC uses TV tuners to record and play back TV from a standard antenna, cable or satellite signal. Digital tuners support TV broadcasts in High Definition or Standard Definition. A TV tuner is a device you use to connect an analog or digital TV signal to your computer. TV tuners come in two basic model types: external TV tuners, which usually plug into a USB port on your computer (the only choice if you are using a laptop), and internal TV tuner cards, which you must install inside your computer. In order to watch and/or record TV using Media Center, you'll need to physically connect a TV signal to the TV tuner on your computer. This typically involves connecting one end of a coaxial cable to your tuner and the other end to your TV signal source (e.g. over-the-air antenna, cable TV jack in the wall, cable TV set-top box, or satellite TV set-top box).

WMC can record TV programs manually, on a One-Touch-Record basis, or it can schedule recording shows using an included Program guide (that is customized to the local TV broadcaster). Recordings can then be put on to a DVD or portable media player (given that there are no copy restrictions). While watching live TV, WMC buffers the program so that the user can rewind, fast-forward or pause the live show, allowing users to review a spectacular touch-down pass or simply skip the commercials.

The User Interface is a little different than what Windows users are used to. The menus are very large, making them suitable for viewing on a big screen TV from your most comfortable chair. With the addition of a Media Center Remote, the user can control the operation from his/her easy chair without having to go to the computer keyboard (a wireless keyboard also gives the desired result). As expected, the "Close", "Restore Down", and "Minimize" buttons are in the upper right of the display, and note that a "Back" button is a left facing arrow in the upper left side of the display. These buttons appear when the mouse is moved.

You can record a live (currently airing) TV show (the show is recorded from the moment you press the "Record" button). Obviously, if you're halfway through watching a show before you start recording, the first half won't be recorded. (Microsoft has not yet conquered time travel.) To start recording a show, Click the "Start" button, click "All Programs", and then click Windows Media Center.

On the Windows Media Center start screen, scroll to TV, and then click "Live TV". Move the mouse so that the playback controls appear, and then click "Record".

WMC provides a Guide that is customized to your own local provider and typically displays a schedule for the next 12 or 13 days. To schedule recordings using the Guide, scroll to TV and then right-click the program that you want to record, and then left-click "Record" to schedule the recording of that program. You can also search to find a TV show or movie that you want to record. On the WMC start screen, scroll to TV, and then click Search. Click the category that you want to search by (such as Title), and then follow the instructions to start the search. On the search results page, click the TV show that you want to record, and then click "Record" to schedule a recording of that program. In order to record your favorite TV show every week, you can automate the process by scheduling the recording of an entire series. On the WMC start screen, scroll to TV, and then click Guide. Locate the TV series that you want to record, click it, and then click "Record Series".

Once you have recorded shows, they can easily be watched. From the WMC start screen, click TV and then click Recorded TV. This will display all the shows that have been recorded in order of "date-recorded", "title", or "original air date". This display is a horizontal scrolling list of thumbnails that represent each of the recorded shows. To move left or right, hover around the end of the list to illuminate the arrow for that direction, then click the arrow to move the list. Select a show to watch by clicking the thumbnail. This will display a summary of the show selected. To watch the show, click "Play", (or click "Delete" to remove the recorded show, or "cancel series" if you've changed your mind about the future recording of this show). When you click "Play", the show will start with

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The TIP Corner

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Article

Buying a Computer

Usually one of the first questions is: which PC brand is best? Some swear by a particular brand, and there is probably an equal amount swearing at it. Let's consider the fact that every PC consists of different parts, even within the same brand or model. So let's look at what we should be considering in the purchase of a new computer. (For the purpose of this discussion I am leaving the choice of PC or Apple to the reader. Much can be said for either choice.)

Value! Before we decide on a price range we should consider what we want in a computer and then we can compare prices among various brands that are providing the same items within the "box."

So first off, do we want a Laptop or Desktop?
This used to be a simple choice. Laptops offered mobility, but sacrificed a lot of performance.

