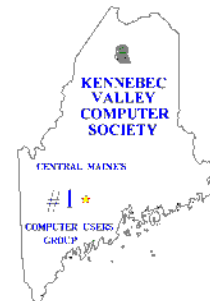


The Newsletter of the Kennebec Valley Computer Society



MARCH 2011

Visit our Website:

www.kvcs.org

The newsletter has been migrated over to new software that allows live URL links. It also has many other features that I haven't had time to explore. As I discover these you will see them appear.

We are approaching the Ides of March. That means the ushering in of Spring. It cannot come too soon. We are all getting very weary of the snow that has piled up this Winter. We are not out of the woods yet, but there is light at the end of the tunnel.

As is usual, the computer world is evolving. The Ipad 2 is almost upon us and the Motorola Xoom is pushing it's way onto the scene. Laptops are becoming the preferred replacement for desktop systems. This will be the year of the tablet but there will be a lot of shaking out of technology too. Ipad has the lead but the others will be nipping at Apple's proverbial heels. Stay tuned....



"THIS COMPUTER IS EQUIPPED WITH AN AIRBAG IN CASE YOU FALL ASLEEP!"

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This is just a little reminder of what Summer looks like. Underneath our mountains of snow there is promise of gentler days coming. A garden scene in Rockville, Maryland

KVCS MEETINGS

General Membership

The program for this months meeting will be Windows Hyper V Server (Stand Alone Vitrual Server) presented by Steve Day.

Thursday, March 10, 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, March 16**, 6:30 to 8:30 PM at Lisa's Restaurant, 15 Bangor Street, Augusta.

**The Newsletter of the
Kennebec Valley Computer Society**

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You may upload copy via E-Mail or bring to the KVCS general membership meeting. **Deadline for submission of copy for the newsletter is the 15th day of the month preceding the month of issue and will be run on a space available basis.** Copy is subject to editing.

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

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**



Saturday, March 5 - 5:45 PM - Bug Light, South Portland, Maine with ferry boat passing by. It was 'brisk' with the wind blowing off the water



On our way back from Boston, while at Bug Light, 'Lucky' greeted us. He was of one mind at this point and paid no attention to us. Love that expression on his face.....



Member of
The Association of
Personal Computer User Groups

**Movie Making -
at home for fun
(not really for profit)
by Phil Sorrentino -
Sarasota PC Users Group
(www.spcug.org)**

Movie making has become possible for anyone who has a digital camera, a reasonably capable computer, and lots and lots of time, with an emphasis on the time. I'm not talking about full feature length movies that could be shown in your local movie theater, but rather movies that document an occasion or activity, using pictures, videos and music. Just look at Youtube to see how many movies (videos) are available for all sorts of reasons like entertainment, education, and "how to (accomplish something)". Youtube makes finding and watching movies possible. Movie Maker and your digital camera make creating movies possible. I am using Movie Maker as an example because everyone who has the Windows Operating System, from XP on to Windows 7, has a version available to them, at no extra cost. Many other applications can accomplish the same task. Some have many more features and some are more sophisticated, but usually at a price, starting around \$60. Among these applications are Corel Video Studio Pro, Adobe Presentation Elements, Photodex Proshow Gold, Pinnacle Studio, Sony Vegas Movie Studio, and CyberLink Power Director. There are even some free applications available for download, like Video Spin, Avid FreeDV, and Wax, none of which I have tried.

Movie Maker and most of the other applications mentioned above provide all the basic tools for

assembling and organizing your pictures, videos and music into a movie. The movie can be composed of pictures only, videos only, pictures and videos, or more typically pictures, videos and music together. The formats of the pictures, videos and music must be those that Movie Maker accepts. (There are some small differences between versions for XP, Vista, and Windows 7.) Pictures must be .jpg, .bmp, or .gif. Videos must be .avi or .wmv (Windows 7 will also accept .mov). Music must be .mp3, .wav, or .wma. The pictures and videos are usually put into a time sequence, or timeline, and then the music is added as one or multiple audio tracks. (Movie Maker supports only one audio track, which can be used for music or voice-over. You may be able to play some tricks to implement two tracks, but if you need more than one audio track you would be better off using one of the other applications that easily support multiple audio tracks.) The audio track can then be added to the picture and video timeline. Music or voice-over can be intermixed as components of the total audio track. Integrating voice-overs and music, while timing the voice-over with the picture sequence can sometimes become a real challenge, but it is usually worth the effort.

