

The Bridge

The Journal of the Memphis PC Users Group

Volume 18, Number 3

March 2002

General Information

**For Information on
Special Interest
Groups, see yellow
pages in the middle**

**For Member feedback,
contact us on our
Voice Information Line**

901-375-4316

or on our Web site:

www.mpcug.org

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**Wednesday, Mar. 27
Main Meeting**

**Southwest Tennessee
Community College**

5983 Macon Cove, Memphis

Meeting Room A

Second floor Farris Building

**New Users and Wizards
6:30 P.M.**

Main Meeting 7:30 P.M.



**This month's
meeting plans
were not ready at
press time, so be
prepared for a
surprise! Bring
along a friend.**



The School Bell

News From MPCUG Education Services

By Gil Hennon

Once in a while, a bad idea gets its deserved reward. For nearly two years, lobbyists for the software industry have cajoled, threatened, and even begged governors and state legislators to adopt the Uniform Computer Information Transactions act, better known as UCITA. Claimed to be a logical extension of the Uniform Commercial Code for the protection of software authors, UCITA makes software license provisions easier to enforce and takes away many user/consumer rights. So far, only two states have enacted UCITA. Both were persuaded to do so by promises that UCITA would attract software publishers to locate plants and facilities in their states. Insuring fair play between sellers and consumers was not part of the bargain.

UCITA couldn't get on the legislative agenda in most states. Those governors and state representatives had already been burned by buggy software and over-hyped sales promises. They saw no reason to give the software industry any undeserved

breaks. The act will probably be rewritten, hopefully with input from the user community this time, before being promoted for adoption again. In the meantime, some of UCITA's consumer-bashing provisions are starting to appear in the licensing conditions of various software products.

The Attorney General of the State of New York was recently surprised by language that appeared in an End User License Agreement (EULA) of a Network Associates product. While installing a copy of McAfee VirusScan 5.15, the AG's office discovered the following "agreements" were required by anyone using the software: "The customer shall not disclose the results of any benchmark test to any third party without Network Associates' prior written approval," and "The customer will not publish reviews of the product without prior consent from Network Associates."

Wow! What a way to keep software reviewers from saying anything bad about a product or pub-

lishing the results of a failed test. The Attorney General has brought action against Network Associates because these "conditions" don't appear until the software is being installed, after the shrink wrap and the envelope seals have both been broken, making the product impossible to return for a refund. Legal experts have theorized that since the customer is required to agree to unknown conditions at the time of purchase, a legal and binding contract between the buyer and seller probably does not exist. According to the Attorney General's suit, Network Associates already tried to enforce the conditions and stop Network World magazine from publishing a negative review. The magazine's editor told Network Associates' lawyers to take a hike. Network Associates, however, says they stand by their EULA and will prosecute all violators. Gosh. What a wonderful customer satisfaction policy!

Another similarly obscure condition has recently been added to

Microsoft's Windows XP Professional operating system. According to Ed Foster's Gripe Line column in InfoWorld magazine (p. 65, 02/11/02), Microsoft maintains a Product Use Rights (PUR) document on its Web site that is considered part of customers' license agreements. Putting it on the site is a step in the right direction; potential customers can view the contract before making a purchase. It also makes it very easy for Microsoft to change the agreement whenever they please. Microsoft customers had better visit the page often and make sure they are toeing the line, because a recent change was noted in the "Internet-Based Services Components" section. It now says that, "You acknowledge and agree that Microsoft may automatically check the version of the Product and/or its components that you are utilizing and may provide upgrades or fixes to the Product that will be automatically downloaded to your Workstation Computer."

That sort of language sends chills down the spines of users and IT managers. Not only must you allow Microsoft access to the computer in your home, but they can change your operating system at any time without your permission. All of the computers in a corporation might suddenly get modifications without the IT staff ever having a chance to test and certify those changes first. What kind of damage might one buggy patch do to a corporation's infrastructure?

Microsoft says that the PUR language change was required for them to remain in compliance with copyright regulations. In other words, the new conditions place more importance on the vendor's property rights than the customer's system security. Keep your eye on those licenses and agreements, folks. They are "subject to change without notice." For more ways to keep your computer secure and healthy, come to the Wizards or New Users sessions before each monthly main meeting. Help R Us!