Today many laptops, while sometimes being slightly slower than similarly priced desktops, offer more than enough performance for more than just everyday tasks. With a desktop you can always add additional cards, but outside of an ability to increase memory there are not too many add-ons for a laptop. If you decide that you want the portability and convenience of a laptop, it should have a good screen since it is not easily replaceable. And while you are at it, consider what size screen fits your need. Today, not only can you get very large monitors, you can also get monitors that are
touch sensitive (like a cell phone). Additionally, today's memory should be between four to eight GB depending upon how much graphic editing you plan to do, but you do not need any ram over 16 GB.

The increase in speed over 8GB is negligible. For normal use four GB of ram should be sufficient to handle most programs including the threshold needed for the operating system.

OK! Let's look further under the hood.
On a PC you should have a 400 Watt power supply to cover any additional cards you might require.

Laptops provide sufficient wattage. Today's hard drives are usually 7200 RPM so do not settle for the older 5400 RPM models. Most DVD drives have been upgraded to read Blu-ray, but you don't want to have to pay extra to be able to record Blu-ray. Also, do you want or need a light scribe disk burner to be able to print labels on the special light scribe disks?

Today's processors have greatly improved. Look for the Intel I3 (or higher) or an AMD A6 (or higher). I would suggest you do not use the older Celeron, Pentium or AMD E or X2 series.

Ports. I can only suggest you cannot have too many ports. A minimum of four to six USB2 ports should be the minimum. Also see if there is a firewire port and for sure an HDMI port for video transfer.

Most laptops provide a pcmcia card slot which allows adding many useful options. Also both usually have slots to slide in memory sticks.

Motherboards. Almost all motherboards offer video and audio on the board. I have found that except for gaming where you need higher speed graphics the on board audio and video are quite sufficient.

Warranty & Support
Pay careful attention to the warranty and support policies, because they are getting more complicated than ever. Many companies offer various levels of in-home, mail-in or even local repair.

If your warranty is "mail-in after 90 days for a period of 1 year," it means if anything goes wrong hardware-wise, you'll need to mail the computer in. You may wait up to two weeks to get it back.

Buying from a local computer shop can often result in faster service and better component choices (to reduce service costs), but may cost you a bit more initially. Since most computers work pretty problem-free after a brief burn-in period; there are some who suggest that additional warranties are not price effective.
Finally, while not readily apparent, tech support from the various brands should be a consideration when choosing a brand.

Reinstall your operating system

When you purchase a new computer you normally do not get any restore disks to reinstall

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the hard drive to its original condition in case of a virus or failure. Sometimes they suggest you make a copy of the restore disks and keep them safe. Often they suggest you can restore directly from the partition "D" drive for Vista or Win 7. The "D" drive is a "restore partition" which holds the recovery programs. This partition costs less to make than it does to manufacture restore discs. This is good if you cannot locate the restore disks at a crucial time.

If you feel you want to restore from a restore partition, and you can, back up your computer, at least all the files and data you want to save. You probably could do a "non-destructive" restore that will allow you to keep all of your files intact, but it's always better to be safe than sorry.

All HPs and Dells manufactured within the past five years include them, as do most other computers these days. You can check for the restore partition by clicking START and then COMPUTER. What you're looking for is labeled "restore" or "recovery".

Next, click START and then enter "recovery" into the search box. Click on RECOVERY MANAGER.

When you run the recovery manager, you'll see a screen with various options.

If your problem is that one of the original programs that came with your computer has become corrupt, you use SOFTWARE PROGRAM REINSTALLATION. MICROSOFT SYSTEM RESTORE will close the recovery manager and launch Microsoft's system restore program to fix broken Windows. The final option here is REALLY the final option. SYSTEM RECOVERY is for when your system has become hopelessly corrupt and you need to start from scratch.

COMPUTER CHECKUP will check your system for errors and problems. If you're not sure what's wrong, this might be a good place to start.

RECOVERY MEDIA CREATION allows you to make the external disks you should have made when you turned your computer on for the first time. These disks are in case there was a total hard disk failure. You can take out the damaged drive and put in a new one and reinstall the programs.

