

Mother Board

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This Month At NOPCC

NOPCC

Help

By

Tom Ford

Navigating Windows XP

By

Ray Paternostro

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President's Letter

Good news, the McCann Home Electronics show will be back on the air in the month of April! The show will broadcast on 15 April at 10:00 am on WIST, the former WTIX radio station. This is the same time and place as the show was broadcasting before the storm.

Let all of your friends and acquaintances know about the return of the show. This is good publicity for the club and the things we do. It will also help us show how much Mr. McCann means to the club and our appreciation for all his hard work.

The other radio show, "Computer Solutions," still has not found a radio station for their broadcasts, at this time. They are still looking and will let me know when they go back on the air.

Due to the intense research being done for a presentation that will be given to the Association of Information Technology Professionals (AITP), my time has been limited regarding acquiring more memberships, and working on the grant and volunteer program we were going to initiate as a means for helping the club. Because my work function will be terminated on 29 August this year, I have been tied up with trying to find a new place to live outside of Louisiana, also. All of these things have been a heavy load and has affected my ability to perform as your President.

Hope to see all of the members of the club and a whole lot of new prospects at our next general membership meeting.

Ashton C. Mouton, Jr.
NOPCC President

This Month at the NOPCC

This month's general meeting presentation will be divided into two parts. Two of our officers will talk about topics our members are sure to enjoy.

First, Tom Ford, our Secretary, will talk about a test project your Board is conducting. The Club has created a Yahoo Group for our members. NOPCC Help has many features which will be used to assist members with their computer problems. In addition, Tom will talk about Blogs: their history, how to start a Blog (for free) and some interesting blogs.

Second, Ray Paternostro, our Vice President, will talk about how to perform basic troubleshooting in Windows XP. Ray will cover how to use the keyboard to navigate around Windows XP, how to use Safe mode and accessing the built in Administrator account, setting permission levels for user accounts, and using the System Restore function.

Mark your calendars, create an entry in your PDA, update Outlook and join us on Wednesday, April 5, 2006. The monthly meeting of the NOPCC club starts at 6:30pm on the first Wednesday of every month. Location of the meeting is the J.D. Meisler school cafeteria at 3700 Cleary Ave., Metairie. Use the entrance through the breezeway on Pharr Street

General Meeting Door Prize

Members in attendance at the monthly General Meeting of the NOPC Club are eligible receive a "Door Prize". The Door Prize is offered after the meeting presentation. The member must be present when the winning ticket is called. If not present, another ticket will be selected until a winner is obtained. So don't leave early

For the April 5th meeting, there will be two door prizes. One will be a copy of "The Symantec Guide to Home Internet Security". The other door prize will be a full copy of Symantec/Norton System Works-2005.

It pays to be a member of the New Orleans Personal Computer Club.

Genealogy SIG

Board member Mary Prinz hosted the genealogy SIG on Tuesday, March 21. Material viewed included detailed information on some Jewish families and on veterans from several wars.

At their first meeting since Katrina, the Genealogy SIG group voted that their April meeting will attend a special program sponsored by the Jefferson Parish Library system. The time and place is:

Tuesday April 18 at 7:00 PM in the Meeting Room, Jefferson Parish East Bank Regional Library, 4747 W. Napoleon Ave., Metairie.,

The topic will be Colleen Fitzpatrick presents "*Solving Genealogical 'Cold Cases' by Discovering New Clues in Research Materials You've Looked at 100 Times.*" Fitzpatrick is the author of FORENSIC GENEALOGY and co-author, along with Andrew Yeiser, of DNA & GENEALOGY.

Get a Human

You have called a company and are stuck in a never ending tree of options to select, none of which fit your situation. You are getting more and more frustrated by the minute, but what can you do? You link to <http://gethuman.com/> to get a list of steps to bypass the queue and get a real life breathing human. According to the site the last time I check it, there were over three hundred companies listed and ways to find a human. Enjoy!