***One of the lessons of history is
that nothing is often a good thing to do
and always a clever thing to say.***

- Will Durant

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Members are encouraged to submit articles for publication. By submitting articles, the author gives permission for publication in this newsletter and for publication by other user groups. The editor cannot guarantee that all submissions will be used.

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The Art and Science of Web Design

Book Review

**Reviewed by
Mary Glasscock**

“The principles for Web design are pretty straightforward: know your audience, keep it simple, be fast, know the rules before you break them. With the exception of the speed thing, I’m not sure they’re all that different from designing in any other medium. Applying common sense to Web design would make 90 percent of the sites out there so much better. It’s just so easy to get caught up in what you *can* do and forget about what you *should* do. It’s a classic technology paradox.”

-Jeffrey Veen

The writing and styles within the plethora of books that attempt to define ‘proper’ Web design predictably provide readers with commonplace, screenshot-driven solutions intended to capture the immediate attention of beginning designers. Veen’s book, *The Art & Science of Web Design*, conversely provides strategic answers to many commonly and not-so-commonly asked Web site design and informa-

tion architecture questions. This book is more about creating a first-rate experience over the individual construct of Web design and its many parts.

Jeffrey Veen, a well-established design consultant and one of the architects of



HotWired.com, has devised an attentive look into the latest trends of Web design that follow the steps of the Web’s inception and proliferation. Organized around the key development topics, the book discusses a background of standards, features, and patterns. Of course, the constantly changing pace and ideals behind Web design can date any book, not to

mention considering the further complexities of developing dynamic, database-driven ultrasites. In *Art and Science*, Veen’s ideals are presented in a thoughtful, clear fashion that don’t pigeonhole Web design into a definite timeline.

The Art and Science of Web Design is not a practical HTML manual, with oodles of advice on how to write and design Web pages. It’s a study of how the Web works and what tactics users might adopt to make it work for themselves and their clients. He starts with a simple foundation rooted in the practice of simple, east-to-navigate design that any graphic designer must know. The book is a particularly helpful tool for a print designer just getting into Web design.

Veen starts with a history of the Web, and how its content has always been separated from its form. He clearly defines how a designer can introduce originality into your design — but points out that any original design should be usable and subtle, and must keep the user’s psychology and

therefore experience in mind, compelling them to continue their clicks through your site.

There are some wonderful in-depth analyses of major sites, showing how they have managed to keep user's needs in mind, even when building their information from huge databases. Note: true techies or developers may find this book too simplified.

Veen is strict — as it should be — regarding browsers and speed. Designer must check their pages in as many browsers as possible, and must remove all sloppy coding so that users get what they are looking for without delay. This is a lot of common sense, but something consistently overlooked even by experienced designers.

Another topic covers what Veen coins 'liquid' pages, discussing that designers ought to stop worrying about the exact appearance of the layout and graphic features of their pages. Instead they should design so that the page will work with any browser set within any parameters (resolution, etc.).

Veen also presents the concept of 'object oriented publishing,' or creating dynamic Websites using templates, style sheets,

and information stored in databases so that the work of the designer is minimized.

Issues such as interface uniformity are surveyed within the Web's own unique standards. Performance and the user experience is discussed with more than a general casualness.

Going above and beyond the usual design tips and tricks, *Art & Science* stays at a nice pace with lots of valuable information, never going above the head of the beginning reader. With his years of experience and knowledge of the legacy of traditional publishing, Veen has provided a great perspective on the dicey work of Web designers.

Topics covered:

- ✍ Technology history (publishing, presentation model)
- ✍ Interface consistency
- ✍ Site structure
- ✍ Interactivity and self-aware content
- ✍ Browsers
- ✍ Performance
- ✍ Web advertising
- ✍ Database-driven content

Jakob Nielsen, another 'usability' guru with a serious following, offers a similar point of view as Veen. But Veen's perspective, which is largely based common sense ideas (even for beginning designers, if you look closely enough) provides solutions derived from actually designing award-winning Web sites. If you are a professional Web designer who builds different types of sites for many different types of clients, this is a solid reference. If you are seeking a comprehensive technology text, keep looking.

