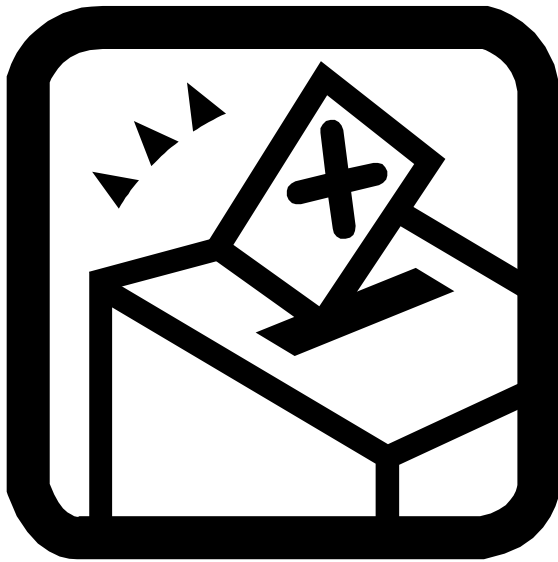


# Bits & Bytes

**A Publication of the Kern PC Users Group**

## Elections Tonight

**Meeting date is March 14, 2002**



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Volume 20 Number 03



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Needs a Replacement

Kipug Webmaster  
Sarah Perelli-Minetti

The following rates are for one insertion in the **KIPUG** newsletter. All copy must be received camera-ready, no later than the 15th day of any given month for publication in the following month's newsletter.

Camera-ready copy should be submitted to Bits & Bytes, c/o Dave Chalmers, P.O. Box 2780, Bakersfield, CA 93303

KIPUG members who have computer related items for sale or trade or who have information they would like to share with other members may do so **FREE** of charge as space permits. Ads larger than business card size are subject to 50% of normal advertising fees. Non-members are subject to the normal advertising fees.

Business Card \$ 5.00  
Quarter Page \$ 15.00  
Third Page \$ 20.00  
Half Page \$ 30.00  
Full Page \$ 60.00

### ADVERTISERS

KIPUG will mail your direct computer user targeted mail advertisement (fully prepared for mailing, including postage) to our entire membership at a reasonable fee. For more information, please contact Rhonda Pierce, President, at pierce27@earthlink.net.

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President Rhonda Pierce

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V.P. Rick Daney

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Secretary Tony Rizos

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Treasurer William Lowell

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Board of Directors

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1 Caroline Corser

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2 Steve Garcia

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3 Stuart Ree

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4 ?

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Past Pres Bill Peacock

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Webmaster Sarah Perelli-Minetti

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Newsletter Ed. Dave Chalmers

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SIG Coordinator Rick Daney

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Thanks to the Turner's( father & son ) for the re-views.

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Ed.

## Genealogy Corner

### Bits and Bytes

March, 2002

Jim Opperman

What is a Genealogist?

A full-time detective

A thorough historian

An inveterate snoop

A confirmed diplomat

A keen observer

A hardened sceptic

An apt biographer

A qualified linguist

A part-time lawyer

A studious sociologist

An accurate reporter

An hieroglyphics expert,

AND ...

A complete nut!

Sound familiar? ☺

Do you think you might be related to  
one of our U.S. Presidents?

Jimmy Carter and Elvis Presley are 6<sup>th</sup>  
cousins!

Check out Gary Boyd Roberts site for

more information at:

<http://www.rootsweb.com/~rwguide/presidents/>.

Try one of these free 31 Guides to  
Tracing Family Tree:

<http://rwguide.rootsweb.com>.

Ancestry Family Tree (AFT) has free  
genealogy software available at:

[http://aft.ancestry.com/aftexec?  
htx=main](http://aft.ancestry.com/aftexec?htx=main).

To see an index to more than 24,000  
RootsWeb-hosted genealogy mailing  
lists, try:

<http://lists.rootsweb.com/>.

Happy hunting! Feedback to mentor-  
jim@atsecure.net.