*Submitted by Edward Jabncke
Editor, "Motherboard"*

After receiving this item is several e-mails

Google Base

Google Base is an online database and free Web publishing service provided by Google that allows users to upload their own content. Posted content is searchable using the Google search engine, and can also be included in other Google databases such as Froogle and Google Local. Items published in this manner have unique Web addresses and can be viewed worldwide. Anyone with a Google account can publish content on Google Base. Users can include

attributes with the data, similar to the meta keywords in conventional Web page files, for search engine optimization (SEO). Once you've added your content you can edit or it at any time. The interface is straightforward, and works with most Web browsers. As of this writing, Google Base does not support certain file formats typically downloaded rather than viewed directly on the Internet (such as PDFs), but image files can be posted in formats commonly viewable on Web browsers. Content is screened according to a standard editorial policy and a Terms of Service (ToS) agreement.

*Submitted by Tom Watkins,
Member, NOPC*

What Does a Cache Do For a Computer?

By Brian K. Lewis, Ph.D.,
Member Sarasota PCUG, Florida
www.spcug.org

A cache (pronounced "cash") is a form of memory storage that generally operates faster than RAM memory or the time required to access a hard drive. The cache is smaller, faster memory that stores copies of the data from the most frequently used memory locations. Computer processors (CPUs) utilize both internal and external caches. You will also find references in the specifications of hard drives, CD & DVD drives to caches of various sizes. In order to see how these caches benefit computer operations we'll look at the operation of the internal caches on CPUs.

Before looking at the cache function, you need to have some understanding of the architecture of a CPU. Much of the internal structure of a CPU is composed of registers that hold small bits of information and also can be used in manipulating information. As one example, the Intel Pentium 4 processors have 128 registers. Some registers hold instructions, others hold data, others have memory addresses and others are arithmetic manipulators. The instructions are found in the program code and they tell the processor what to do with the data. The processor loads instructions from memory and then loads data that is manipulated based on the instructions. So the registers hold data to be processed, the results of calculations, or addresses pointing to the location of other data. The processor can act on data in registers almost instantaneously. However, the registers are far too small to hold all the data required. Instead, instructions and data have to be read from or written to RAM.

If the program code were always loaded directly from memory and all the data were written directly back to memory and then to the hard drive, the overall process would be quite slow compared to what we normally see. It is the use of caches that greatly speeds up the total process

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so the processor isn't stalled waiting for either instructions or data. The fastest cache is the one that is part of the processor and is referred to as the L1 cache. It can operate at the same speed as the processor. So if you have a 30-gigahertz (GHz) CPU, the L1 cache also operates at 30 GHz. Thus data can be accessed in one clock cycle. This cache is generally 128 kilobytes (KB) in size or smaller, although the Pentium 4 has an internal cache of 16 KB plus an internal Trace cache of 150 KB.

The following diagram displays the relative relationship of the RAM memory and the components of the caches in the CPU body:

RAM Memory

The components within the box run at the same rate as the internal CPU clock. The next cache in distance from the processor is the L2 cache. In older CPUs this was totally external to the processor. In most cases, the L2 cache is now integrated on the CPU chip. The data path in these processors is 256 bits wide allowing for the transfer of more bits per clock cycle than the older processors that had 64 or 128 bit paths. The data path between the CPU and the external RAM is usually 64 bits or 128 bits wide. In a system with an 800 MHz bus, the real clock rate is 200 MHz, but transfer occurs in 4 blocks per clock cycle. This gives an effective transfer rate of 800 MHz or 6.4 GB/second. Still considerably slower than the transfer rate within the CPU.