If you are looking for an intelligent perspective on site architecture, the 'complete user experience' and how to keep your sites rooted in a strong foundation, Jeffrey Veen's words are well worth the reading time. Even if you differ on some of his opinions and practices, *Art and Science* will really make you scrutinize your personal approach to the Web design process.

The Art and Science of Web Design by Jeffrey Veen. (2000). Que \$45.00

***Any fool can criticize, condemn,
and complain--and most fools do.***

- Dale Carnegie

Out for review. . .

Here is a list of software, books, or other products you can expect to see reviewed here in the coming months. These members checked out items to review for the benefit of all.

Windows XP Unleashed
eMedia Guitar Method
Teach Yourself GoLive 5 in 24 Hours
Spell Catcher
Civilization: Call to Power
Microsoft Office 2000 8 in 1
Windows Security Handbook
The Art and Science of Web Design
Teach Yourself Macromedia Dreamweaver
Drive Image 4
The Little Web Cam Book
Teach Yourself Windows 2000 Prof.
Encyclopedia Britannica 2002 DVD
Flash3!
How to Use Microsoft FrontPage 2002
Space Bunnies Must Die (game)
Sin (game)
X-Wing vs Tie Fighter
Star Wars: Behind the Magic
Extreme Tennis
Windows 2000 Unleashed
MapPoint 2000 (his own copy)
Sportsmans Challenge
Top Shot
Drive Image 3
Using MS Windows 2000 Prof
FrontPage for Win 2000 (book)
Word 2000 (book)
FrontPage 2002 Unleashed
Using Microsoft Access 2002 Spec. Ed.
Upgrading and Repairing PCs 13th Ed.
Enfish Tracker Pro
How to Use the Internet
Macromedia (book)
Encarta Ref. Library 2002
Easy Photoshop 6
Windows XP for Dummies

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David Arant
Allison Banks
Deborah Hart-Curtis
Morgan Curtis
Dorothy Drum
Dorothy Drum
Mary Glasscock
Mary Glasscock
David Hamlin
Mike Heinrich
Al Hrutkay
Jim Ingram
Jim Jinkins
David Levine
Adam Locke
Adam Locke
Adam Locke
Adam Locke
Adam Locke
Jim McGee
Jim McGee
Kim McNeil
Paul Merz
Eric Miles
Eric Miles
Lee Mouring
Carl Osborne
Carl Osborne
Carl Osborne
John Schuster
Jill Simmons
George Stringham
David Stowell
Joe Sullivan
Tommy Towery
Tommy Towery



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Special Interest Groups (SIGs)

Clipper (4th Monday, 7 p.m.)

Nils Pallesen - 366-9673 - 72234.1027@compuserve.com

Communication

Daniel Notowitz - 818-0095 - daniel.notowitz@iname.com

FoxPro (2nd Thursday, 7 p.m.)

Stephen Russell - 365-9384

John Harvey - 372-9476 - john.harvey@worldnet.att.net

Investment (4th Saturday, 10 a.m.)

George Pearson - 761-0161 - gpearso2@midsouth.rr.com

Internet (1st Saturday, 10 a.m.)

Daniel Notowitz - 818-0095 - daniel.notowitz@iname.com

Microsoft Networking (1st Saturday)

John Harvey - 372-9476 -john.harvey@worldnet.att.net

Microsoft Office Group (2nd Saturday 12 Noon.):

Mike Heinrich -heinrich@usit.net

New User (4th Wednesday, 6:30 p.m. - State Tech)

Gil Hennon - 396-4173 - aghennon@onemain.com

Web Writers (2nd Saturday, 10 a.m.)

Mike Heinrich - heinrich@usit.net

Gayle Ruhl

WordPerfect/Corel (3rd Monday, 7 p.m.)

