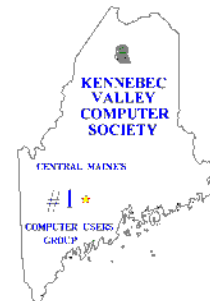


The Newsletter of the Kennebec Valley Computer Society



JULY 2011

FACEBOOK USERS ARE MORE SOCIAL??

Facebook isn't a huge waste of time. Turns out people who use it have more close friends, get more social support and report being more politically involved than those who don't, according to a new study on Americans and social networks. The report comes as Facebook, Twitter and LinkedIn continue to engrain themselves into our daily lives and change the way we interact with friends, co-workers and long lost school friends. The Pew Internet and American Life Project report found that Facebook users are more trusting than their non-networked counterparts.

When accounting for all other factors - such as age, education level and race - Facebook users were 45 percent more likely than other Internet users to say that "most people can be trusted." Compared with people who don't use the Internet, Facebook users were three times more trusting.

The reason for this is not entirely clear. One possible explanation: People on social networks are more willing to trust others because they interact with a larger number of people in a more diverse setting, said Keith Hampton, author of the study.

MICROSOFT LAUNCHES WEB-BASED OFFICE

Microsoft Corporation has officially launched its Web-based e-mail and Office services, part of its ongoing effort to keep Google at bay when it comes to business software.

Office 365 has been available as a beta version since last year. It combines Web-based versions of Word, Excel and other Office applications. It also includes the Exchange e-mail system. SharePoint online collaboration technology and Microsoft's instant messaging, Internet phone and video conferencing system.

The latest software package comes as companies are increasingly shifting to storing data and applications on remote servers rather than on users' desktop computers. In 2005, Google, Inc., launched its own suite of office software that's based on the 'cloud,' called Google Apps.

Microsoft said last week that it plans to charge \$2 to \$27 per month per user for Office 365 depending on what's included. Google Apps costs \$4 or \$5 per month.

**KVCS PROGRAM THIS
MONTH- NON WEB-BASED
OFFICE PROGRAMS**

IN THIS ISSUE

Clouds - the real kind	Page 2
Cloud Computing	Page 3
Ganked by a nOOB	Page 4
IPv6 is Coming	Page 5
Program Announcement	Page 6
Meeting Location Map	
and Me-Lug Program	Page 7
Membership	
Information	Page 8

KVCS MEETINGS **General Membership**

The program for this month's meeting will group discussion of Libre, Open and Microsoft Office.

Thursday, July 14, 7:00 PM
Buker Community Center on
Armory Street, just off
Western Avenue near the
National Guard Armory in
Augusta.

Board of Directors Meeting

The next meeting will be
Wednesday, July 20
6:30 to 8:30 PM at
Lisa's Restaurant,
15 Bangor Street, Augusta.

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Readers are cautioned to rely on opinions expressed exclusively at their own risk.



This picture was taken in Augusta, Maine on June 18, **5:42 AM**. Looks like another great weather day in Maine or so one would think. It was a nice warm, almost Summer day

..... Until.....



this showed up the same day at **5:22 PM**. It was a nasty looking storm and we were watching carefully for funnels to develop. As you can see there were the beginnings of same but it didn't happen....

KVCS WEB SITE

www.kvcs.org

*Click the link for more
information about KVCS.*

*Bob Wells, our webmaster is
suggesting you make it the
opening page for your web
browser so you get the latest
announcements.*

KVCS

**Since 1984 - Central Maine's
First Computer User Group**



Member of
The Association of
Personal Computer User Groups

Cloud Computing

By Dick Maybach

N2nd@charter.net

Although you can hardly pick up a computer publication without being assaulted by references to *cloud computing*, the term has been abducted by marketing organizations to the extent that it means almost nothing. Today, “cloud” is to computing as “natural” is to food. Although the term means little, the concept is very valuable, and is something that most computer owners use every day. I define cloud computing as using storage or processing resources on the Internet. Most of us already use cloud computing far more than we realize; for example, every e-mail we receive sits on our ISP's disk until we download it to our PCs, and when we use Google Maps, much the processing and all of the storage occurs on Google's hardware. In the extreme, cloud computing could evolve to the point where our computer would consist of only a keyboard, mouse, display, and perhaps a printer, with just enough processing power and software to support a Web browser. Google foresaw this as the future of home computing and began developing their Chrome operating system to support it.