The theory of using caches is that instructions and data in the cache will be the next set of information requested by the CPU for processing. If the requested information is in either the L1 or L2 cache, it will not be necessary to go to RAM. Thus it can be accessed at the internal clock rate. If it is present, it is referred to as a "hit"; otherwise it is a "miss". (Logical, right?) Now, the bigger the memory cache, the better the chances of finding the data required by the CPU. However, there is a catch to this. The bigger the cache, the more time that is required to find the data. This is referred to as the "latency" time. In an ideal setup you would have a single cache with a high hit rate and a low latency. This is very difficult to achieve in practice. Consequently, we have two caches, a small one with low latency and lower hit rate combined with a large cache with higher hit rate and high latency.

Now that we've reviewed the architecture, we need to see how all this works. Let's start with the Fetch unit that is used to load information from memory on demand from the processor. It first checks the caches to see if the required instructions or data are there. If not, it will load the information from system RAM. This information is then passed to the Decode unit. Note that when I refer to information it can either be instructions or data.

If the information is a program instruction, the Decode unit will figure out what that particular instruction does. It does that by consulting a ROM memory that exists inside the CPU called microcode. Each instruction that a given CPU understands has its own microcode. The microcode will "teach" the CPU what to do. It is like a step-by-step guide to every instruction. If the instruction loaded is, for example, add a+b, its microcode will tell the decode unit that it needs two parameters, a and b. The Decode unit will then request the Fetch unit to grab the data present in the next two memory positions, which fit the values for a and b. After the Decode unit has "translated" the instruction and grabbed all the data required to execute the instruction, it will pass the data and the "step-by-step cookbook" on how to execute that instruction to the Execute unit. There is an exception to this in the newest Pentium 4 processors. In these processors the L1 Instruction Cache has been relocated to after the Decode unit. It now contains the translated instructions and is referred to as the Trace cache.

The Execute unit will finally execute the instruction. On modern CPUs you will find more than one execution unit working in parallel. This is done in order to increase the processor performance. For example, a Pentium 4 CPU with six execution units can execute six instructions per clock cycle. In theory it could achieve the same performance as six processors with just one execution unit. After the processing is over, the result is sent to the L1 Memory cache. From there it can be written to RAM or sent elsewhere.

Modern processors have another feature called the "pipeline". This is the capability of having several different instructions at different stages of processing in the CPU at the same time. On Pentium III processors the pipeline was 11 stages – each a unit of the CPU. The latest Pentium 4 processors have 31 stages. With the greater number of stages, fewer transistors are required per stage, resulting in a higher clock rate. O.K, so what's the value of stages in the pipeline? After the Fetch unit sends an instruction for decoding, it grabs the next instruction. This can be sent on as soon as the first instruction is sent to the Execution unit. If an instruction has to be processed by all 11 (or 31) stages, it takes the most time, while other instructions might require fewer stages. Only when the first instruction is finished processing can it be sent out, but others that required processing by fewer stages might immediately follow. The consequence of this is that multiple instructions can be processed simultaneously. This greatly increases the overall processing throughput.

Other caches found in computers are not associated with the processor. One such type of cache that you use frequently, probably without being aware of it, is the web page cache managed by your web browser. When you visit a web page, it is downloaded to your computer. If you visit

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that same page within a few days, your browser pulls the page from its temporary cache, compares it with the current page on the web server and updates only the changed portions. This speeds up the appearance of the page on your computer. For example, my home page is Yahoo.com. The major part of this page doesn't change from day to day, so the downloading of the page is limited to those parts that have actually changed. This allows the page to appear on my screen quite rapidly.

So in CPU processing, the use of caches has greatly increased the speed of data handling. The same is true of caches used elsewhere in the computer. In all cases they are short-time storage of information. Luckily, you don't have to have a complete understanding of caches to use your computer. Let the computer do the work!

Dr. Lewis is a former university & medical school professor. He has been working with personal computers for more than thirty years. He can be reached via e-mail: bwstail@yahoo.com.

