



Bits 'N' Bytes

September 2010

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The Official Magazine of the Sunshine Coast Computer Club Inc.

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What's On.....General Meeting Wednesday 1 September 2010 at Buderim

Technology Education Centres	<ul style="list-style-type: none"> • Get hands on help with all your technology problems. • Tutorials are presented during each session. • Internet and intranet access is available. <p>Windows, Linux and Apple Mac operating systems are supported.</p>
Caloundra	<p>Every Saturday between 9.00 am and 1 pm Caloundra Youth hall, Queen Street Caloundra, (opposite High School).</p>
Buderim	<p>Every Wednesday between 9.30 am and 12.00 noon, Good Life Centre, 100 Buderim Pines Drive, Buderim.</p>
Yandina	<p>3rd Wednesday of the month between 1.30 pm and 4.00 pm., RSL Hall, North Street, Yandina</p>
<p>Notice about SCCC Monthly General Meetings</p> <p>The SCCC Monthly Meetings alternate between the Caloundra and Buderim venues. In Caloundra the meeting is held on the first Saturday of the month and in Buderim the meeting is held on the first Wednesday of the alternate month.</p> <p>The next SCCC Monthly Meeting will be at Buderim on Wednesday 1 September 2010 at 11.00 am.</p>	

From The Editor - Heather Atkinson

Bits'N'Bytes is produced monthly from February to December each year.

Contributions for the newsletter are always welcome. Please send copy for the next issue to reach the editor as early as possible after the monthly meeting or by the deadline: 24 September 2010.

Email: editor@sccc.org.au or Snail Mail: The Editor PO Box 549, Mooloolaba, Qld 4557.

This magazine is created with OpenOffice and produced in printed form and also electronically in PDF format.

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SCCC Privacy Statement - In joining the Sunshine Coast Computer Club please note that it is a club operated by volunteer members and operating within the community involving many activities relating to meetings, instructional and social functions for members and at times visitors.

This requires the keeping of a member data base and the publication of the names of new members. The Club guards the member data base as best as possible and does not publish member's addresses nor telephone numbers unless authorised.

At times photographs are taken at meetings and functions and are sometimes published. Should you have any problems relating to your personal privacy which arises or is likely to arise, it is your duty and responsibility to advise the Club secretary in writing of the circumstances and requirements.

What's on Bulletin - What's On Bulletins are sent once a week, generally on a Monday afternoon, to all members who have provided the Club with their email address. These bulletins give details of up-coming tutorials and topics to be covered at the various meeting venues. You will also find items of interest and club announcements in these bulletins.

Membership Cards for Collection - Membership cards for those members who joined or renewed membership for the month ending 20 August 2010 are available for collection at Caloundra and Buderim meetings. Cards that have not been collected in the previous twelve months are also available.

Note - Membership cards show the next renewal date of membership.

AUSTRALIAN SENIORS COMPUTER CLUBS
ASSOCIATION (ASCCA) AUG 10 NEWSLETTER

**The Sunshine Coast Computer Club Inc is a member of the
Australian Seniors Computer Clubs Association - ASCCA .**

ASCCA issues a Monthly Newsletter

The Aug 10 Newsletter may be viewed at - <http://www.ascca.org.au>

***Note: The deadline for lodgement of entries has been extended to Mon 13 September 2010**

(Click on ASCCA's latest newsletter) or a hard copy is available for reading at the Caloundra, Buderim and Yandina Meetings during the month of Aug 10.

Treasurer's Report
Income and Expenditure
2 June 2010 – 20 July 2010

Income

Fundraising	390.90
Interest	477.90
Meetings	2,421.81
Membership fees	1605.54
Sales	40.00
Total Income	<u>4936.15</u>

Expense

Administration	600.00
Fees and Memberships	100.00
Fundraising Expense	732.72
Hall Hire	718.18
Internet Service Provider	45.41
Library Expenses	76.27
Postage	70.25
Printing/Stationery	244.41
Refreshments and Entertainment	569.22
Sundry Equipment Repairs and Replacements	32.79
Travel re-reimbursement	77.37
Total Expense	<u>3266.62</u>
Net Income	<u>\$1669.53</u>

Held at the Caloundra Community Youth Hall
7th August 2010

Meeting: Commenced 11.00 am

Minutes of Previous Meeting No Business arising from the previous months minutes.

Motion proposed by Ian Smyth that the previous months minutes be accepted was Seconded by Jim Jamieson. CARRIED

New Members: Peter Allery, Janice Heitman, Penny Johnston-Brew, Robert Rutter, Felicity Sewell, Ross Spicer, Ted and Marguerite Webber

Treasurers Report: Heather Atkinson presented the Treasurers Report for the period 21/06/10 to 20/07/10. This report is published in the Bits'N'Bytes.