A simple example of cloud computing is a backup service, which continually backs up all your data whenever you are connected to the Internet. You don't have to think about it, and because your backups are stored at a different location, they are safe even in case of a local catastrophe. A similar use is synchronizing data among several computers, where the data might be

files, contacts, and your favorite Web sites and (with care) their passwords. Many people also use the cloud to share information with others, for example by using Facebook for personal information, Flickr for photos, or Google Docs for documents. Cloud storage is both convenient and inexpensive; indeed, many vendors offer up to two gigabytes free.

All the above examples are data storage ones, but there are also cloud processing services, such as Google Docs. Google Docs supports the common office tasks such as word processing, spreadsheets, and presentations, which means you can perform these without purchasing an office suite and having to keep it updated. It also allows on-line collaboration (where, for example, several people edit the same document), although few home users are likely to need this feature. Like cloud storage, cloud processing is inexpensive or even free.

By now, you may be thinking, “What's the Catch?” Somebody has to pay for these services, as providing them requires non-trivial costs for computer hardware, support staff, and communications. In some cases, the free service is a limited sample to entice you to purchase a more versatile one. In others, you are the product being sold. Your habits and preferences are valuable commodities that advertisers will pay to learn about. For many of us this is a fair trade; in return for the convenience of Google's search engine, we tolerate the ads in the sidebar and being directed to sites that want to sell to us.

However, there are some security and safety caveats involved. Security is complex for a cloud vendor; your data are stored on the same disks, the same memory, and pass through the same processors as everybody else's. The process is much like what happens in a commercial laundry or dry cleaner, where everybody's clothes are tagged and thrown together into a large machine. Afterwards, somebody looks at the tags to get them back to their proper owners. Contrast this to a bank deposit vault, where only your key can open the box where you place your documents. Even at such competent vendors as Google, there have been instances of data leaking from one customer to another, and many cloud vendors are start-ups who have much less expertise than Google. This means that you should take responsibility for safeguarding your data. For example, if you back up your disk in the cloud, encrypt any files (such as those containing passwords or on-line banking data) that present security risks. I store my passwords using KeePassX, <http://www.keeppassx.org/>. Its file is always encrypted on your PC's disk, and you can safely back it up anywhere. I also use Gnu Privacy Guard (gpg), <http://www.gnupg.org/>, to encrypt files and e-mail. (Both of these programs are available for the Windows, Mac, and Linux platforms.) By the way, when you encrypt a file, be sure that only the encrypted version is ever placed in a directory that is backed up in the cloud.

Safety also is not trivial. Vendors do go out of business and, even if they keep operating, they may find that providing cloud services isn't

-continued on next page-

Cloud Computing - continued

profitable. Not all of them back up their storage, which means that their hardware failures and software bugs can destroy your data. If you use the service for back-up or synchronization, this isn't a problem because the chances of simultaneous failures in the cloud and on your PC is negligible. However, if you store your only copy of your photograph or music collection in the cloud, you are risking disaster. In the case of cloud processing, you should also be concerned about the format in which your data is stored. It does little good to download the file containing your novel if it's stored in a format that only the (now out of business cloud vendor) could read.

Finally, cloud computing is new, so you should expect some glitches.

Article provided by Articles2Go

GEEKS ON WHEELS TOUR

The next 'tour' is To Be Determined but maybe in August. It starts out at the Gardiner station and ends up in Boston with stops here and there coming and going. If you are interested talk with Tim True or send him an e-mail - driver@kvcs.org

We always go to Microcenter in Cambridge, MA and usually Calumet Camera also in Cambridge. Lunch is at the Texas Roadhouse in Everett or Danvers.