Do a clean sweep of your computer How to safely remove software and files from your PC

By Marc Saltzman

<http://www.microsoft.com/athome/moredone/cleansweep.msp#mindshar@microsoft.com>

Like many mothers, Andrea Grace will sit down at her PC to check e-mail, only to find that her kids, Jason, 8, and Rachel, 10, have installed some new programs. "Between those CD-ROM games found in cereal boxes and downloaded Neopets, there are now icons all over the place," says Grace. "And of course they don't play half the games. If I ran out of space I wouldn't know how to delete them," she admits.

Grace isn't alone—it's not uncommon to fill space on a hard drive with games, productivity programs, or files, such as music, digital photos, and video clips. Some technology analysts believe that we use less than 10 percent of the programs installed on our computer.

So, considering you're likely to do some spring cleaning in the coming months by removing old and unwanted clutter from your closets and garage, why not tidy up your computer as well?

While deleting programs is relatively easy, many novice computer users believe they can be removed by simply deleting their icon on the desktop. This does not work as it's only a shortcut to the real program, which consists of many files. And keep in mind that you can do damage to your PC's performance by deleting an entire program folder that you don't think you need from your hard drive.

The following is a look at how to safely—and easily—remove old or unused programs from your Microsoft Win-

dows XP-based computer. Much of the advice is also applicable to older versions of Windows.

Decide which programs to purge

The first step is to decide which programs you no longer need. Try to keep only the programs you use regularly as it's easy to become a digital packrat. If it helps, make a list of programs you want to keep and others you can do away with.

Has it been a year since your child touched that action game? Chances are you still have the original CDs anyway (should you want to reinstall it in the future), so perhaps it's time to wipe it off the hard drive.

Have your music tastes changed since you went through that Country & Western "stage" in 2002? You can easily delete downloaded MP3 files—or at least burn them to a CD to free up space on your PC.

If you're unsure about a program that's on your hard drive, you can always do a search at your favorite search engine (e.g., MSN Search) to see what it is. For example, if you don't plan on buying a camcorder, remove any preinstalled video-editing software that may have come bundled on your PC.

Ready, set, "Start"

The easiest way to remove a program from your hard drive is to look for an uninstall or remove option from within its program group. You will find this by clicking the Start menu, then All Programs (or Program Files), and then choosing the program you want to uninstall.

Once inside this program group, you will usually see an icon to launch the program, a ReadMe file (documentation that tells you how to use the program), and, for our purposes, an option that enables you to remove or uninstall the program. Click this and follow the onscreen wizard to safely remove the program from your PC. You may be asked to reboot your computer. Only click to do so once you've saved everything that's open at that time.

Quick tip:

If you want to free up even more room on your hard drive, go to My Computer or Windows Explorer and right-click on the letter associated with your hard drive (usually C:). Click Properties, then click Disk Cleanup. Check off the desired boxes and it will tell you how much space it can free up.

When uninstalling a program, you may also get a message that says the program can remove a file that may be shared by another program. To be safe, keep these suggested files on your PC (they shouldn't take up much room on your hard drive, anyway). Similarly, when you uninstall a game, the program may ask if you want to keep saved game files (i.e. a bookmark of your progress). If you think that you will reinstall and play this game again, you can choose to

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keep these files.

Sometimes the program group may be the company's name. Move your mouse over the name and it will reveal which program(s) are inside.

Quick tip:

If you download a .zip or .exe file from the Web and then install the program to the hard drive, you can delete the original file once it's successfully installed.

Keep in mind that your PC automatically creates restore points while you're using your computer. That way, if you accidentally delete a program that you want to keep, you can revert your PC back to an earlier time. To do so, click the Start menu, then All Programs (or Program Files), then Accessories, and then System Tools. Click System Restore and the program will guide you through the steps.

Take "Control"

Some programs do not give you the option to uninstall them from a program group. No problem. You'll need to go to the Start menu, select Control Panel, and then Add or Remove Programs.