Try and make those disks before the total hard disk failure. Once you have those disks made put them where they won't be lost or forgotten. Also on the screen mentioned above is a RECOVER REPORT which is pretty self-explanatory. Finally there is a REMOVE RESTORE PARTITION option on the screen.

Once you have restored your operating program be prepared to wait while all the updates get installed.

What Do I Do With a Flash Drive?

I really didn't know if I had to put in a tip like this, but once in a while we have to go back to basics just in case there are a few of us out there who are newbies, or just confused.

A USB flash drive is sometimes called a jump drive or memory stick. (A thumb drive is slightly different because they have a write-protect feature). In either case the drive is simply a data storage device just like a floppy disk, or even a hard drive. Unlike a hard drive it has no moving parts. It draws power from the USB port on your computer. There are other USB drives that are actually spinning hard drives and sometimes include external power plugs. USB ports can be located in the front or back or even both on a desktop, and usually on the sides of a laptop or all-in-one.

Once you put the drive into the port, the computer will recognize it as a removable drive and assign it a drive letter.

Now you can copy or move items to the drive, the way you would copy to a floppy or transfer to another file or folder. You can add new folders to the drive and do practically any other action that you can do with a regular drive.

It is a good idea to click the Safely Remove Hardware and Eject Media icon in your system tray to avoid any possible loss of data. This is not too important with the solid state flash drives, but is important with any USB drives that are spinning.

Besides having the ability to hold a lot of data, USB drives can also be used for creating a bootable USB drive and even putting many apps on it to keep some data from having to be installed on your computer.

I/O, I/O, It's Off To Work We Go

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November 2013 issue, PC Monitor
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Article

The work I'm talking about here is computer data transfer. I/O or Input/Output is a term used to collect all the ways you can move data into and/or out of a computer. (This may be a review for some, but there are a few new ideas that might make it worth the time.) For all of those that have been with computers from the beginning, circa 1980, the only way into or out of your computer, then, was through the serial and parallel ports (the keyboard, mouse, and display interfaces were really internal and were only used for their intended purposes). Fortunately, the serial and parallel interfaces have been replaced with interfaces that are much faster and much more flexible and easier to use. Today, most of the I/O is conducted over the Universal Serial Bus (USB) interface. However, there are a few special purpose interfaces that have become basic to computer use.

Early on, audio was included in the computers bag of tricks so we now typically have an audio-in for a microphone and an audio-out for speakers. Many computers also have another audio-in, usually tagged as line-in. Audio-out is typically used to drive external speakers and line-in is typically used to input a stereo analog signal for use by audio processing software. Also added early on was an Ethernet connection which has become the computers on-ramp to the Internet. Yes, and Wi-Fi (Wireless-Fidelity) has certainly become the mechanism for all, laptops, netbooks, tablets, and smartphones to get on to the Internet. Wi-Fi is a wireless I/O and therefore needs no connectors or wires. It is all accomplished by the transmitter and receiver hardware and software, within the computer. There are two other wireless interfaces, Bluetooth and NFC. Bluetooth is becoming very popular as a way to easily connect various Bluetooth compatible devices to the computer with no wires cluttering up the computer area. Bluetooth sets up a PAN (Personal Area Network) around the computer, usually within 10 meters. Bluetooth is also finding its way into many places like the living room entertainment center and the automobile. NFC (Near Field Communications) is a very short range (less than 4 inches) wireless interface that may or may not be used on a computer but will probably be used with smartphones to help make the electronic wallet possible in the future.

Not so early on, around the time laptops became portable, rather than luggable, a video display output port started to appear. This became the very popular VGA (Video Graphics Array) output port (a.k.a. the RGB port because it provided Red, Green, and Blue analog video signals). The VGA port was typically used with an external display device like a larger display or a projector. For a brief time, the DVI (Digital Video Interface) began to take over the job of moving digital video information from the computer to an external display device, but it was soon overtaken by a more comprehensive and versatile interface. Today, the VGA and the DVI port, is being replaced by a digital multi-media port, the HDMI (High-Definition Multimedia Interface) port. The HDMI port carries both digital video and digital audio signals from the computer to a digital display device. (HDMI is also used in most new digital entertainment centers and digital televisions. Many new digital TVs even provide multiple HDMI input ports, so you can connect cable boxes and DVD players to the TV.) HDMI is also being used on small devices such as smartphones and camcorders and as such is being made available in mini and micro sizes.