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# THE GAME REVIEW

## ROLLER COASTER TYCOON

BY: Ryan Turner.

Review #002

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*Roller Coaster Tycoon is a game about building theme parks. This game takes skill and knowledge of business management to build a successful park that will keep your "peeps" begging for more!*

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### THE DIRT

#### GRAPHICS: 6.5

Eh... they're Ok for the kind of game it is. But I've seen better

#### SOUND: 6.5

Eh... they're Ok too for the kind of game it is.

#### GAMEPLAY: 10

You have control of everything! From building custom rides to starting big ad campaigns!

#### CONTROLS: 7

Could the get any easier? Everything is in buttons at the top!

#### TOTAL COOLNESS: 7.5

Could you ask for anything cooler? Easy to use, and teaches you business skills you need! A must have for any SIM City fan!

### OVERVIEW

Roller Coaster Tycoon (RCT) is one of the best theme park Sims you can buy, (I haven't tried SIM Theme Park though...) basically you need to build different parks using your basic business skills make the park fun not fatal! Keeping your "peeps" happy is no easy task, easy controls and 2 expansion packs make the fun last for days not hours. Tons of fun and VERY addictive (Trust me on this! ☺)

### EVALUATION

*Note: there is a new format for the evaluation*

I was looking for a good SIM one day when I came across the RCT DEMO, I installed it and I discovered that it was WAY better than any SIM I'd ever played. I played for the puny little 20-minute time limit and I decided that I just had to have it! I must have wanted it for a year after that, A little after Xmas my parents got it for me as a surprise, I must have played for 14 hours solid that day (yes it was that good!) I had completely reconstructed Disneyland and Magic Mountain and designed and built the worst coaster ever: The Hurlmaster3000™ (pushed 12 G's) life was sweet... and then I got the expansion pack... (Too much coolness to go into detail believe me...)

### MOM-O-METER

It's refreshing to see a game that challenges the imagination & hones skills beyond "bang bang you're dead!" such as: budgeting, customer service, marketing and general commerce... ☺

*Note: There will be a MUCH better review on the KiFuG web site!*

# PAINT SHOP PRO 7 10<sup>TH</sup> ANNIVERSARY EDITION by Jasc Software

Contributed By Mike Turner

To celebrate its tenth anniversary Jasc Software has released a new edition of its popular Paint Shop Pro 7 image editing software. This anniversary edition comes bundled with some great extras, such as Animation Shop, and Media Center Plus, which can organize media files such as digital photos into albums and a bunch of third party plugins and effects, filters such as Alien Skin Eye Candy, Flaming Pear, and Virtual Painter it is a shame that some of these are only demos. There are also over two dozen new shapes, picture frames and paintbrush objects, even extra tutorials and tours to supplement the programs existing online and printed help.

It is hard to believe that what started out as a simple image viewer and converter has grown into what can be argued as a leader in the image editor category. It has positioned itself nicely between the simple novice based touch – up tools like Microsoft’s Picture It and heavy-duty programs like Adobe Photo-



shop. In fact Paint Shop Pro is as good as Adobe Photoshop for the personal or small business publisher who doesn't need all of the high-end features that professional graphics designers do. For example vector-drawing tools are tightly integrated into Paint Shop Pro making them easy to learn and use.

Image editing isn't easy to learn but Paint Shop Pro does a good job of holding your hand while you learn. The interface is so simple that you will not need help for most common tasks such as removing red eye from photographs the simple menus commands for doing that are self explanatory. If you do need help it is just a click away in Paint Shop Pro's help files, which are very well organized, and will teach you how to do things with out a lot of jargon. I recommend running the Anniversary Edition Product Tour to see what all of the menus do. If you need more advanced image tools Paint Shop Pro supports both bitmap (raster) and vector objects giving you the best of both illustration and photo editing worlds. Adding Effects to your Graphics can range from simply going to the effects preview browser and choosing something you like (if you don't like the effect simply choose another you are not committed to your choice in the preview mode) to formidably sophisticated and

customizable lighting and texture effects that are almost as good as Adobes Photoshopy. Paint Shop Pro supports a wide range of digital cameras as well as generic TWAIN image acquisition from things like scanners; its out put options include CMYK separations (but no preview) as well as HTML image maps and online Album posting.