It may take a few seconds for this page to load but once it is finished, it will display a long alphabetical list of installed programs. Once you see the name of a program you no longer want on your hard drive, click it, then click the tab to the right of it, which will say Remove or Change/Remove, and follow the prompts. A progress bar will show you how long it will take to safely remove the program. When it's finished, you will see the list once again.

Go through the list, but leave those programs that you are unsure of. Remember—you may use Microsoft Word all the time so do not uninstall Microsoft Office as Word is part of it. Some programs may not be familiar to you, but are required for another to run—a rule of thumb is to ignore it, especially if it doesn't take up too much space on your hard drive (you will see how many megabytes on the right-hand side of the program name). If the program is spyware or adware (such as SuperShopper Toolbar), then you may want to leave this for your spyware/adware program to sniff out and safely remove. Two good free programs are Ad-Aware and SpyBot, both of which are available at Download.com. You can also download the free new Microsoft Windows AntiSpyware (Beta).

Quick tip:

This article focuses on uninstalling entire programs, but it's even easier to delete individual files. Once you're inside My Computer or Windows Explorer, simply highlight the files you no longer want on your hard drive and tap the delete button or right-click and select Delete. This will send all unwanted files to the Recycle Bin for safekeeping—until you're sure that you no longer want them.

Article written by Marc Saltzman and adapted from an original piece from Microsoft Home Magazine.

The Future of Broadband Access

By Bob Hewitt, Editor

The Journal of The Computer Club, Inc., Sun City Center, Florida

[http://suncitycentercomputerclub.com/rsh1916\(at\)juno.com](http://suncitycentercomputerclub.com/rsh1916(at)juno.com)

This may end up to be a case of who gets there fastest with the mostest.

The goal is Broadband. Just about all computer owners want it. Many cannot afford it. But every provider wants to get the biggest share of the pie.

The telecommunications industry was in the driver's seat first with dial-up. Then came cable as a carrier and telecom countered with DSL. Up rose Wi-Fi, Broadband Wireless Mesh, and finally BPL (Broadband over Power Line).

Pew Internet and American Life Project released a survey finding that about 55 per cent of internet-using Americans enjoy a broadband connection at home or at work. Since computers have overwhelmed the marketplace, it may be somewhat misleading to lump them together.

The goal of computer mavens is the most speed per dollar expressed in Kbps (Kilobits per second), Mbps (Megabits per second), or preferably MBps (Megabytes per second). The latter conforms to the standard measurement of file size and gives an operator an instant impression of the time involved in achieving a download or a transfer, depending on the speed of his CPU or internet connection.

Because their infrastructure was already in place, the telephone and cable industries became the leaders in delivering internet resources to their subscribers at \$10 to \$50 per month depending on speed. But then came the advent of wireless transmission, commonly called Wi-Fi, with its short range signal providing access principally to portable (laptop) PC's—a significant advantage to travelers who were charged a small amount for access.

Almost paralleling the transition from fixed telephone to cell phone, Wi-Fi evolved into wireless mesh internet which has sparked a huge demand for municipal wireless broadband. Fifty four localities, including major cities, are in the process of establishing or already have established such services.

Tempe, Arizona established a wireless access network last November, covering 40 square miles, with an access cost of \$30 a month per subscriber or \$3.95 per hour.

Manassas, Virginia became the first citywide Broadband-Over-Powerline site last October when it opened a 10 square mile site available to all at \$29 per month.

Philadelphia has contracted with Earthlink to cover its 135 square miles with wireless internet service—the cost to Earthlink an estimated 10-million dollars and a cost to residents an estimated \$20 per month for service. It's assumed

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that Earthlink will amortize its investment by income from advertising.

The excitement over wireless broadband is heightened by a comparison of download speeds available. The fastest of the three Wi-Fi formats now in use (the 802.11g) is 54 Mbps (megabits per second) or 7 Megabytes per second which is 18 times faster than the cable modems of today. Further is the recent approval of the IEEE (Institute of Electrical and Electronics Engineers) for the new 802.11n Wi-Fi format which may be two years before activation but could achieve data processing speeds of 600Mbps; an almost incomprehensible 75 Megabytes per second—200 times today's cable modem speed.