Here are some basic steps for producing a movie with Movie Maker. Gather all the pictures and videos you need for the movie. Bring along more than you think you might need because it is very easy to eliminate pictures and videos if you have too many for your desired audience. Actually, it is good to have the desired audience and a target time in mind before you start to create the movie. Not everyone might want to

see 65 minutes of your California Vacation, though some close friends might make an effort to stay awake. Brevity is sometimes the best policy, but that is up to you, the director. So, for some movies you might target only 10 or 15 minutes, while some others maybe 30 or 40 minutes, where you know your audience wants to savor every last detail. Given that you have a target time in mind and you have more than enough pictures and videos to fill that time, (and probably a little more), and some music identified to go along with the pictures, fire up Movie Maker. Different versions of Music Maker will look different because of the Operating System that it is built for, but all will provide the basic movie making functionality. All Movie Maker home screens will provide a set of tools or tasks, a collection area where you can add pictures, videos, and music, a preview area, and a timeline. There are many ways you can approach the general task of making a movie. You, as director, can certainly approach this in any way that makes the most sense to you. After creating a few movies, I have settled on the following sequence of events. The first activity to accomplish is to add all your pictures to the collection area. It is probably best if you have copied all the pictures, videos, and music into one folder for use with Movie Maker, making things easy to find. Next is to move the pictures on to the timeline. If your pictures are in the proper sequence for your movie, you are done with the pictures, but that is not typically the case, so drag-and-drop the pictures around the timeline so that the sequence tells the story that you want told. Once the pictures are in the

-continued on next page-

-Movie Making - continued-

proper sequence, go back to your source folder and get the videos. Place the videos in the sequence of pictures so that they support the story being told by the picture sequence. I have found that short videos, maybe around 15 seconds have a good impact, but sometimes a very long video is necessary. Once the videos have been sprinkled around the movie, it is time to see if you are approaching your target time.

I know this is a hard thing to do, but if you are above your time by a lot (maybe 10% or more), it is time to pare back some of the pictures or videos, (or change your target time). Once you have the sequence of pictures and videos that tell the story, it is time to add effects and transitions. Effects are animations that can be added to pictures (and videos, although sometimes effects on top of videos are distracting, but that is a judgment call, to be made by you, the director). Effects basically add motion to still pictures, almost like turning a picture into a short video. These effects are sometimes called “Ken Burns Effects”, named after the person who made them popular. Transitions are the way one picture morphs into the next, maybe a page turn, or a wipe, or a dissolve. Transitions can be added to both pictures and videos. Use the fancy transitions sparingly; they can be very distracting if over used. Every once in a while, preview the movie or at least sections of it to guarantee that the transitions and effects are adding to the story, rather than adding distractions; again, it’s your call. Now it’s time for the music. Add the music to the collection and then add it to the timeline to go along with the sequence of pictures and videos. The music should help tell

the story and add to the overall multimedia experience. Try not to use music that distracts from the story being told by the pictures and videos. Music should probably go from beginning to end, so you may need a few music selections, depending on the length of the music selections and the length of the movie. Typically, music selections are about 3 to 4 minutes long, so for a 15 minute movie, you might need from 4 to 6 selections for the complete movie. (Voice-overs can be any length you so desire.) Now that you see the process and some of the details, if you feel that you don’t have enough control over the process or would like some other features, you might make a note to look into one of the more capable movie creating applications when you get a chance.

The last thing in creating the movie is to add a title, although many directors might do this first, and a credits frame at the end. The title introduces the movie, and the credits give credit to whomever you feel should be mentioned or thanked, like the cameramen, participants, and a mention of the music if it is copyrighted music. The really last thing is to Publish your movie. Publish it to a .wmv file and review it. If it is not just perfect, make the appropriate changes and re-publish it to a .wmv file. Once it is just what you want, and you have Vista or Windows 7, publish it to DVD, which will create a DVD that will play on any living room DVD player. When that is finished, invite the audience, pop the popcorn, distribute the drinks and lean back and enjoy the applause.

**Article provided by APCUG -
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**Variations On a Theme of
Flash Drives**

**Reviewed by Fred Wasserman,
Vice President, Programs
Seniors Computer Group,
California**

**December 2009 issue,
Bits and Bytes**

www.scgsd.org
scgsd@cox.net

Flash drives have become not just interesting little toys but essential storage and data transfer tools. How many of us still use floppy disks to pass data along from one computer to another? They fit in a shirt pocket. For bigger stacks of data, a CD or DVD was necessary, but didn’t fit in that shirt pocket. When flash drives came along disk media were relegated to just long-term storage or for sending data by mail. Flash drives in use is doubling every year. That means there is a real opening for manufacturers to come up with newer and better versions of the product.

I came into possession of some really interesting and useful variations on the flash drive, or thumb drive, as it is sometimes called. They both held my interest as very useful devices.