So besides audio and video, most of the digital data that is transferred to and from the computer is done via the USB ports. Modern computers usually have multiple USB connectors (laptops maybe 2 to 4, and desktops may have 2 to many). The USB port is a rectangular plug that is keyed so you cannot plug the connector in incorrectly. The USB connector also provides a limited amount of power to the device connected to it, which can be used to charge a battery or even power the device. Because the USB connector provides power to the connecting device, many smartphones and media players charge their batteries through the USB connector. Currently USB is at version 3.0. (Early versions were 1.0 which was little used, 1.1 which was very popular but slow at only 12 Mbps, and 2.0 which was ubiquitous, and fast at up to 480 Mbps.) USB 3.0 devices began to appear in January 2010. USB 3.0 has a maximum data rate of 5 Gbps, yes that's 5 thousand Mega bits per second. That is a maximum and most data transfers will probably not be near 5 Gbps, but they will be very fast. Fortunately, USB 3.0 is backward compatible with both 1.1 and 2.0. Backward compatibility means that devices at any USB version can operate together, although the data transfer will only be at the speed of the lowest USB version. USB 3.0 connectors usually have a blue center post to identify them as 3.0. Because USB is used on so many small devices, like smartphones and tablets, USB connectors come in Mini and Micro sizes. USB has become so fast and ubiquitous that it has just about eclipsed the other, almost popular, serial bus, IEEE1394 (a.k.a. FireWire).

There are a few other interfaces that may show up on a higher-end computer. These tend to be for special purposes or are extremely fast. One interface, for the purpose of connecting external hard drives, is eSATA (external Serial Advanced Technology Attachment). This interface is not as popular as it was before USB 3.0 became available, but it is still a way to extend the computer's hard drive capability. Thunderbolt is another special purpose interface, rarely seen on typical computers, with speeds up to 10 Gbps. Thunderbolt can connect multiple compatible devices in a daisy chained configuration. DisplayPort is another special purpose Video Display interface that is very fast, it is advertised at up to 21.6 Gbps, and is designed for multiple displays. These very fast interfaces may be found on professional Display systems that require resolution and refresh rates far beyond those of HDMI. This type of display may be found in medical systems that may be used to display MRI Scans or X-Rays. DisplayPort may be found on some high-end machines, maybe gaming machines and if resolutions beyond 1080p ever find their way to the home, you may find DisplayPort driving those display devices.

The job of moving digital data around is tough work, but these interfaces seem to be up to the job, and I'm sure the ones that will come in the future will probably be faster, more versatile and even more capable.

Article

Get Plain Text

By **Linda Gonse**, Editor & Webmaster,
Orange County PC Users' Group, CA
October 2013 issue, Nibbles & Bits
www.orcopug.org editor (at) orcopug.org

It's probably safe to say that everyone has copied text from a webpage at some time and pasted it into an email or into a Word-like program. So, of course, you can relate to my dismay of pasting the type complete with its formatting riding piggyback on it.

I always have to stop what I'm doing and unformat and reformat the type, so it blends in with what I'm working on.

I can hear "old timers" yelling, "Notepad! Use Notepad!"

That's true. And, it's a good option. I'm using Windows XP (still), so I have a shortcut to Notepad on my Start menu. It's very easy to click on Start while I have my browser open and click to open Notepad to paste the web text, then recopy it from Notepad, and repaste the text into a document.

But, I found a simpler method.

Really. There is no learning curve.

I only have to click once after copying from a webpage and then I can immediately paste unformatted text into anything anywhere!

With our typical complicated programs to work with, this just doesn't seem possible. Or, maybe alchemy might be involved!

The short of it is that this is true, no hocus pocus. It is possible with a tiny program called Get Plain Text.

It's only 70Kb and it doesn't add an icon to your system tray or grab any memory when you use it.

It works in less than a second to remove text formatting, including fonts, sizes, colors, and embedded images. It just leaves plain text.