Sue Crawley - 363-3681 - SueCrwl@aol.com

Hardware (1st Saturday, 10:00 am, White Station Library)

Jim Ingram - 683-9342 - jimingram@excite.com

**For up to the minute information and special updates be
sure to check our webpage at:**

WWW . MPCUG . ORG

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
MAR. 2002	18 WORDPERFECT	19	20	21	22	23 INVESTMENTS
MAR. 2002	25	26	27 MAIN MEETING	29	29	30
APR. 2002	1	2 DATABASE	3	4 PROGRAMMING	5	6 INTERNET 101 INTERNET NETWORKING HARDWARE
APR. 2002	8	9	10 NEWSLETTER MAILING	11 FOXPRO VISUAL STUDIO.NET	12	13 WINDOWS 101 WEB WRITERS MS OFFICE
APR. 2002	15 WORDPERFECT	16	17	18	19	20
APR. 2002	22	23	24 MAIN MEETING	25	26	27 INVESTMENTS

Bulletin Board Systems

Below is a list of Bulletin Board Systems operated by members of the Memphis PC Users Group.

If you are a member of the Memphis PC Users Group and would like your Bulletin Board listed here, call Noell Moseley at 755-4137.

LindenRoom - Wildcat

901-458-9001

Sysop: Tracy Franklin

Pyramid BBS - Wildcat

901-372-7912

Sysop: Dan Rook

Public Seismic Network - RBBS

901-360-0302

Sysop: Charlie Rond

TIPS BBS - Major BBS

901-542-9060

Sysop: Tim Hackworth

Crystal Clear Ideas BBS

901-327-2500

Sysop: Carlton Smith

Meetings

General Meeting

All meetings are held at Southwest Tennessee Community College on the fourth Wednesday of every month unless otherwise noted. Because of Christmas holidays, no meeting is scheduled in December. Pre-meeting sessions for New Users and Wizards begin at 6:30 p.m. and the main event starts at 7:30 p.m.

SIG Meetings

All SIG meetings are held at the White Station Branch of the Memphis Public Library unless otherwise noted.

Affiliations

The MPCUG is a member of the Association of Personal Computer User Groups (APCUG).

***If you are interested in becoming a Vendor Sponsor,
contact Bob Manchik at
Robert_Manchik@msn.com***

Other Memphis Area Computer Groups

AMUMS: Micro User Group at University of Memphis - Barbara Okerson 678-3682

AutoCAD: AutoCAD Users Group - Jim Prewett 382-0885

Clarion: Clarion Users Group - Timothy Jordan 767-8719

CCAM: Computer Consultants Association of Memphis - Jessica Morris 382-8459

DPMA: Data Processing Management Association - 680-1268

EDI/EC User Group: Jim Story 753-0500, ext. 341

KPCUG: Kirby Pines Computer User Group - Bob Nichols 360-9262

MADBUG: Memphis Area DB2 Users Group - Betty Stanley 325-5394

MAG: Memphis Amiga Group - Brian Akey 278-6354

MASH: Memphis Atari Systems Hobbyist - Bruce Leach 385-8195

MCCUG: Memphis Color Computer Users Group - B.J. Seaton 682-8737

MCTA: Microcomputer Technology Association (State Tech) - Doris Stepp 755-6685

MCUC: Memphis Commodore Users Club - Charlie Wirth 386-3337

MSMRUG: Mid-South Midrange Users Group - Jill Herrin 753-0500

TI99/4A: Mid-South TI99/4A Users Group - Gary Cox 358-0667

Bridge the Gap

<u>Product</u>	<u>Member</u>	<u>Telephone</u>	<u>Time to call</u>
1st Reader	Daniel Notowitz	818-0095	
4DOS	Lou Bernard	388-5876	7-10 p.m.
Access	Jim McGee	683-4347	M-F: 9 a.m.-9 p.m.
Adobe Photoshop	Gil Hennon	396-4173	
AlphaIV	Warren Sauer	362-1192	
CA-Clipper	Nils Pallesen	366-9673	
Corel WordPerfect	Gil Hennon	396-4173	
DOS	John Schuster	662-236-4168	Evenings
FoxPro	Dave Arnold	373-7962	M-F: 9 a.m.-5 p.m.
InstaCalc 3	Les Owen	372-3987	8 a.m.-10 p.m.
Internet	T.R. Cardwell	377-9209	Evenings
PageMaker	Les Owen	372-3987	8 a.m.-10 p.m.
MS PowerPoint	Gil Hennon	396-4173	
Professional Write	Les Owen	372-3987	8 a.m.-10 p.m.
Qmail Deluxe	Daniel Notowitz	818-0095	
Quattro Pro	Gil Hennon	396-4173	
Windows/Workgroups	John Harvey	372-9476	
Windows NT	John Harvey	372-9476	
Word for Windows	Marcus Henry	795-0787	