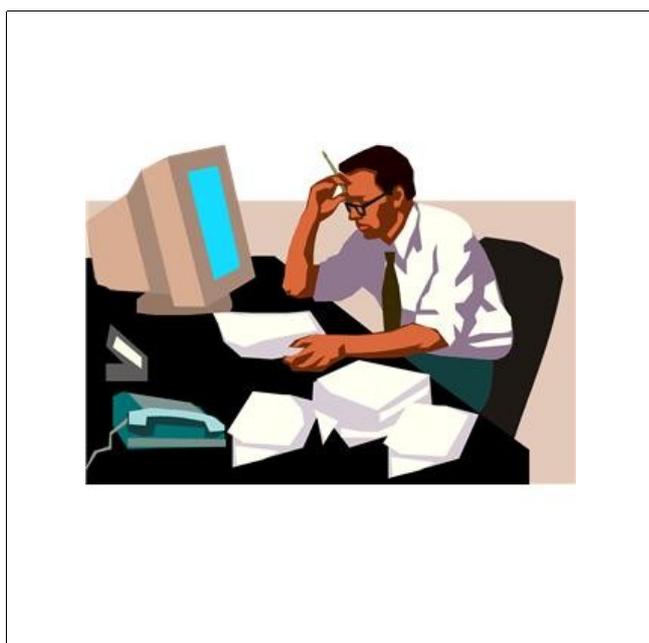
Total income was \$4,144.31 and total expenditure \$4,140.98. The amount for hall hire this month appears to be irregular, because we did not pay any hall hire this month, this will of course be rectified in next months report.

The clubs annual insurance premium was paid. Heather referred to the ad in this months magazine appealing for a volunteer who has some book keeping ability to take on the treasurers duties while she is on holiday. While one person has already volunteered, a couple would be an even better back up. Heather said it was not a difficult job, just a question of learning the method.

Heather Atkinson proposed that the Treasurer's Report be Accepted, this was Seconded by Beth Caithness CARRIED

General Business : Peter Daley announced that the club is intending to improve its' website, Jean Lear had offered to look after the basic administration of the web site, but we are looking for people who would like to contribute to it. The club is also looking at a couple of other projects that will be announced at the next meeting, or in the bulletins. As there was no further business to discuss Peter called the meeting to a close at 11.10 am.

Marie McGregor (Secretary)



Minutes of the General Meeting

Blue Ray by President Peter Daley

Blue Ray is the latest disc movie technology that promises a great improvement in picture, and sound quality. Blank Blue Ray disc are available at present for data storage that can store 25 GB per single layered, and 50 GB per dual layered. This format is open-ended, with a possible storage limit of 200 GB. So it could become the next high volume storage media replacing DVD discs.

Its main purpose at present is to act as a medium to distribute the latest high definition movies, (High-definition video is 1920×1080 pixel resolution / 60 frames per second / 24 frames per second). If you buy a dedicated stand alone Blue Ray player you just put the disk in and play it. Getting Blue Ray to work on a computer can be a whole lot more involved.

It is to do with the fact that you need a fairly fast computer, and have a Blue Ray player installed plus several layers of Content Management & Digital Rights Management (DRM). The computer Blue Ray player looks just like a DVD player, some are multi players that can read older technologies like CD /DVD discs. Some more expensive players can read and burn Blue Ray data storage disks as well as play Blue Ray Movies. Price ranges for Blue Ray Players are \$200 to over \$500 depending on what the player can do.

If you are looking at getting Blue Ray movies playing on an older computer, most of you should just forget the idea. Because of several layers of Content Management & Digital Rights Management (DRM), getting all the hardware parts to work together can be a nightmare. See all the hardware has to be certified to be Content and DRM certified and even then it may not work together. You also need Content and DRM certified software to play Blue Ray discs.

Blue Ray video movies have encryption to prevent copying and the Content and DRM looks to see if the hardware or movie disc has been tampered with. In other words to see if the Blue Ray content is being pirated.

It can,

1. See if a player's keys have been changed.
2. Patch an insecure Content and DRM certified system.
3. Stop the viewing of Blue Ray content if any of the hardware, or software is not compliant.

Even if the hardware and software you are using is all legal, and you have installed Content and DRM compliant Blue Ray software, disc player, video card, and Blue Ray compliant monitor it may not work. All the bits may not talk to each other for some strange technical reason! So after many hours of technical support and research you may be faced with more expense, and have no choice but to purchase and try another compliant video card, different software, or monitor to get it all working happily together.

Alternatively you could purchase a computer that is already set up with everything, content and DRM compliant, and ready to play Blue Ray movies out of the box.

In reviews of Blue Ray movies reviewers have been complaining that the sound and video quality has not been up to the Blue Ray standard on lots of movies. This is because some content creators are capitalising on the Blue Ray hype, and supplying movies with second rate video and sound quality. They then get top dollar for second rate material.

There are some very well made Blue Ray movies. I suggest reading reviews before purchasing any movie. There are nowhere near the number of movies available in Blue Ray format compared to DVD, which most people are happy with. Now the industry is pushing 3D as the next big thing! It is all about getting you to spend money on new technologies.