Download the program from the developer's webpage (clipdiary.com) at http://bit.ly/1bzFuea or a secondary download site at http://www.softpedia.com/get/PORTABLE-SOFTWARE/Office/Clipboard/Portable-Get-Plain-Text.shtml. Save it to your preferred disk location. Click on the program to run it.

Add the icon that launches Get Plain Text to your Quick Launch bar or favorite program launcher.

I keep it on my Quick Launch bar. As soon as I copy something to the clipboard, I click on the Get Plain Text icon. Then, I paste the text anywhere I desire. That's it.

When I use Get Plain Text, no window opens. There are no dialog boxes or preferences to select. There are no flags, bells, or whistles to tell me it is finished. It simply works fast, silently, and unobtrusively.

What else? Oh, yeah. It's free!

Article

Interesting Internet Finds

Steve Costello, President/Editor,
Boca Raton Computer Society, Inc., FL
October 2013 issue, Boca Bits
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In the course of going through the more than 200 news feeds, I often run across things that I think might be of interest to other user group members.

The following are some items I found interesting during the month of October 2013.

How risky will it be to keep running Windows XP?
http://askleo.com/how-risky-will-it-be-to-keep-running-windows-xp/

POP vs. IMAP: What Do They Mean and Which One Should You Use?
http://www.ilovefreesoftware.com/31/windows/pop-vs-imap.html

Talk to your Navigating Device: Android or iPhone
http://geeksontour.tv/2013/08/talk-to-your-navigating-device-android-or-iphone/

Can You Really Be Anonymous Online?
http://www.makeuseof.com/tag/can-you-really-be-anonymous-online/

Why You Don't Need an Outbound Firewall On Your Laptop or Desktop PC
http://www.howtogeek.com/172349/why-you-dont-need-an-outbound-firewall-on-your-laptop-or-desktop-pc/

How To Use the New Google+ Photo Editing Tools
http://www.groovypost.com/howto/google-plus-photo-editing-tools/

Where to Donate Your Used Tech
http://www.wonderoftech.com/where-to-donate-your-used-tech/

How to Keep Your Internet Usage Private [INFOGRAPHIC]
http://socialmediatoday.com/socialbarrel/1765451/online-privacy-how-keep-your-internet-usage-private-infographic

How to View and Work on Google Drive Files When You're Offline
http://www.guidingtech.com/24186/google-drive-offline/

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Most Fridays, more interesting finds will be posted on the Computers, Technology, and User Groups Blog: http://ctublog.sefcug.com/

(Continued from page 4) Tiny Computers

the current they claim. The safe approach is to purchase one from the vendor from whom you buy your Pi. You will need a USB keyboard and mouse; if you don't have an extra set, they are quite cheap. Hopefully, you have a HDMI display, either for your PC or a flat-screen TV; if not, you could try an old analog TV set, but its resolution will be poor. Finally, connect any USB peripherals through a powered hub, rather than ask the Pi to power them. I bought a no-name 10-port hub that had good user reports on Amazon, and it can also power the Pi. Finally, unlike the Arduino, which comes with its control software installed, you must supply the SD card for the Raspberry Pi and install Linux and its applications on it. This requires a SD card burner, and unfortunately many on the market aren't up to the job. Again, purchasing one from your Pi supplier is the safe approach.

As with the Arduino, you can probably get started with the Pi using only what you learn on the Internet, but there are also numerous books. The project has published Raspberry Pi User Guide by Eben Upton. There are numerous others, as well as magazine and Internet articles. I've seen descriptions of a media center, an Internet radio, a time-lapse camera control, a network file server, a firewall, and a wireless access point. (Many of these don't require a keyboard, mouse, or display once they are running, so you could disconnect these for use elsewhere once the project is on line.) You could even connect an Arduino to a Raspberry to obtain a portable sophisticated hardware control and data processing system.