Memphis PC Users Group Membership Application

Date: ___/___/___

Membership # ___

Name: (Last) _____ (First) _____

(M.I.) _____

Mailing Address: _____ Birth Date: ___/___/___

City: _____ State: _____ Zip: _____ - _____

Home Phone: (____) _____ Business Phone: (____) _____

Fax Number: (____) _____ E-mail: _____

Employer: _____ Position: _____

Dues: \$35 per year

For office use only

Check#: _____ Amount: _____ Date: ___/___/___ Initials: _____

Terror's Harvest: Liberty's Loss

Part 2: The Unfriendly Skies!

Editorial

by Gil Hennon, Editor

Because of the manner in which the U.S. was attacked, the aviation industry has changed more security procedures in the past several months than any other American business. Airlines were already having financial problems when they suddenly had to overhaul their entire method of dealing with the public. Traveling by air wasn't really a convenience before airport security was increased, even though it was usually the fastest way to get from one place to another. These days, flying is not a pleasure for anyone, and earlier check-in for security screening has resulted in only the longer trips being quicker in the air than on the ground. The added hassles and several well-publicized instances of inconsiderate intrusiveness by airport security personnel have also thwarted efforts to attract the traveling public back onto airplanes. Many flights carry so few passengers that costs are only barely covered, and flight cancellations due to a lack of paying passengers has become a common occurrence.

Increased airport security has not, so far, made much of a difference in public safety, although the cost to process and board each passenger has risen astronomically. Several methods to "automate" the screening process are being considered, and the technology is available to speed up check in procedures and reduce human involvement. Over the long run, automation can save time and money, but the initial cost will be very high.

The challenge to improve air travel safety is in identifying and separating honest passengers from potential hijackers. Non-technical measures already being practiced include matching travelers with baggage, so that extraneous bags not belonging to passengers are not loaded on aircraft. More invasive examination of passengers now includes occasionally emptying a suitcase and randomly performing uncomfortably thor-



ough body searches. In January the FAA began requiring x-ray inspection of every item going into the baggage hold of an airliner. So far, the same degree of caution has not been applied to packages and freight, though all U. S. air carriers have examined and improved their security procedures recently.

X-ray examination of luggage and packages still requires a human operator to recognize a shape or skeletonized image of dangerous contents. People get tired and people make mistakes, so sometimes a dangerous item gets past the inspectors. Technology is now available for identifying weapons, explosives, and drugs concealed in luggage or packages. These devices use a combination of metal detection, chemical sensing, and suspicious shape recognition software. As far as an automated solution is concerned, the new scanners are a little more discriminating than a human at an x-ray machine. They alarm when recognizing a dangerous item and also when something concealed in luggage is completely unrecognizable. Electronic equipment, a pouch full of coins, and even a bottle of high fashion after shave lotion can trigger an alarm. The good news is that dangerous stuff hardly ever gets past them; the bad news is that they raise a lot of false alarms. This is very expensive technology that usually increases the time spent in manually opening and inspecting luggage. It is not really ready to replace a human being.

Passenger documentation is another

area where technology may be the key to detecting forgeries. High resolution scanning of passports and other identification can tell the difference between an original document and most copies. Adding biometric information raises the value of identification, and embedded data threads or chips make the documents difficult to forge. But forgery is not the primary method for changing one's identity; the easiest way to get high quality documents is to steal them. Many of the highjackers involved in the September 11th attacks entered and remained in the U. S. with stolen passports or drivers' licenses. Legitimate paperwork holds up well under a brief scrutiny during airport check-in, even when slightly altered or with a different photo.