Need a camera.....a new computer, a tablet, computer parts, software, a book? This is the tour to do it. There are 'experts' along to give all the advice you can stand..... if in doubt.

Ganked by a nOOB
By Vinny La Bash, Regular
Contributing Columnist,
Sarasota PCUG, Inc., FL
April 2011 issue,
Sarasota PC Monitor
www.spcug.org
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If you find the above phrase meaningless, you haven't experienced the online social networks where you can have the most fun. We're not talking about Facebook or Twitter. Ditto for other social network sites like MySpace which these days looks like Empty Space.

If you're not playing one of the more popular Massively Multiplayer Online Role Playing Games (MMORPG), you may be missing out on one of the most interesting and fun-filled experiences you can have with a computer. MMORPG is a genre of web based role-playing games in which a very large number of players interact with one another within a virtual game world. You're certainly not alone in this world. It could be inhabited by dozens, hundreds, and in some cases thousands of players. One game, World of Warcraft (WoW) has over a million players.

Most MMORPGs need only a PC to connect to an online server to play. Others require a game console. After storing some basic information about the player, the action starts.

In a MMORPG you the player create and control a character represented by an avatar which you direct to explore, solve problems, and find items necessary to complete tasks which take you closer to achieving the ultimate objective of the game.

Other tasks may be part of the game such as building and destroying things, fighting opponents, interacting with other characters, assembling tools, earning or otherwise acquiring the local currency, and so on.

There are games which require you to make moral choices which will affect the outcome of the game. For example, you are leading a team of specialists in an attempt to rescue a large group of people from an imminent natural disaster. Because of the circumstances, which are no one's fault, you can succeed only by leaving an important member of your party behind to ensure the success of the rescue. However, the team member will almost certainly die in the process, and he or she could be crucial to the success of an even more important operation further along in the game.

Some academics devote time to study games that require players to work with currency of one form or another. There is one game that uses bottle caps for money in the context of its virtual world. Characters designed by players have developed sophisticated economies within games, at times with mechanisms to exchange online currency for real money. These "synthetic economies" bear an eerie resemblance to our own world which is remarkable considering that the most popular games have players who come from all parts of the globe. These "synthetic economies" evolve from players of different cultures which means they may be tapping into something fundamental about human nature.

-continued on next page-

-Ganked by a nOOb - continued

All this has been made possible through the world wide penetration of broadband internet connections. MMORPGs have gained enormous popularity not only in America but in South Korea, Taiwan, and China. Playing a MMORPG might mean you could be a member of a team that is truly international, requiring levels of continuous cooperation from individuals that most governments haven't been able to pull off.

Many of these games require a monthly subscription fee to play but many of them don't. Simply search on "Free MMORPG Games" and your search engine will bring up dozens of these games that you can play for free. Use them to get a sense of how to play before committing any cash to the most popular ones. Don't neglect to go to http://www.mmoglossary.com/mmorpg_terms/1/index.html to get familiar with common game terminology before traveling to an unfamiliar world.

The better you understand the virtual world, the more you can enjoy the experience. Make an effort to understand at least some of the vocabulary. "Ganked" is a combination of two words, **gang kill**, which refers to a group of experienced players ganging up on a new, greenhorn player and killing off his character for amusement. nOOb is a way of referring to a new, inexperienced player. It's a variation of "newbie", but has the additional meaning of clueless. That's why it's spelled nOOb to make it resemble boob, a real dummy. Therefore if you're "Ganked by a nOOb" you've experienced the ultimate indignity of MMORPG playing.