At that rate, one could download 80 minutes of music in 10 seconds or an entire opera in 30.

The wired communications industries are not unaware. Witness the fact that they have spent millions of dollars lobbying state legislatures to kill off community internet. Over the past few years, no less than 14 states have enacted legislation that bans or places limits on municipalities from building community internet projects. Florida Governor Jeb Bush signed a law last June that prevents cities from offering broadband if there are competing private services.

There are anti-competitive issues at the federal level, also. Republican Representative Pete Sessions of Texas introduced an anti-community internet bill which would prevent any city in the country from providing internet access if a private company offers internet services nearby—even if the private company serves as little as 10 per cent of the residents.

Republican Senator John Ensign of Nevada introduced the Broadband Investment and Consumer Choice Act which would severely hamper cities' ability to build and manage wireless networks.

In response to Ensign's bill, Republican Senator John McCain and Democrat Frank Lautenberg introduced legislation that gives municipalities free rein to offer broadband and would overturn state laws banning such activities.

Now that President Bush has lent his support to a broad set of proposals to get every corner of the country access to broadband connectivity by 2007, it will be interesting to watch both sides welcome that goal as supporting their particular positions.

The big question for the public is cost. There have been no definitive publicly-available figures on installation and maintenance of the cutting-edge WiFi mesh application.

Jupiter Research has estimated that the average cost of building and maintaining a wireless network is \$150,000 per square mile over five years. Bert Williams, vice president of marketing for Tropos Networks, which has successfully provided mesh based WiFi hardware in several

locations around the world, says, "We usually talk in terms of \$75,000 per square mile for our gear." Adding the ongoing costs for backhaul and system management, he believes the total to be closer to \$100,000 per square mile, while Sky Pilot Networks quotes \$50,000.

A long and vigorous battle is ahead involving the established vs the un-established. But one thing is certain. Everyone is going to end up with a piece of the pie. For this is still early in the digital age and there is plenty to go around.

muniwireless.com

informationweek.com

zdnet.com

vnunet.com

jupitermedia.com

arstechnica.com

eetimes.com

mercurynews.com

slate.com

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First Phishing, Now Pharming

By John Pearce,

Pikes Peak Computer Application Society,
Colorado Springs, CO

First, there was phishing trying to collect personal information. A newer attack called pharming is trying to do the same thing in a more technologically sophisticated way. You need to be on guard but neither phishing nor pharming should keep you away from the Internet. Let's take a quick overview of both.

Phishing starts with an e-mail, typically from a financial institution, with a message that some dire consequences will happen if you don't immediately verify your account information. A web site link is conveniently provided for you in the e-mail. The provided link is to a web page that looks like the real web site but is actually a web site controlled by the bad guys. The fraudulent web page asks you to enter credit card and billing information or possibly user name and password information. You can imagine what the bad guys are going to do with the information they collect.

Pharming is a way for the bad guys to redirect your web browsing to a site which they control. Pharming is also known as DNS (Domain Name System) cache poisoning. DNS is what converts human friendly names like web-board.apcug.org to numerical addresses like 192.160.122.122. The bad guys want to impact the largest number of Internet users possible so ISP's and large corporations are the most likely targets of pharming attacks. One goal is to download spyware or adware to your PC.

Protecting yourself from phishing attacks is as simple as ignoring the e-mail. All but one of the dozen or so phishing e-mails I have received have been from banks where I don't have an account. In that case, delete the e-mail and go on with your life. If you have an account with the financial institution and are concerned, use the telephone and ask to speak with their Internet security department.

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CLUB SUPPORTERS

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If you go to the web site to login, type the web site URL into the browser – do not use the link provided in the e-mail.