All of these identification shortcomings make airports and travel very difficult to protect. When a suspected terrorist or wanted felon is apprehended by airport security, it is usually because an officer or employee noticed something suspicious about a person and notified the authorities. Technological tools tend to generate evidence for later use, but not alarms that lead to immediate action.

The technology that gets the most attention these days is biometrics, the science of identifying a person through a unique (maybe) physical characteristic. Facial recognition is the hottest biometric property at the moment. Cities, state driver licensing bureaus, and airports are installing cameras and image comparison database software despite evidence that the technology has serious reliability problems. Face scans, like hand scans, work best when lighting and shadows are carefully controlled and subjects stand face on and perfectly still for the camera. The probability of getting a usable face scan from a person in motion on an airport concourse is awfully slim. Tests funded by the Department of Defense last year concluded that even when used under the best controlled conditions, facial recognition fails more than 30% of the time, and that some systems are prone to find a match between a face and a stored image when none exists at all. But with facial recognition system vendors making claims like, "If our technology had been

deployed, the likelihood is [the terrorists] would have been recognized," sales have more than doubled since September 11. That same vendor's equipment was shut down after two months of testing in Tampa Bay, Florida because it produced many false matches, but never correctly identified anyone. The Tampa Bay system is being overhauled to "correct bugs in the operating system," and will be tested again this year.

Fingerprint and eye scans are already being used by corporations and other organizations for property and data access security. These technologies are more reliable than facial recognition because the subject is aware of being scanned and cooperates with the equipment to a greater degree. The equipment imposes upon the subject the environmental conditions in which it works best. Eye scans, sometimes called retinal or iris scans, are reasonably reliable, but the equipment is expensive. Fingerprint scanning equipment is much cheaper, but easier to fool. Persons whose hands are subject to abrasion or harsh chemicals at work, the elderly, and those wearing phony gelatin fingertips ("gummy dummies") probably will not produce a usable scan. Experts estimate that at least 12% of the population falls into this category. Eye and fingerprint recognition devices are not popular with airports and law enforcement because they create "bottlenecks" in traffic and subjects cannot be scanned without their knowledge.

A couple of really off-the-wall airport security recommendations have also been put forward. One involves an existing technology belonging to the VeriChip company. Microchips smaller than a vitamin pill implanted in a person's arm instantly transmit identity, medical data, and personal information to a nearby scanner. The subject is not aware of being scanned, and anyone at all can own a scanner. It's fast. It's reliable. It scares the hell out of everyone who hears about it. In spite of a lack of potential customers, VeriChip is moving ahead with tests on a volunteer Florida family this year.

All the way across the country, in Silicon Valley, Steve Kirsch has a different approach that revives dark memories of

George Orwell's novel, *1984*. Steve proposes creating a "federal database of brain wave activity" to compare brain activity of known terrorists and criminals with that of each person attempting to board an aircraft. Anyone with brain activity patterns similar to that of the bad guys is not allowed to travel. The system is said to have "a record of one-hundred per cent accuracy," and Kirsch has sold at least one U. S. Senator on the idea. Fortunately, just about every one else considers profiling based on brain wave scans to be about the sickest technology they have ever encountered. Don't open that door! It's the Thought Police!

The airport security system most likely to be eventually blessed by the Federal Aviation Administration is a network linking airline reservation systems with traveler profile databases. Delta and Northwest Airlines both have already created task force groups to coordinate the communication structures such a plan would require, and two prototype systems are currently being evaluated. Drawing on the intuitive software used by the credit card industry to detect fraud, the reservation system would notice unusual purchasing or traveling behavior when compared with existing personal information about the passenger.

This plan has an edge over other devices and systems because part of it has already been in place since 1998. Passenger reservation information from all U. S. airlines is already routed through the Computer Assisted Passenger Screening (CAPS) system. Besides enhancing the threat assessment software and adding government and private databases to the information pool at a overhaul cost of about \$3 billion, the new system will perform the screening at the time reservations are made, rather than at the time passengers arrive for boarding, as happens now. The CAPS system is cumulative, so information about every trip a passenger has made in the past four years is already in the database. CAPS was created to provide notice of a possible air travel threat. On September 11th it obviously didn't work.