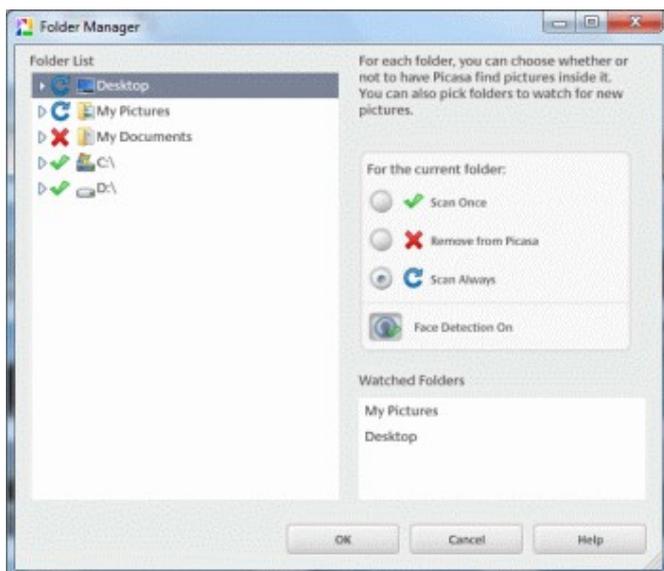
© Peter Daley 2010



Picasa 3 by Heather Atkinson

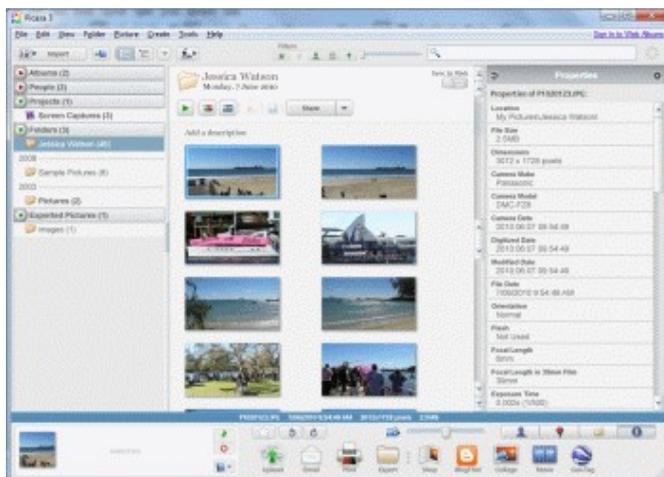
Picasa is an image organiser and viewer offered to you for free by Google. It also does a whole lot more...

As with any program that you are looking at for the first time, run through the menu items to get an idea of what the program can do for you. I think you will be pleased and amazed at what Picasa can effortlessly do for you.



The Folder Manager, found under Tools in the menu bar, allows you to control how Picasa looks for pictures on your computer.

You can also **import** pictures from a device such as a camera or a scanner or a storage device or a folder by clicking on the Import button found at the top left of the program.



Picasa also **edits** your photos. Double click on an image that you want to edit. You will find basic fixes, tuning and effects available. One interesting option in basic fixes is Piknik (<http://www.piknik.com>) which is an

online image editor.

Add captions to your photos and this description will go with the photo if you upload it or when you create a web page or slide show.

Once you have your pictures as you want them you might want to share them. Picasa gives you several choices.

Email

You can email them - Picasa resizes them to a suitable for email size before sending them.

Upload to Web Albums

Share your photos online. Upload them to Web Albums which can be available for public or private viewing according to your instructions. You can set up email notifications to advise your friends and family that you have added new photos.

Picasa Web Albums offers 1 GB of storage for photos and videos, so this is also a good place to back up your precious photos.

Blog This!

Click on the Blog This! button and you will be taken to the Google Blogger page where you can create a Blog with your selected pictures. It's easy. Just follow the instructions.

Collage

Select the images you want to use in the collage and click the Collage button. You then have the opportunity to resize, move and angle the pictures. You then have the choice of creating a single jpg image of the collage to print, email, upload, etc. Alternatively, click on the Desktop Background button to save it and set it as a new desktop background.

Movie

The Movie button will create a slideshow of your selected photos. You can edit your movie with different transitions, add an audio track, and resize before saving it or uploading it to YouTube.

Picasa is a really versatile program that is simple to use. Most features are achieved with a single click. For download and installation instruction of this free program go to

<http://picasa.google.com/support/bin/answer.py?hl=en&answer=106563>

Goodbye Analogue TV by Bill Maxwell

Each of the four sites on the Sunshine Coast (Bald Knob, Dulong Lookout, Black Mt, and Sunrise Road Tewantin) and Tozer Hill in Gympie has a single transmission tower for the Analogue and Digital signals. Ten transmitters (five analogue, five digital) at each site feed one antenna. So if your existing antenna is picking up a good analogue signal chances are you will be able to also receive the digital signal with out the necessity of re-aiming your antenna. In addition to the Regional stations being transmitted from Bald Knob, there are additional transmitters on the commercial stations for the Brisbane channels. All transmitters on the Sunshine Coast transmit in the UHF TV band and are Horizontal polarisation except for Sunrise Road which is Vertical. There are no VHF TV transmitters on the Sunshine Coast.

To receive the Digital signal you will have to purchase either a new TV with a built in Digital Tuner or a Set Top Box which converts the signal for the older TV sets. If you find that the digital signal is not very good and is dropping out or is having pixilation problems then you may have to replace the antenna, the coax or the mast-head amplifier.

Mast-head amplifiers are subject to all the weather and rust which will cause signal loss. Older coax (RG-59) will also cause signal loss and should be replaced with the newer low-loss coax RG6 or RG11 as called for by the new Australian Standards for Digital TV.