Article provided by Articles2Go

IPv6 Is Coming

By Cal Esneault, President and leader of many Open Source Workshops & SIGs, Cajun Clickers Computer Club, Louisiana

April 2011 issue, Cajun Clickers Computer News

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Canonical (Ubuntu Linux) and Google recently announced they would participate in a 24-hour trial of IPv6 on June 8, 2011, along with Facebook, Yahoo, and others. This means that some of the big names in open source software will be involved with the new Internet Protocol, version 6 (IPv6) which will be needed to replace the current Internet Protocol, version 4 (IPv4).

To get to an Internet address, we usually type in a name, such as Clickers.org or Google.com. Software then goes to a distributed database from a Domain Name Server (DNS) and uses a table to translate this into a 32-bit numerical identifier. The identifiers are split into four 8bit segments. Since 8 binary digits (bits) can span the range from 0 – 255, we sometimes see these addresses as the decimal equivalents separated by periods. For example, 192.168.1.2 is a typical address for our internal networks when using routers. If we use the last "block" (last 8 bits), we could theoretically have 256 computers in this network. The total number of distinct addresses in IPv4 is $256 \times 256 \times 256 \times 256 = 4.3$ billion. When the Internet first started, no one could conceive that more than 4 billion addresses would be needed, but the need for each home network and each mobile phone to have an

address is straining that concept. Recently, the last big "blocks" were issued to area centers for distribution. The problem is not as bleak as it may seem since many addresses can be issued temporarily, some early users took more than they really need and can give some back, and only one address is needed for a private network which handles many computers within its structure. Some believe that we will run out of freely available addresses by the end of 2011, and that new addresses will have to wait for an old one to be freed up.

Internet designers have been working on the new IPv6 protocol to solve issues with the old system. It will have 128-bit addresses which will provide for a possible of 340 trillion, trillion, trillion addresses (3.4×10^{38}). This at first seems silly today since each person on earth could have trillions of addresses, but it becomes more reasonable when you realize that any electronic device in your home (which will soon be a computer) and any device in a factory or automobile could have a unique address for control purposes. Also, it is hoped this will be sufficient for a very long time so that the change will be permanent in even our grandchildren's lifetimes.

The addresses for IPv6 will be split into eight 16-bit units. Since the decimal number for each unit is large ($2^{16} = 65,536$), the addresses will be in hexadecimal notation (a = 10, b = 11, ... , f = 15). An example address might look like fe80:0:0::200:f8ff:fe21:67cf where fields are separated by a colon, leading zero's can be omitted,