Protecting yourself from pharming attacks takes a little effort. Start by keeping your browser updated with all the security patches. Next, you should be sure the padlock icon is displayed on any page where you enter personal

information such as username, account number, or password. The padlock icon indicates you are connected to the legitimate owner of the URL and the data you enter is protected by SSL encryption during transmission. The bad guys would have to know the private key of the site in order to make the padlock appear. You can view the security information by double clicking the padlock icon on your browser. You can also use a tool like SpooFStick to confirm the URL of the web page you're viewing.

Two other exploits are worth a quick mention. The first is an instant messaging worm that changes the content of the hosts file on your PC. This is effectively the same as DNS cache poisoning. The other exploit is domain hijacking which is done by manipulating the domain name registrars. Domain hijacking is what happened to Panix, a New York ISP, in January.

Being aware of phishing and pharming along with a little care and caution will keep your web browsing safe from the bad guys.

THE SECRET GUIDE TO COMPUTERS

The Secret Guide is available at every New Orleans Personal Computer Club General Meeting. The latest printing is available for only \$15.00. Or contact Tom Ford either at: secretary@nopc.org or (504) 466-3954.



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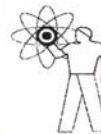
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2	3 GNONUG 6:30p-8:30p	4	5 NOPCC General Meeting J.D. Meisler School	6	7	8
9	10 GNONUG 6:30p-8:30p	11	12 NOPCC BOD @ McCann's 6:30p-8:30p	13	14	15 Living with Home Electronics WIST 690AM 10a-11a
16	17 GNONUG 6:30p-8:30p	18 Genealogy SIG Jeff Par Library 4747 W. Napoleon Ave. 7:00 pm	19	20 New User Sig St. Francis Xavier Sc 444 Metairie Rd 6:30p-8:30p	21	22 Living with Home Electronics WIST 690AM 10a-11a
23	24 GNONUG 6:30p-8:30p	25	26	27	28	29 Living with Home Electronics WIST 690AM 10a-11a
30						

The New Orleans Personal Computer Club (NOPCC) is a private non-profit organization chartered under the State of Louisiana. Its purpose is to provide an open forum for discussion and education of the membership in the use and application of PCs, peripheral equipment and software. The opinions expressed in this newsletter are those of the author (s) and do not necessarily reflect those of the NOPCC, its members or its officers. The club does not verify for accuracy the articles in this newsletter and leaves verification of accuracy to its readers. Articles in this newsletter may be duplicated as long as credit is given to the author (s) and the NOPCC. Annual Dues Schedule: Regular Member, \$40/yr.; Family Membership, \$60/yr.;

NOPCC Directory

Elected Officers

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Secretary	Tom Ford	secretary@nopc.org	985-643-3172
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Director At Large	Carl Henderson	director1@nopc.org	466-3954
Director At Large	Mary Prinz	director2@nopc.org	455-1412
Director At Large	Mike York	director3@nopc.org	

Standing Committees

BBS SysOp	Lanny Goldfinch	sysop@nopc.org	482-5066
Newsletter Editor	Edward Jahncke	editor@nopc.org	897-1205
Public Relations	Jeannie Okamoto	pr@nopc.org	455-0977
Publicity	Tom Ford	publicity@nopc.org	985-643-3172
Webmaster	Sherrie Henne	webmaster@nopc.org	504-913-5638

Special Interest Groups

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Digital Media	Ray Paternostro	dm@nopc.org	737-9099
Genealogy	Vincent Haupt	hauptv@aol.com	985-785-6288
Internet	Ray Paternostro	internet-m@nopc.org	737-9099
New Users	Tom Ford	new-user@nopc.org	985-643-3172
Web Lab	Edward Jahncke	editor@nopc.org	897-1205

Other Important Numbers / Addresses

Club Hotline	Recorded messages. Meeting Information. Open 24 Hours	887-5746
NOPCC Web Site	On the World Wide Web. Our own home page and club information.	www.nopc.org