One of the earliest airport security plans was based around an identification

card carried by each passenger. It had the same shortcomings as the documentation currently in use—it could be forged or stolen. For a while, the ID card scheme was shoved aside, but in February it was resurrected by a political think tank as a multi-purpose "super card." With a microchip implant containing biometric data such as the carrier's retinal and fingerprint scans, not only can this card identify honest air travelers, it will also be a repository for information such as welfare payment entitlement, patient medical history, voter registration, property deeds and titles, driver/boater/pilot licenses, credit card authorizations, banking information, hunting or fishing licenses, the local library card, and a cash money substitute. Toss away that wallet or purse. You'll only need your "super card!" Proponents of this scary new technology have already begun a media campaign against the "vocal fringe of special interest civil liberty and privacy groups" who oppose national ID cards as threats to constitutional rights and an increased risk of citizen tracking or similar abuse. Would we lose our library privileges and everything else the card does if there is an outstanding parking ticket? Despite each "super card" being biometrically "joined at the hip" with one individual person, the stealing or replication of someone's card has to be the ultimate dream of every identity thief.

Putting any new system in place could take years before all airports are connected and the enormous amount of data it requires are fully integrated. Public law advocates have already expressed concerns that these new systems step into the gray area between national security and public privacy. They also have the potential to create stratified classes of airline travelers. Frequent passengers whose profiles the system considers harmless will become super-fliers, enjoying expedited check-in and other conveniences, while the infrequent traveler, though equally innocent, will be regarded suspiciously and often delayed for questions and searches. Very likely the experience of first-time travelers in the unfriendly skies will convince our next generation that God never intended for man to fly.

Easy Microsoft Windows 2000 Professional

Book Review

Reviewed by Bob Manchik

The name QUE has been around the technical fields longer than I have. In fact I seem to remember having some “Que Cards” for DOS and WordStar or WordPerfect, which were the shortcut keys on the keyboard for various functions of the programs. Those cards worked well as I was learning new programs for the first time. Although much has changed with the emergence of the graphic interface we call Windows, fortunately, QUE hasn’t changed. They still provide some of the best quick learning books in the computer industry with the “Easy” book series.

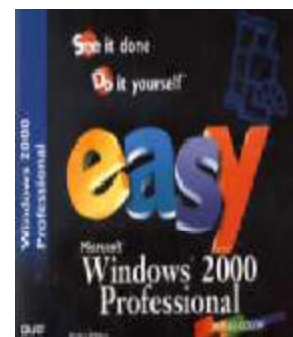
Easy Microsoft Windows 2000 Professional is a quick, easy read. In addition, it is indexed nicely for quick reference. I have read many primers and intermediate books on most operating systems. I found this format to be a very fast and efficient method of quickly and graphically presenting the basics for anyone to get around on most of the later *Windows* operating systems not just *Windows 2000*. It provides both an alphabetical index, and three different topical and task oriented Tables of Contents. This makes it easy to either look something up by a specific word or phrase or by task.

The first chapter *Getting Started* covers all the basic *Windows* stuff that everybody needs to know. The main Table of Contents is broken into eight additional main categories: Applications, File Maintenance, Printing, and Connecting to networks. I consider these to be four of the most important things people need to know to survive in the computer world.

In addition, there are pretty good chapters on setting up programs, using *Windows* accessories, and maintaining your system. Of course, the chapters on file and folder operations and management are fundamental to any of the *Windows* environments, as is the chapter on Browsers and the World Wide Web. In fact, except for the chapters on the task manager and on the Internet connection wizard, and a couple of slightly different screen shots in the software, most of what this book is about is good basic knowledge for anybody who needs to use a *Windows* computer.

If it is true that one picture is worth a thousand words, then I think this little book is certainly on a par with the *dummies* or *idiots* series. In addition, I find it much faster to work with the smaller book format that this represents. I still like paper books and tutorials. I find them often as fast or faster, and often easier to understand, than their online equivalents. This was certainly the case here. Although the topic is a familiar one I found several areas where my memory was refreshed on timesavers, or keyboard shortcuts I had lost through lack of use over the last few months.