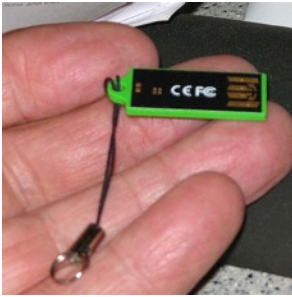


One is so small and flat that it can easily be put in your wallet where it would probably make less of a bulge than a folded dollar bill. Great idea. They both come equipped to clip on to your key chain. The larger one, called “TUFF-CLIP” has a retractable protector on the connector end and a spring latch

to connect to anything like a key ring. The little one, called "TUFF-N-TINY" can also be attached to a key chain with the supplied lanyard.

A consideration with that USB Drive is you must remember to keep the contacts facing up when connecting it to the USB port, though it won't suffer damage if you don't.

It doesn't just stop there. The TUFF-N-TINY is completely sealed, water and dust resistant, measures just 1 by 1/2 inch and is no thicker than a penny and offers 2, 4 or 8 Gb of storage for \$12 to \$27. Until now,



the one flash drive weakness was their fragility. These are complex little devices with their delicate circuit board components within some kind of brittle plastic casing soldered to the external connector. But this Verbatim product addresses the fragility problem by design and elimination of the weakest point, the connector-to-body attachment. The connector, electronics and housing are just a single strong plastic potted circuit board.

TUFF-CLIP, the other innovative USB drive, is an extremely tough unit that is designed for extreme environments and can be clipped to

backpacks, belt loops, key chains or what have you.



As an added convenience, both come with the application built in to

encrypt the data contents in any Windows environment. If lost or stolen, your data is safe but only if you use that capability.

Last, but in no way least, is that these USB drives are enhanced for users of the newer versions of Windows. They are Readyboost capable. You will ask, what is Readyboost? With Windows Readyboost which is available with Windows Vista and Windows 7, you can use appropriately designed USB flash memory to improve performance without having to add additional memory to the computer internals. The flash drive acts as the additional memory cache that, like your installed RAM, can be accessed faster than hard drive storage. Visualize 4- or 8-Gigabytes of additional memory to speed up your large file-intensive programs such as working on a large Photoshop image.

Verbatim, producer of the old 5.25-inch floppy that my first computer ran from has added these new products to its expanding line of useful media and is still making the good stuff.

Article Provided by APCUG - All Rights Reserved

So..... Once again I have a small space left over to fill. The autoflow of text around the pictures on this page is so easy with this program. I used to fight with the other desktop publisher to get it to work. It was too difficult so I did not do it. As I said on Page 1 I have a learning curve with this program but I can see great flexibility with it.

Think Spring. As of this writing we are only 15 days away...!

Geek Speak: MEGAPIXEL

A megapixel is one million pixels. It is commonly used to describe the resolution of digital cameras. For example, a 7.2 megapixel camera is capable of capturing roughly 7,200,000 pixels. The higher the megapixel number, the more detail the camera can capture. Therefore, the megapixel count is a significant specification to look for when buying a digital camera.

A camera's megapixel number is calculated by multiplying the number of vertical pixels by the number of horizontal pixels captured by the camera's sensor, or CCD. For example, the original Canon Digital Rebel captures 2048 vertical by 3072 horizontal pixels, for a total of 6,291,456 pixels (2048 x 3072). Therefore, it is estimated to be a 6.3 megapixel camera. The Sony T10 captures 3072 x 2304 pixels, totaling 7,077,888, which makes it a 7.2 megapixel camera (because not all the pixels are used).

Megapixels are helpful in marketing digital cameras, because it is easier to say, "6.3 megapixels" than "6,291,456 pixels." It is also a little easier to remember. However, while megapixels are important, it is helpful to know the other specifications of a camera as well. For example, shutter speed, shooting modes, start-up time, flash quality, and color accuracy can also make a big difference in the camera's performance. After all, it doesn't matter how many megapixels your camera has if all your pictures turn out blurry and have poor color. Therefore, while you should check the megapixel count on a camera before buying it, make sure you check the other specs too.