If you live in one of the retirement villages that has a common antenna for all the units you may be in trouble. I have found that the TV cabling in some of these villages was not installed correctly and is having trouble receiving the digital signals (too much line loss). These villages will have to have the system totally

replaced at great cost. Your only option in this case is to put up your own antenna.

About the antenna, a word of warning:

There are some unscrupulous TV Antenna installers marketing Digital Antennas at inflated prices. THERE IS NO SUCH THING AS A DIGITAL ANTENNA. Your existing antenna may be sufficient for Digital but if you experience any problems you may have to replace it with a HIGH-GAIN antenna operating within the same frequency band (UHF) and polarity of the Digital transmission. A High-Gain antenna has more elements and can be quite larger than the standard antenna. See picture below.

A good web site to visit for more information:
<http://www.digitalready.gov.au/index.aspx>

You have plenty of time. The Sunshine Coast and Gold Coast have been lumped in with Brisbane and the cut off date for Analogue is 30 June 2013.

Pictured is a High Gain UHF antenna.



No one believes seniors . . . Everyone thinks they are senile.

An elderly couple was celebrating their sixtieth anniversary. The couple had married as childhood sweethearts and had moved back to their old neighbourhood after they retired. Holding hands, they walked back to their old school. It was not locked, so they entered, and found the old desk they'd shared, where Andy had carved ' I love you, Sally'. On their way back home, a bag of money fell out of an armoured car, practically landing at their feet. Sally quickly picked it up and, not sure what to do with it, they took it home. There, she counted the money-fifty thousand. Andy said, 'We've got to give it back.' Sally said,'Finders keepers.' She put the money back in the bag and hid it in their attic.

The next day, two police officers were canvassing the neighbourhood looking for the money, and knocked on their door.'Pardon me, did either of you find a bag that fell out of an armoured car yesterday?' Sally said, 'No'. Andy said, 'She's lying. She hid it up in the attic. Sally said, 'Don't believe him, he's getting senile'. The policemen turned to Andy and began to question him. He said: 'Tell us the story from the beginning.' Andy said, 'Well, when Sally and I were walking home from school yesterday

The first officer turned to his partner and said, 'We're outta here!'

SecondLife by Martin O'Sullivan

Ever thought of travelling to exotic locations. Visit places of interest like the NASA Jet Propulsion Laboratory, famous museums. You can Involve yourself with Biology and Ocean Sciences. Art lovers may wish to visit a recreation of The Sistine Chapel. All this and more you can experience with Second Life.

You firstly need to join Secondlife by going to:

<http://secondlife.com/>

Here you may join for free. When you join you will be asked select an Avatar to represent you on Secondlife. Don't worry too much about its appearance because you are able to change that later if you so desire. You will also select a first and last name (need not be your real name) and a password.

The linux version of the Second Life browser/ reader is a 37.4Mb download available at:

<http://secondlife.com/support/downloads/>

The name of the tar file is:

SecondLife-i686-2.0.1.203797.tar.bz2

The tar file needs to be copied into a directory where it can be un-ravelled.

I chose my /home/user/Downloads/ Having chosen your directory installation is as follows:

Open the Dolphin file manager and go to the directory where the .tar.bz2 file resides.

Right click on the file and select the "Extract Archive Here" menu item. It will take half a minute or so. You will find that Second life has now installed itself in the /opt directory.

Once the installation is completed the original .tar.bz2 file can be deleted if 1748 you so desire. You will also find that a SecondLife Icon has been installed in the main menu, under the "Internet" menu item.

When you first open the SecondLife browser/reader, you may receive a warning that your machine does not meet with the minimum standards for SecondLife. The requirements are listed at the following URL:

<http://secondlife.com/support/system-requirements/>

I have found that it is quite possible to run SecondLife successfully even-though your machine does not fully meet with the requirements. As a start point it is worth downloading the quickstart pdf file

http://static-secondlife-com.s3.amazonaws.com/downloads/en/Second_Life_Quickstart.pdf

The pdf file will explain the SecondLife window. It will show you how to move your avatar, to control communication, etc. Especially useful is page 7 of the quickstart guide. If you print it out it will assist you greatly in the early stages of familiarisation.

SecondLife is the brainchild of the Linden laboratories. Second life is constructed on different islands. There is a map to help the new user to navigate these various islands. You can use the search facility of the browser/reader to find an island if you know its name or description e.g. "Orientation Station, Bright" (141,155,24). The numerals are the co-ordinates of the island.

There is a website that shows all of the destinations at together with a brief synopsis of what is at that island site:

<http://secondlife.com/destinations/>

By going to this site with your Firefox Browser you may choose a destination from this list. A script will come up that will allow you to be transported to the selected destination. (You need to be logged out of SecondLife for this to work.)

Clicking on the script will then open the SecondLife browser. You will need to type your Avatar's first name, last name and password to login to the selected SecondLife Island.

Although the idea was created by the Linden Labs, many of the islands have their own creators (NASA JPL is just one of these creators).

Two of NASA sites are "Explorer Island" and "Space Port Alpha". Try a journey to the space station via the Gemini/Titan rocket. The launch pad is in the north west of "Space Port Alpha."

SecondLife has an introduction video clip which introduces the basics of how to move about, explore, meet other people, etc it once you are connected. It is available at:

<http://secondlife.com/whatis/>

continued on page 10

Raffles

The last SCCC Raffle was drawn using the Random Number Generator at the Caloundra meeting on Saturday 7 August 2010.