Paint Shop Pro Web graphics capabilities are limited. Animation Shop does let you create animated gifs and Paint Shop Pro does support a variety of tools for optimizing Web graphics but they are hard to find and use for instance the rollover function is buried inside the Image Mapper dialog box.

Paint Shop Pro is neither a simple crop and colorize program with cartoon coaches and big gumdrop buttons nor is it a graphics professionals “do all” dream. But the personal or small business publisher will never exhaust the programs features. Print Shop Pro has many so many levels that once you have mastered one such as working with layers you can go on to another like masks and transparencies or you can use Media Center Plus to make an interactive album that you can browse with a web browser.

## **Ratings**

**The Good:** For \$109 Retail with a \$30 rebate you get not only the CD but also 2 thick illustrated paperback manuals. You also get Animation Shop and Media Cen-

ter Plus (a \$39 value) and a bunch of plugins and demos. This makes Paint Shop Pro, which is about \$500 cheaper than Adobe Photoshop, a good choice for print and web publishers on a budget.

**The Bad:** Web tools are hard to find and there is no CMYK preview and some things could use wizards instead of being menu driven.

**The Bottom Line:** Paint Shop Pro is an extremely powerful and reasonably priced Photoshop alternative with plenty of image processing tools. Some parts of the program are difficult to use such as the photo enhancement tools. The filters and additional programs are nice extras. If you are on a budget this is a great program.

## **Software requirements and Specs:**

. Windows 95/98/ME/2000/NT4.0  
Pentium Processor  
64 MB of Ram (WIN 95/98)  
75MB of disk space of typical installation  
256 Colors at 800 by 600  
CD ROM required only for boxed version  
Retail price \$99 Download \$109  
Boxed (our recommendation is the  
Boxed version)

*This is the second and concluding part of Steve's article*

But how could a distributor legally get all this stuff together? Who does it belong to?

Before we go any further, let's take a moment to talk about "Free Software" and "Open Source Software".

Long ago there was a master programmer named Richard Stallman. He had a printer that was not quite doing what he wanted it to, and the driver program that controlled the printer operation came from the printer manufacturer. He managed to talk the printer vendor into letting him have the source code of the printer driver. Source code is the programming language version of a program. It's the part that a programmer actually writes. With that information, Stallman was able to change the parts of the driver that were causing the problem and thus fix it. Some time later his organization got a new printer, and it had the same glitch. This time the manufacturer refused to let the source code out, but they didn't fix the problem either.

Stallman reverse engineered the driver and fixed it himself. He also founded the Free Software Foundation, and the first thing he wrote was not source code, but a software license. He called the concept Copyleft and the license was the GNU

Public License. The essence of the license is that software should be "Free". Not necessarily as in "free beer", but more as in "free speech". If I find a program that someone has written and has licensed using the GPL, I am free to copy it all I want. I can make changes to it, I can incorporate it into my own programs, and I can sell it. That's perfectly ok.

But if I do sell it, I must give the person I'm selling it to the same rights as I have under the GPL. I must give him (or her) all of the source code including my changes, and he can then modify it as he sees fit, he can sell it or give it away, and so on. He must also pass along the source, along with any of his changes. That software, and any derivative work, must be licensed under the GPL.

If I write other parts of the program entirely myself and don't use any code that had come from a GPL program, I can put any license I like on it, as long as I keep that portion of the program completely separate. I don't have to give out the source to that part if I don't want to.

Along with the GPL, Stallman's goal was to write a complete operating system to compete with Unix. In those days Unix was a very proprietary system, unlike the way it is today. He was going to call this OS "GNU" (Gnu is Not Unix.) Starting small, he (and other programmers associated with the Free Software Foundation)

wrote numerous free alternatives to many of the basic utilities that were common on Unix systems. In every case, the GNU versions of the utilities were so good (more efficient, better features) that they soon began appearing on “real” Unix systems.