Both these devices are ideal for experimenting. No matter how badly you screw up the software, you can just download a new program to your Arduino or reburn the SD card on your Raspberry Pi. Even if you manage to fry the electronics, you can replace either card for less than $50. Both are wonderful platforms for introducing electronics and computers to young people. There are many Arduino projects that can be completed in less than an hour, including building the circuit and writing the program. The Raspberry Pi software includes Scratch, a programming language for children that builds animated graphics with sound, and Python, a more sophisticated language for older kids and adults.

(Continued from page 5) Windows Media Center

playback controls in the lower right hand side of the show. These controls will disappear in time, but to get them back, just move the mouse. Click “Pause” to temporarily stop the program. Click “Play” to resume the show. Click “Rewind”, to watch something again, or click “Fast Forward”, to move ahead in the show. Click the “Volume Increase” button (the plus to the right of speaker) or the “Volume Decrease” button (the minus to the right of speaker) to increase or decrease the volume, or click the “Mute” button (the speaker) to turn the sound on or off. When you've finished watching the show, move the mouse, and then click “Stop”.

WMC provides many additional features, many of which allow you more specific control of the recording process. You can set up Media Center to automatically record a specific channel at a specific time. And, you can set up Media Center to automatically record TV shows and movies based on keywords that are associated with a program such as actor's name, director's name, or even a word that appears in the title. (Then in the future, when a TV show or movie airs that matches keywords you specified, the program will automatically record.) But even without these extra features, WMC turns your computer into a very capable Digital Video Recorder that you can use to time-shift TV shows.

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CNYPCUG Calendar of Classes and Events

March

For Info Call 446-3326

Visit the web site at: www.cnypcug.org

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Be sure to renew your membership! **Renewal & New Member: $25** Mail Check To: PO Box 6444 Syracuse NY 13217 Or Online at: www.cnypcug.org/renew		*28* Board Meeting 6:00 PM Wegman's on Taft Ave.	*29*	*30*	*31*	*1*
2	**6:00 P.M.** *3* **Monthly Meeting at LPL**	*4*	*5*	*6*	*7*	*8*
9	**2:00 P.M.** *10* **Genealogy with Computers at LPL**	*11*	*12*	*13*	*14*	*15*
16	*17*	*18*	*19*	*20*	*21*	*22*
23	*24*	*25*	*26*	*27*	*28*	*29*
30	***Apr. 7*** **6:00 P.M.** **Monthly Meeting at LPL**	*1* Board Meeting 6:00 PM Wegman's on Taft Ave.	*2*	*3*	*4*	*5*

APRIL

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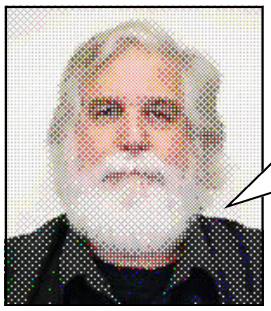

John sez: Derek Currie is a highly respected specialist in the area of cyber security– so when he speaks it is with authority!
Join Us!

Member Door Prizes & Giveaways every month at meetings

Our meetings are at
Liverpool Public Library
Carman Community Room
Tulip St. & 2nd Street,
Liverpool, NY

ADDRESS

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Syracuse, NY 13217
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2014 Meeting Dates

Mar 3	Personal and Computer Privacy, a lesson from Target and Neiman Marcus – what really happened
Apr 7	
May 5	
Jun 2	
Jul 7	
Aug 4	
Sep 8	
Oct 6	
Nov 3	
Dec 1	

Please note:
All meeting topics and presenters are subject to change.

IMPORTANT NOTICE TO MEMBERS

Please be aware that we would like you to register for EACH month's meeting!

CNYPCUG requests that all members and non-members register to attend our monthly meetings at Liverpool Public Library. The registration form is available online at -

www.cnypcug.org/reserve.

DOOR PRIZES

Here's a partial list of some of the items we have lined up for future meetings:

- **Wireless Motion Sensor**
- **Flexible Keyboard**
- **AC/DC Travel Converter**
- **Battery Tester**
- **Sandisk 4 GB Cruzer Flashdrive**
- **DVD Movies**
- **Digital Camera Essential kit**
- **Sandisk 8 GB Micro SDHC Card**
- **Kaspersky Anti-Virus**

And many more valuable prize items!