-continued on page 7-

KENNEBEC VALLEY COMPUTER SOCIETY

Presents

Libre Office Open Office Microsoft Office

**A view of what's new and
the features available**

Presented by

Group presentation

Thursday July 14 th 2011 - 7 PM

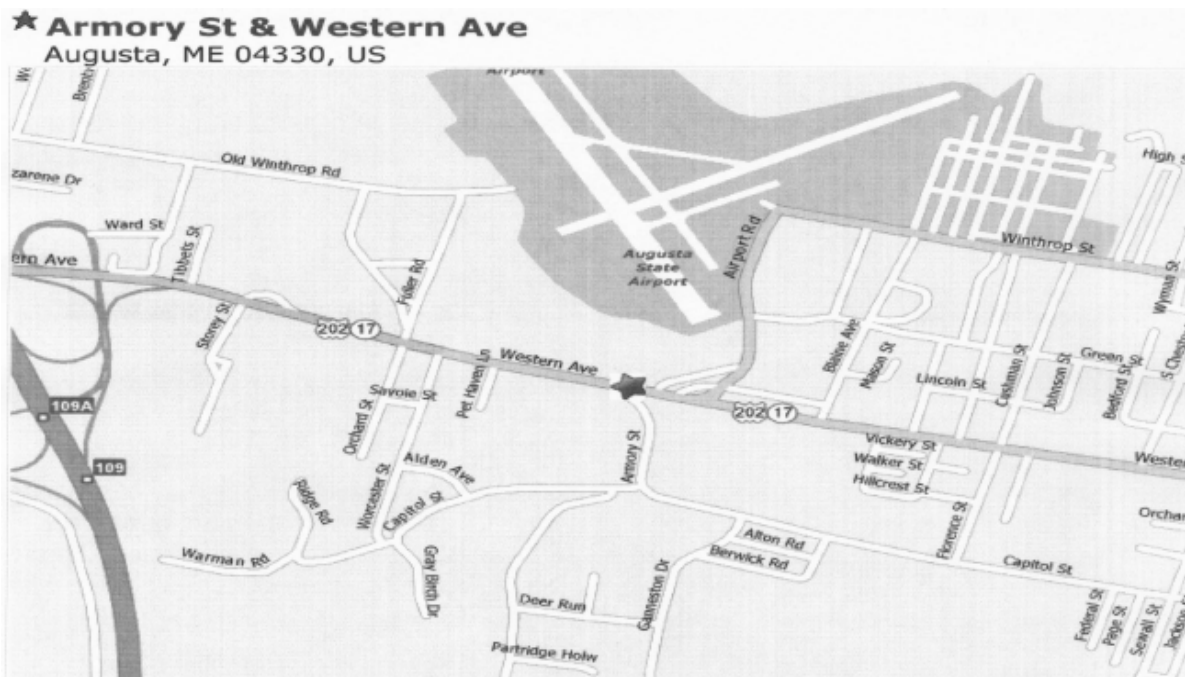
Social Time 6:30 to 7 PM

**Lou Buker Community Center
Armory Street
Augusta, Maine**

The Public is Cordially Invited

Bring a friend, meet a friend

KVCS MEETING LOCATION



MELUG-Central Maine Linux Users Group Meeting

The Next MELUG-Central Meeting - Cookout, Belfast City Park, July 9 - Rain date July 16

For more information www.melug-central.org

-IPv6 Is Coming - continued

and blank fields can be represented by multiple colon marks. There will be a protocol which allows current IPv4 addresses to be contained within the new IPv6 address. If all works as hoped, we won't care since our DNS resources will fill in numbers for us when we type in Clickers.org, etc., just like it happens today.

Modern operating systems (Windows, Mac OS, Linux, BSD) have already been configured to allow for IPv6 protocol. However, your current router and your ISP (Internet Service Provider) equipment may not be ready.

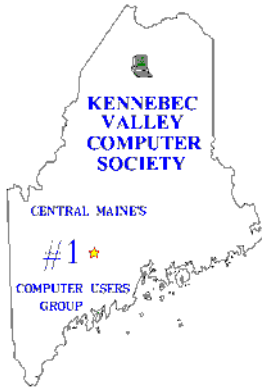
In complex computer networks, all of the interactions between equipment and older software are not sufficiently known. Therefore, the test on June 8 will be the first of probably many to debug the issues which will have to be addressed. A similar situation was envisioned when we moved into the 21st century (known as the Y2K issue, where ambiguity between dates could occur since early software only used the last two numbers for years). In that case, the situation was handled well and none of the dire predictions about airplane crashes and business

shutdown came to pass. It did, however, take a lot of work and effort to prevent chaos. Will IPv6 be a big event, or just a problem for computer professionals? We don't know yet, but open source folks are in there with everyone else to help keep our systems functioning.

Article provided by Articles2Go

**Summer has arrived in Maine.
Enjoy it while you can...!**

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AUGUSTA, ME 04338-2791



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Change of address

I would like to see more. Please send me a complimentary issue of the Newsletter.

I would like to join KVCS / renew my membership.

Annual Renewal (Dues waived for 2011 membership year)

FOR KVCS USE

New Member (Dues waived for 2011 membership year)

DP _____

Family (Dues waived for 2011 membership year)

CH _____

Student (Full time status - Dues waived for 2011 membership year)

CA _____

Name: _____ E-Mail address: _____

Address: _____ City/State _____ Zip: _____

Home Phone: _____ Work Phone: _____

Date of Birth: ____ / ____ / ____

Your Interest in Joining KVCS? _____

Referred by: _____

11/07 Signature: _____