But when Linus Torvalds started writing his free kernel a generation later, there was a whole menagerie of GNU utilities ready and waiting to be used to put a complete system together. All under the GPL, and free for anyone to use. In addition, there was the GPL itself, and so Linus licensed the Linux kernel with the GPL.

Because of that decision, most of the software that comes with most Linux distributions are issued under the GPL, even those that did not come from the FSF or the GNU project.

There are other licenses that are “open source”. Not all give right to the source code in the same manner as the GPL. Some allow you to make changes and keep your changes private, others allow more or less flexibility in linking proprietary code to open source code. Stallman and the FSF get very picky about the difference between Free Software and Open Source.

In general, Linux is all Free Software. Most but not all of the software that

comes with most Linux distributions is also Free Software.

There is, however, no requirement that software that runs on a Linux machine be either open source or free software, although in practical terms it seems that the best software is both. However, I have a copy of Corel Draw for Linux installed on the same machine on which this article is being written. Corel Draw is an entirely closed source, proprietary program, as is Corel Word Perfect. On the other hand, Corel also had (until recently) a Linux distribution of its own that was (mostly) open source and free.

In future months we will talk about some specific Linux distributions, how to get them, and what you can do with them.

## **Bill Peacock, KIPUG Past President**

by Caroline Corser

Talk about a man of many talents, Bill Peacock fits that bill. He's been a racer, a writer, a publisher, a computer doctor, a model airplane builder, and president of KIPUG twice, to mention a few of his involvements.

Bill designed and built free-flight model airplanes when he was a teenager, but all his other ventures were developed throughout his adult life. He was one of the first members of KIPUG, even before it was officially a PC User's Group. He volunteered to chair the first group, which was actually started by Gary Hurley back when the first IBM PC series were on the market. When it became KIPUG, Bill served as president for the next five years.. At the time, he co-owned an executive recruiting firm and used the first e-mail type of hookup with a simple, slow modem to connect to a job search organization in Washington, D.C.

But that was only one of Bill's many interests. His main passion for 30 years was go-kart racing, which he eventually made into a full-time career. He raced on major tracks all over the U.S., and had over 200 race wins including three class championships. He soon started writing technical articles for karting magazines and eventually bought out an independent magazine, Kart Tech, which he published for nearly ten years. By the peak of its

production, it had a staff of about 40 people.

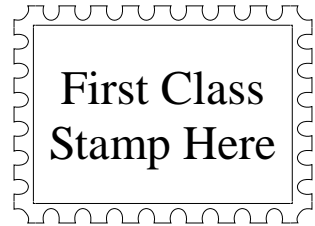
This daredevil racer's career came to an abrupt halt in 1989 when a crash put him in the hospital with five broken ribs, a broken collar bone, a punctured lung, and a concussion. His long recuperation also brought about the death of his magazine.

After Bill got back on his feet, he started a computer business called WCP Enterprises, helping people with computer problems. This service later expanded into building computer systems, and he set up a business called The Computer Doctor. He ran that for six to eight years until discount office stores flooded the market in the early 90's. Bill sold his company in 1995 and worked for other companies in computer-related positions until

five years ago when he opened his present business, On-Site Computers. He now builds and upgrades systems and services and repairs all kinds of printers, and, of course, he still helps people with their computer problems.

After being absent from KIPUG for a number of years, Bill returned about six years ago and served on the board for a couple of years until he, once again, agreed to fill the president's position. After three years in that position, he is now still putting in his two cents' worth on the board as Past President. Thanks, Bill, for helping keep us alive.





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Bakersfield, CA

**Your Address Here**

Meetings are held on the second Thursday of the month  
at the Kern Superintendent of Schools Building.  
17th and L streets Downtown  
Meeting Time is 7 pm