KENNEBEC VALLEY COMPUTER SOCIETY

Presents

Windows Hyper V Server

Stand alone virtual server

Presented by

Steve Day

Thursday March 10 th 2011 - 7 PM

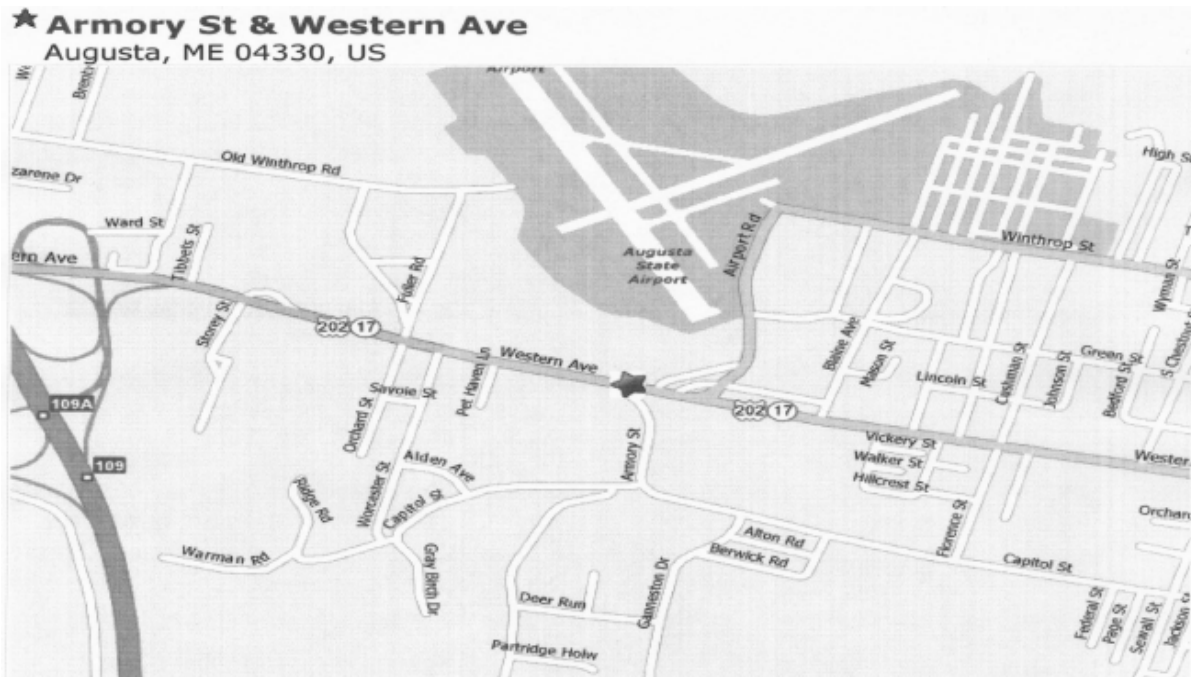
Social Time 6:30 to 7 PM

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

The Public is Cordially Invited

Bring a friend, meet a friend

KVCS MEETING LOCATION



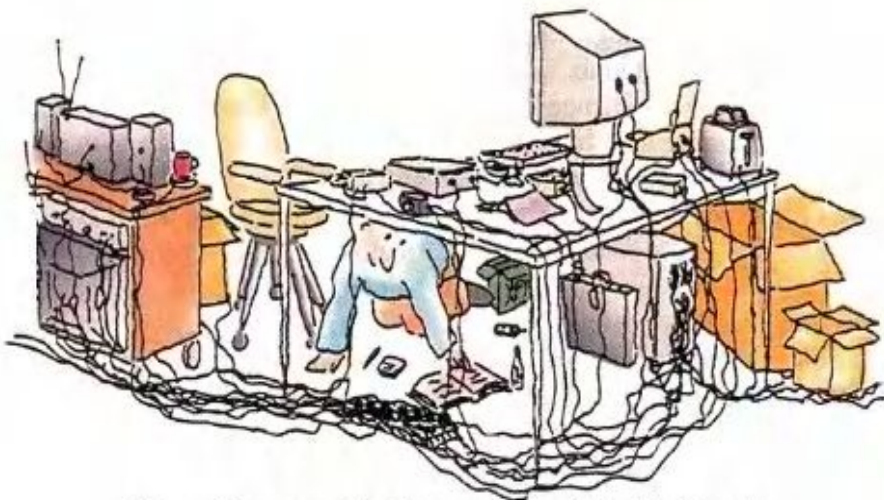
MELUG-Central Maine Linux Users Group Meeting

The Next MELUG-Central Meeting Will be on Saturday, March 12

PLACE: Kennebec Valley Community College, Fairfield,
in the Frye Bldg - Room 110 at 10:30am.

PRESENTER: Bob LeBlanc TOPIC: Discussion on USB 3

For more information www.melug-central.org

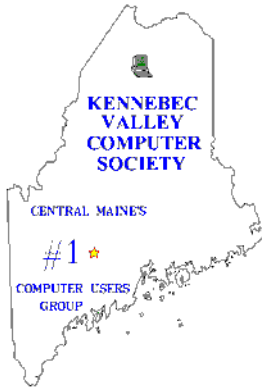


"Now, if you can find the power switch, flip it on."

Now just picture this and more with the desk or desks piled into a dark corner up against the walls. Add in a couple more printers and other gadgets, cell phone chargers, radios, scanners and many telephone wires. Oh..... I almost forgot....the television and closed circuit cameras and wiring.

Imagine yourself down there trying to figure out what goes where and why. It can be great fun??

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AUGUSTA, ME 04338-2791



KENNEBEC VALLEY COMPUTER SOCIETY

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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: _____

11/03 Signature: _____