The winner received the prize of a Kobo eReader. The winning ticket number 222 which was sold at Buderim Meeting by Fiona Allen-Sympson.

Thank you to the members who supported this raffle and to the members manning the desks and selling tickets in the raffle.

Remember that if you have any suggestions for prizes for future raffles please e mail the Club at - sccc@internode.on.net - or talk to the door persons at a meeting or to a member of the Committee.



The next SCCC Raffle will be drawn at the Buderim Meeting on Wednesday 1 September 2010.

The prize is a **Nintendo Wii Console including Wii Sports.** (Wii – pronounced 'we')

NO FAMILY SHOULD BE WITHOUT A NINTENDO WII.

Included with the Wii Console is the number one selling Wii game – Wii Sport. Wii Sports offers – tennis, baseball, golf, bowling and boxing and is extremely easy to use so that every member of the family from the very young to the very old can play these games.

An extra game "Mario and Sonic at the Olympic Games" is included.

Any member of the family can pick up a remote and start playing some fantastic Wii games.



RAFFLE TO BE DRAWN 2 OCT 10

The SCCC Raffle to be drawn on Sat 2 Oct 10 at the Caloundra Meeting has something that should provide a lot of fun and entertainment for the member and their family.

The prize is a Panasonic SDR50 SD Camcorder SD Card Camcorder with 33mm Wide-Angle, 78x Ultra Zoom Using an SDXC/SDHC/SD Memory Card for recording media, the compact SDR-S50 is ideal for daily use.

Its superb resistance to external impact combines to give this versatile camcorder easy portability for anytime, anywhere video fun.

Tickets are one dollar each and may be purchased at all Club Meetings.

Remember that buying tickets is voluntary.



Open Office Tips by Jean Lear

Understanding Line Spacing in Open Office Writer

Line spacing is not limited to single, 1.5, and double line spacing in text in Open Office Writer. To explain this - if a page is filled with text in double line spacing and it goes just over to the next page but you want to fit on just one page it is possible to reduce the line spacing to somewhere less than double but not down to 1.5 to fit into one page. (This is apart from reducing the font size or increasing the margins of the page). Left Click > Format > Paragraph From the Window 'Paragraph' Click 'Indents and Spacing' Tab. Near the bottom of the page see Line Spacing and from the Drop Down choose Leading. This activates a box opposite where arrows give a choice of add or subtract. Choose 'lesser' and Click OK at the bottom of the window. If this does not give the wanted result hold down the Ctrl key (Control) and tap the Z key. This will return your document to what it was before the change. It is then possible to go through the process again till the desired result is achieved. There are more changes that can be made on the Indents and Spacing Tab and more on the other Tabs in the Paragraph Window. Some of these are already available through the icons on the Toolbars above your document.

If you have a need to use this set up in future documents it is possible to save it in a template.

Creating a new Default Template

If you want every new document to have user-defined settings, you must create a new template and set it as default.

1. Create a new document, add or modify styles, and change other settings as you desire.
2. From the File menu, choose Templates -> Save.
3. Give the template a name.
4. Select a category in the Categories list (for example, My Templates).
5. Click OK to save the template.
6. Choose File -> Templates -> Organise.
7. In the Categories list, double-click on the My Templates folder.
8. Right-click on the template you want to use and choose Set as Default Template from the menu.
9. Click the Close button.

A default template can be set for any OOO component (Writer, Calc, Impress).

- If you want OOO to check if the template has been changed since you last edited the document you're opening, the template had to be saved with the method above (if it's located in a different place, OOO can't check).

Omniglot

<http://omniglot.com>

Omniglot is an encyclopaedia of writing systems and languages.

It contains:

- * Details of more than 180 writing systems, including Abjads, Alphabets, Abugidas, Syllabaries and Semantophonetic scripts
- * Information about more than 500 languages
- * More than 300 con-scripts - writings systems invented by visitors to this site
- * Tips on learning languages
- * Language-related articles
- * Useful foreign phrases with audio recordings in numerous languages
- * Texts, language names, country names, colours and songs in many languages
- * A language book store
- * Links to language-related resources

You can find a guide to the contents of Omniglot on the sitemap, and a list of all the writing systems and languages featured on the site in the A-Z index.

Contained on the site are Writing Systems, Language Learning, Articles, Phrases, Multilingual pages, Book store, Puzzles, Gallery, Songs, Links, FAQs etc


Phone Choice

<http://www.phonechoice.com.au>

PhoneChoice is Australia's most established and comprehensive site for all your Telecommunications needs. You will find independent, unbiased advice and solutions. There is information on Mobile, Fixed Line, Broadband, VoIP, Scams and Ripoffs, and a forum to ask your questions. Included are rates and plans, providers and network coverage etc

Bits and Pieces

The History and Copyright of Clip Art

<http://www.aaronartprints.org/thehistoryandcopyrightofclipart.php>

Clip art is a collection of graphic images of various shapes, sizes and colours, including maps, diagrams, illustrations, cartoons and designs, available to you for copying and pasting into your own page layout. You can shop for any activity that needs an image, such as business presentations, birthday/wedding invitations, sports events, holiday greetings, etc. People associate clip art with web decoration, but the images are also available in printed format. Clip art consists exclusively of illustrations, and excludes photographic images.