In short this is one book to have in everybody’s library. It’s a superb reference for all the everyday operations that you have to know about on a *Windows* machine, and it suffices as both initial training and a refresher on all the basics for people who have been computing long enough to have forgotten things.



Easy Microsoft Windows 2000 Professional by Shelley O’Hara. QUE. \$20.
www.quecorp.com

Teach Yourself Allaire ColdFusion in 21 Days

Book Review

**Reviewed by
Carl Osborne**

ColdFusion? What is that?

When I picked up *Teach Yourself Allaire ColdFusion in 21 Days* from the User Group review table, this was my first question. And, I'd guess this would be your first question also.

The answers I received were "I don't know...." and "It is a program for building Web Sites," which I do not do. This book had been on the review table for several months. I decided to take on the review task because we need to clear the backlog of reviews. I am really glad I did!

Teach Yourself Allaire ColdFusion in 21 Days is a fascinating book and it presents a sound method for learning a very valuable program. While many of us do not routinely design and build Web Sites, most of us **do** routinely work with databases. *ColdFusion* was designed for presenting information of many types on a Web Site, however it is a superb tool for working with information in databases either in or out of the Web environment. It



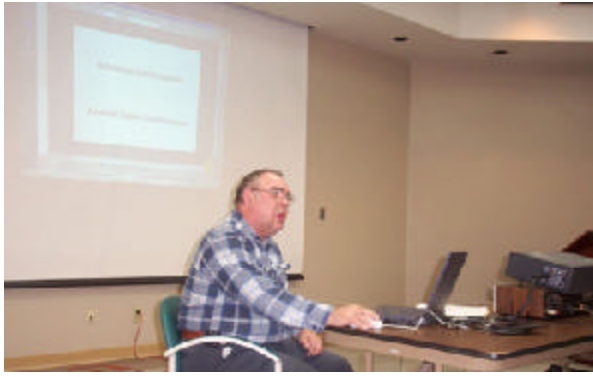
allows the use of your browser to access to information stored in one, two, or several databases at the same time in a Web style GUI. Then, you can perform math operations on the information retrieved from the database!

Like many in the "How-To-Learn. . ." series this book includes an evaluation copy of *ColdFusion*. If you like you can go to macromedia.com where you can buy a full version of *ColdFusion* for \$1,295. A 30-day free trial is available on the site. I also found it on pricewatch.com for \$890. There is a CD included with this book that is full of excellent resource materials plus examples of *ColdFusion* code. The lessons in the book give code examples and these are all on the CD.

Author, Charles Mohnike, presents the material in an interesting style — easy to read, and at a pace to keep your interest, yet with frequent reviews to tie the material together neatly. It is laid out in a three week, 21-day schedule that takes you from the beginning through a comprehensive level of understanding and using *ColdFusion*. Each lesson takes you step-by-step through the material being covered, and builds effectively on what has been learned in previous lessons, so that when you finish the 21 days or 21 incremental lesson periods, you will have a good working knowledge of *ColdFusion* at a professional level.

In summary, I can recommend this book to you if you have any interest in *ColdFusion*, or better yet, if you have a possible application for *ColdFusion*. You'd find it useful if you work with databases and are looking for a custom way to view the results. It is available at better bookstores for \$39.95.

Teach Yourself Allaire ColdFusion in 21 Days by Charles Mohnike. SAMS. \$40.



February Meeting Report

Gil Hennon showed how he adds animation and sound effects to presentations made with Microsoft PowerPoint 2000. PowerPoint has built-in animation tools that make bullet lists and objects appear or move into position. The “Custom Animation” dialog box lets the presenter control how the animated object will behave and the timing of multiple animated objects. The Click ‘n Burn sound editor records directly from a microphone or from a taped recording. Leading and trailing silence and extraneous noises can be removed. Edited sound clips added to a PowerPoint Presentation can play once on a single slide, or can be set to “loop” and play during the entire presentation.

Door Prize Winners:

Rick Fischer and David Hamlin won FedEx caps

Virginia Ralston and Mike Heinrich won FedEx airplane sponge “stress relievers”

Tom Rochvord won a FedEx coffee mug

Samuel Powers won Microsoft Map Point software

Jim Cuthbertson won a Star Lancer game

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