Clip Art History.

Clip art started as reproductions of simple line art drawings. These drawings were pressed full size onto a board where text or additional images were used. The board would be referred to as a 'mechanical' and ready for photographing.

When personal computers were introduced on the market, the average users needed art to spice up their projects. The clip art industry was initiated with the creation of desktop publishing. In 1983 VCN Excuvision introduced a package of clip art for pc users, and in 1984 Macintosh followed up with its own release, graphical user interface (GUI), a term that has become synonymous with web images. Also in 1984, the package of illustrations called "ClickArt" was released.

It was not until 1985 when Aldus released Page Maker 5 for desktop publishing that clip art came into its own. Aldus made it possible for the home user to produce professional quality publishing, which rendered clip art very popular and in great demand. People started producing business presentations, newsletters, invitations, and brochures. Technology allowed for simple designs and basic colours.

Steady progress was made in both home computing and clip art. In the early 90's, the production of CDs with an array of electronic art became a necessity. Microsoft began to include clip art in their products. Another company, T/Maker, started producing massive amounts of digital art. Some of their copyright free collections held over 500,000 images. Through the years, clip art has been a steady add-on for computer programs and a revenue generator for companies. In the 2000's, the emergence of the internet as a sales tool was recognised. Clip art on the web was sold by reputable websites that are still around today. Clipart.com, GraphicsFactory.com and Weddingclipart.com have online libraries for sale,

allowing clip art to be sold not only as bundled software from computer companies, but also as individual pieces in a collection of illustrations. Moreover, subscriptions to clip art websites are increasing at a fast pace. Clip art is a mini industry that is proving to be self reliant and here to stay.

Copyright for Clip Art Usage

The legal aspect regarding the usage of images on the web has long been a grey issue. The web started out with text only, left-justified, a warehouse of articles. It was not until it was well established that images, buttons and graphics were introduced. Unfortunately, by that time, the action of downloading images for personal reuse was rampant. Subsequently, companies and their lawyers have now become vigilant with respect to the issue of copyrights. The dictionary defines copyright as ownership over a creation. Whether that creation is literary, audio, musical, or has any other artistic attribute, its ownership belongs to the creator. That copyright is in force for the life of the creator and 50 years after. Just because some of these creations are posted to the web does not mean that the item is in the public domain. Another great misconception involves the common belief that if you download it and change it by adding or subtracting from the creation, it then becomes yours. That is wrong. You must obtain written permission from the owner to reproduce or change clip art. The terms for usage are dictated by the creator of the company who owns the clip art. The reproduction terms may be as simple as a few lines or as complicated as the usage for major companies like Nike and Ford.

What you can and cannot use. You may use clip art images when it is indicated that they are 'free to use' on commercial and personal web pages.

Before copying an image for your use, ensure yourself that it is free to use on a personal web site. However, if you have any advertisement on your website, the copied image then becomes commercial and therefore cannot be used on that particular website, unless it is specified that it can be used on a commercial website.

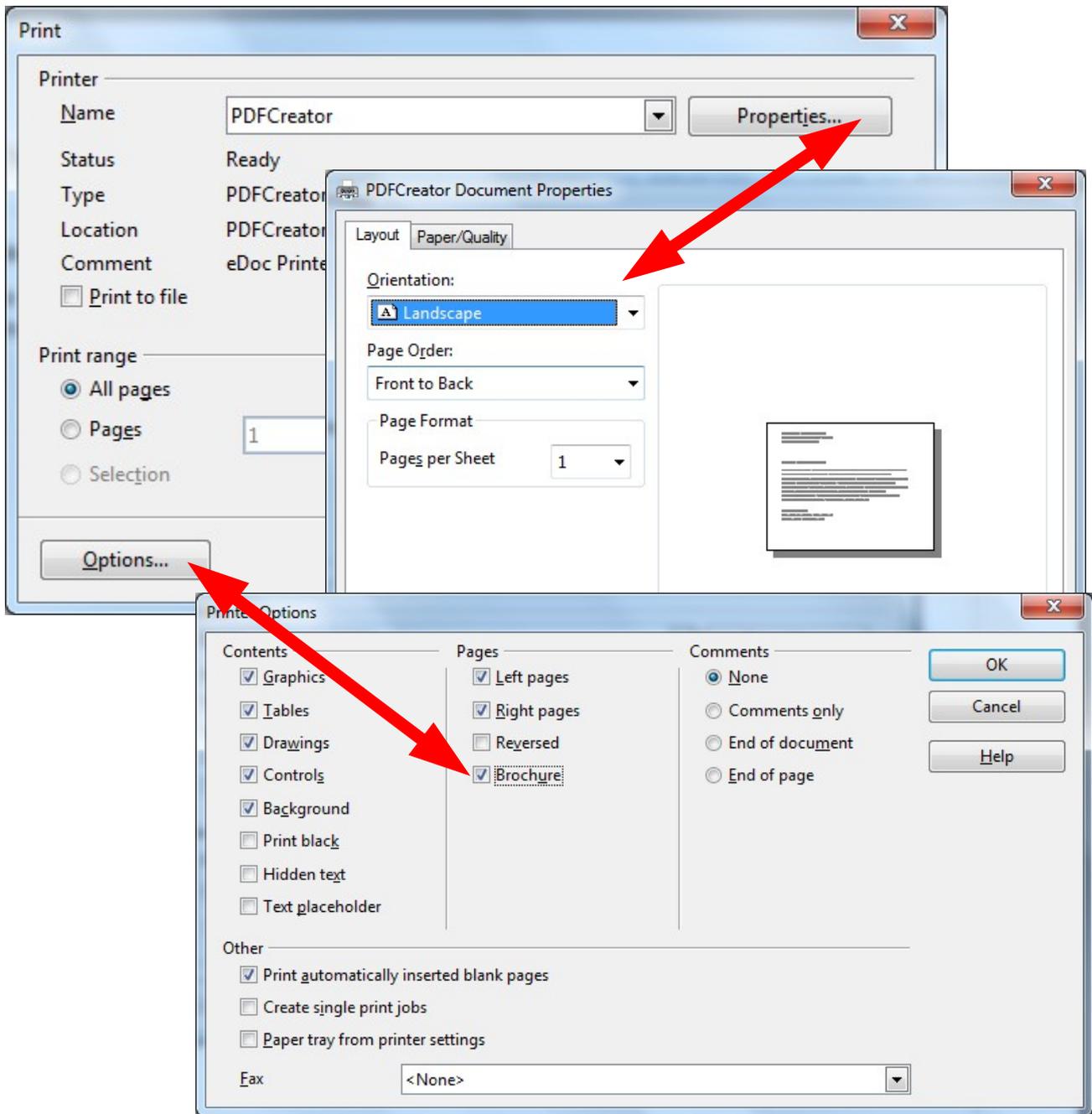
The History and Copyright of Clip Art

Linkware images allow you usage of the image if you link back to the creator's page.

This issue is not one of entitlement but one of ownership. If you are caught by the owner using his image, legal action can be initiated, forcing you to remove it and pay for past usage. Be wary because the legal rulings with respect to clip art copyrights are far from being lenient.

Create a Booklet Using Open Office by Heather Atkinson

Create your document as normal using your default page size, usually A4. When you want to print it, select File Print. From Options select Brochure and from Properties select Landscape.



That's all! Your booklet will be printed on landscape A4 paper which can be stapled and folded to make an A5 booklet with the pages in the correct order. If your printer can print duplex all the better. Otherwise you will have to turn the pages over manually.

More Bits and Pieces

SecondLife – Martin O'Sullivan Cont from page 7

As well as Science/Technology and the arts, a number of the Islands seem to cater for shopping, music, travel, games players, scifi interests, the gothic and the downright weird.

Some islands are still under construction and development. Some sites e.g. "World Explorer Railway Centre" are in the embryonic stage.

The globe icon opens a map of the island. A mini map is also available under the "World" menu of the SecondLife browser. Both of these can be of assistance in orienting your Avatar.

Enjoy the SecondLife experience.

Globalization:

Question: What is the truest definition of Globalization?

Answer: Princess Diana's death.

Question: How come?

Answer : An English princess with an Egyptian boyfriend crashes in a French tunnel, riding in a German car with a Dutch engine, driven by a Belgian who was drunk on Scottish whisky, (check the bottle before you change the spelling), followed closely by Italian Paparazzi, on Japanese motorcycles, treated by an American doctor, using Brazilian medicines.

This is sent to you by an Australian, using American Bill Gates' technology, and you're probably reading this on your computer, that uses Taiwanese chips, and a Korean monitor, assembled by Bangladeshi workers in a Singapore plant, transported by Indian truck drivers, hijacked by Indonesians, unloaded by Sicilian longshoremen, and trucked to you by Mexican illegals.....

That, my friends, is Globalization !

Marine Traffic Project

Imagine watching from your balcony and seeing a ship passing. Go to the site - <http://www.marinetraffic.com> – find the map of the local area and click on an icon showing on the map about where you think the ship is and see information about the ship such as name, ship type, speed/course, length x breadth, draught, destination, a picture of the ship etc. This web site provides an incredible amount of free real-time information to the public, about ship movements and ports, mainly across the coast-lines of Europe and North America. The initial data collection is based on the Automatic Identification System (AIS). As from Dec 04, the International Maritime Organisation (IMO) requires all vessels over 299GT to carry an AIS transponder on board, which transmits their position, speed and course, among some other static information, such as vessel's name, dimensions and voyage details. AIS is initially intended to help ships avoid collisions, as well as assisting port authorities to better control sea traffic. AIS transponders on board vessels include a GPS (Global Positioning System) receiver, which collects position and movement details and makes this data available to the public domain. Other vessels or base stations are able to receive this information, process it using special software and display vessels locations on a chart plotter or on a computer. The site covers the world and as with Google Maps it is possible to go to any part of the world. The site has a lot of information and Frequently Asked Questions about each part of the site. Visit the site and see just how much information is available for world wide use.



Corporate Members

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Helping SCCC With Service, Apple, PC and Electronic needs.

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Ask About our special offers for SCCC members.

Welfare Officer

Sunshine Coast Computer Club
Phone 54925443 Email

gregalach54@westnet.com.au

If you are ill or incapacitated or know of a club member who needs some assistance or would like to hear from the Club

contact our Welfare Officer Marie McGregor

Find Your Membership Number

Do you read your Bits'N'Bytes each month? Find your membership number hidden somewhere in one of the pages and win five free tickets in the current raffle.

The membership number will be chosen at random and will appear as a four digit number within the text of the magazine and may be on any page. If your membership number has 1, 2 or 3 digits, it will be shown with leading 0s.

Do not forget to thoroughly scrutinise every magazine for your membership number hidden within the text of articles each month.

The number is placed in the 8672 middle of a sentence like this!

Start looking now! The lucky membership number is hidden somewhere in this month's edition. Is it yours?

When you find your number contact the club by email at editor@sccc.org.au or phone 54921005 to claim your prize. You are allowed 60 days from the publication date to claim your prize. Otherwise, the prize is forfeited!



Classified Ads

Classified Advertisements in Bits'N'Bytes - Editorial Policy is that B'N'B Classified Advertisement -

1. Are for the use of members only.
2. Items must not be of a business or commercial nature.
3. Items submitted should be limited to a few items - no huge garage sale lists please!
4. Items should preferably be relevant to computers, graphics, video, audio, electrical or electronic hobbies etc. Adverts for other types of household goods will be accepted only if there is sufficient room for them.
5. Ads should preferably be forwarded direct to editor@sccc.org.au or phoned in to 54913279.
6. The Editor reserves the right to reject or edit any material .

FOR HIRE OR LOAN

The Sunshine Coast Computer Club owns data projectors, laptops, external DVD burners, scanners, digital cameras, etc.

This equipment is available for hire or loan to members when it is not required by the club for meetings and presentations.

Contact your club if you need to borrow or hire equipment.

Email: sccc@sccc.org.au

Telephone: 0754921005



FOR SALE



Antec Overture 11 Black

Piano style box

in very good condition.

\$60

Phone J Skinner

54922671 Mob 0407113280



Place Your Classified Ad on this page.

Item (Prices include GST)	Number	Cost
Club CD - Packed with free software, games and books.	@ \$10 each	
Bits'N'Bytes Ezine Archives CD - June 1998 to December 2009. Bits'N'Bytes Ezine Archives CD - trade in your old copy.	@ \$10 each @ \$5 each	
Multimedia CD - Clip Art, Animations, Midi and Wav files and background colours to add to cards, emails etc. Multimedia CD Upgrade (With old version CD returned)	@\$10 each @ \$5 each	
Postage (for one or more CDs)	\$3.00	
Post to : SCCC, Post Office Box 384, Caloundra 4551 Enclosed Cheque / Money Order / Cash	Total	

Member	Surf Watch - Members Web Sites...Submit Yours
Peter Daley	Very Useful Links http://www.ozemail.com.au/~vital1/1stlinks.htm
Peter Daley	Fantasyland Creations http://www.ozemail.com.au/~vital1/
Peter Daley	Daley Positive Personal Development http://www.ozemail.com.au/~vital1/freebks.htm
Jay Leboutillier	Website Design Centre http://www.websitedesigncentre.com.au/
Technologypals	Corporate member http://www.technologypals.com.au
Bill Maxwell	IT Knowledge Base for Seniors http://it.flexinet.com.au/

Club Intranet

The Club Intranet is available at all meeting venues. It is packed with up to date free software, tutorials and back issues of Bits'N'Bytes. Access it from any networked computer at the venue.

Type In your browser address bar:

192.168.2.222 (If you are at Buderim) or 192.168.0.222 (If you are at Caloundra or Yandina)

Your Committee

President	Peter Daley	5491 3279 (VOIP)09134402
Vice President	Tony Tasker	5476 7129
Secretary	Marie McGregor	5492 5443
Treasurer	Heather Atkinson	5444 0886 (VOIP)09110928
Administration Co-ordinator	Jean Lear	5492 1151
Committee	Tom Bray	5479 3149
Committee Morry Phillips	Morry Phillips	5491 1148
Committee	George Lupsa	5445 3850
Committee	Jim McGregor	5492 5443
Committee	Ian Smyth	5491 9139
Committee	Andrew Hadland	5491 8645
Committee	Don Wallace	0401093692

SCCC Membership Application/Renewal Form

**Applications can be posted to SCCC Inc., P O Box 384, Caloundra, 4551
or presented at a meeting**

I wish to apply for membership

I wish to renew my membership

Name(s):						
Address:						
City:			Postcode:			
Phone:						
Email:						
I will collect my membership card from Caloundra			Buderim			Yandina

Membership fees include the electronic version of the club magazine.	Amount	\$
Individual	\$35	
Family	\$45	
Corporate (Includes a monthly advertisement in the club magazine)	\$60	
Junior (Under 18 Years of Age)	\$20	
For the additional cost of \$12 you may subscribe to a printed and posted paper version of the club magazine.		
Magazine subscription	\$12	
Total Enclosed		\$

Signature:	
If after joining you don't receive your magazine within one month, please contact the Club.	
SCCC Office Use	
Date Paid:	Amount: \$
Receipt Number:	Membership Number:
Signed:	Nominated: