Amateur Computer Group of New Jersey NEWS

ACGNJ Announcements

Main Meeting - Friday, April 5th, 8 to 10 PM
Scheduled Speaker: Frank Warren, Jr. (KB4CYC)
Scheduled Topic: Geocaching and Geolocation Games

Window Pains Meeting - Friday, April 19th
Scheduled Speaker: Don McBride
Scheduled Topic: Internet TV

News Flash: The **Firefox** SIG has been renamed the **Web Browser** SIG.

Bob Hawes (left) and John Raff hold down the ACGNJ table at the Trenton Computer Festival on March 16th**.**

ACGNJ

http://www.acgnj.org

Founded 1975

ACGNJ Meetings

For the very latest news on ACGNJ meetings, please visit the ACGNJ Website (*www.acgnj.org*).

Lunics (Linux/UNIX): Monday, April 1, 8:00 PM
   Andreas Meyer (lunics (at) acgnj.org)

Board of Directors Meeting: ~~Tues, Apr 2, 7:00 PM~~
   Postponed until Fri. at 6:30, *before* Main Meeting:

Board of Directors Meeting: Fri, Apr 5, 6:30 PM
   Mike Redlich (president (at) acgnj.org)

Main Meeting: Friday, April 5. 8:00 PM
   Mike Redlich (president (at) acgnj.org)

Layman's Forum: Monday, April 8, 8:00 PM
   Matt Skoda (som359 (at) aol.com)

Java: Tuesday, April 9, 7:30 PM
   Mike Redlich (mike (at) redlich.net)

Mobile Devices: Wednesday, April 10, 7:30 PM
   Brenda Bell (mobdevsig (at) acgnj.org)

Investing: Thursday, April 11, 8:00 PM
   Jim Cooper (jim (at) thecoopers.org).

NJ Gamers: Friday, April 12, **6**:00 PM
   Gregg McCarthy (greggmajestic (at) gmail.com)

Web Browser: Monday, April 15, 7:30 PM
   David McRitchie (firefox (at) acgnj.org)

C/C++: Tuesday, April 16, 7:30 PM
   Bruce Arnold (barnold (at) ieee.org)

Window Pains: Friday, April 19, 8:00 PM
   John Raff (john (at) jraff.com)

Board of Directors Meeting: Tues, Apr 30, 7 PM
   Mike Redlich (president (at) acgnj.org)

All meetings, unless otherwise noted, are at the Scotch Plains Rescue Squad, 1916 Bartle Ave, Scotch Plains, New Jersey. Directions and map on back page. 💻

In This Issue

Officers, Directors and Leaders

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NJ Gamers	Gregg McCarthy		Newsletter	Bob Hawes	
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ACGNJ News

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Revenge of the 13 Things
Bob Hawes, ACGNJ

Let's talk about revenge titles. In the early nineteen eighties, Gene Roddenberry was working on his second *Star Trek* movie (with Paramount Pictures), while George Lucas was working on his third *Star Wars* movie (with Lucasfilm Ltd). At one point, their working titles were *The Revenge of Khan* and *Revenge of the Jedi*, respectively. Such duplication just *wouldn't* do, though. After some behind-the-scenes wrangling, Paramount released *The Wrath of Khan* and Lucasfilm released *Return of the Jedi*. So nobody got to use the word "Revenge" in their title. Until *now*, that is. (Cue the eerie violin music from *Psycho*, and lay in a long sinister laugh on top).

OK. Let's look at *my* title. Why do *I* need Revenge? Because Ubuntu Linux has betrayed me. (More about this further below). What about those 13 Things? Well, that refers back to *Thirteen Things?*, my article in the May 2009 issue of ACGNJ News. There, I described how I set up my Ubuntu 8.04 system, following (or, in some cases, *not* following) an article named *13 Things to do immediately after installing Ubuntu*. (It was written by Ambuj Varshney, and was posted on February 24, 2007 by the Linux on Desktop website). Why 8.04? At the time, it was Ubuntu's most recent LTS (Long Term Support) release, guaranteeing support for three years on the Desktop and five years on the Server. In other words, I was "hedging my bets".

In this article, I'm going to try even more hedging, because my Ubuntu 11.04 Desktop system has expired. (For *non*-LTS releases, Ubuntu only provides 18 months of security updates on both the Desktop and Server editions. So 11.04 bit the dust last October, while I was languishing in the hospital). However, there are two existing and still valid LTS releases available. Ubuntu **10**.04 **Server** has been out for three years, so it *still* has two more years to go; and Ubuntu **12**.04 **Desktop** has been out for only one year, so it, too, has two more years to go. Either way, I might be able to get a couple of more years out of Ubuntu, before I have to search for a suitable replacement.

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Unfortunately, a fresh installation of 12.04 would feature the new Unity desktop, which I *dislike* with extreme prejudice. (I won't take up your time by going into a prolonged rant here. Suffice it to say that I really, **really**, *really*, *REALLY*, <u>*REALLY*</u> don't like Unity. I consider its adoption to be a foul betrayal, and I'd rather abandon Ubuntu than accept it). Fortunately, if I decide to use 12.04, there might be a work-around, (Further details below). How about that? My revenge could be that I'll get to use a version of Ubuntu that I *like* for a few more years. I tried 10.04 Server first, since it was older, and thus less likely to have been contaminated by exposure to Unity.

So let's get to it. I located my Ubuntu 10.04.4 Server CD, and I dug up a spare 30 GB hard disk to install it on. Ubuntu 10.04 was released on April 29, 2010, but I hadn't downloaded the ISO image for that CD until September 28, 2012. (That was just two weeks before my second foot operation, and the prolonged hospitalization which followed). However, the additional ".4" on the end of its number indicates that this particular download has been updated *four* times since 10.04's initial release. A closer examination indicates that the image for my CD was actually created on or about February 14, 2012. So it's really only *one* year out of date.

Anyway, I pulled all my usual hard disks from my main computer, and I replaced them with that one empty disk. Then I booted from the 10.04.4 Server CD and started the installation. I followed the on-screen instructions, and in just under two hours, it was done. However, when I booted my newly installed system, I wound up at a command prompt *instead* of a Graphical User Interface (GUI). So I ran the "startx" command, and I got a message saying that the X Window System was *not* installed; but the message also contained the exact command needed to install it. So I did. Then, when I ran "startx" again, I got a graphical terminal window on top of the black command line background. So I now had a graphics system, but still no GUI.

Here's a little history. I got started in computer networking back in the good old days: The DOS

dark ages, when dinosaurs ruled the earth; and people were constantly being amazed by new technologies like fire, the wheel, and the 486 computer. At first, I worked with Lantastic (relatively easy) and Netware (quite complicated). The Lantastic Server ran from the DOS command line, and the Netware Server ran from its own proprietary command line. *None* of the things that a network administrator did on either server really required a GUI. When I saw my first NT Server, I was very surprised to see the standard Windows desktop. I *didn't* think that such a GUI was necessary, or even desirable.

It's entirely possible that if I'd searched my Ubuntu Server system deeper, I might have found a simple command to launch my usual Gnome desktop; but it's also quite possible that the Ubuntu developers agree with my younger self, and *don't* run a GUI on their server. In either case, I'd hit a "learning curve" that would require further study on my part. Therefore, before I invested any more effort in this particular system, it was time to look at my other available option.

Now for some more history: I was the speaker at our May 15th, 2009 Window Pains Meeting, and my topic was "Installing and Using Ubuntu 9.04". While preparing for that talk, I created a Ubuntu 9.04 Desktop system from scratch, thus in effect replacing my 8.04 system. When Ubuntu 9.10 came out, I successfully used Update Manager to upgrade that 9.04 system to 9.10. Likewise, when Ubuntu 10.04 was released, I successfully upgraded my system again; but when it came to Ubuntu 10.10, my two attempts to upgrade my 10.04 system *failed*. Both times, the upgrade seemed to go OK, but then my new 10.10 system crashed. Thoroughly. After each crash, I had to completely clear my hard disk, and then restore my 10.04 system from its last Clonezilla backup. So I just kept on using 10.04 for almost another year.

Then, in August 2011, I created an experimental Ubuntu 11.04 system for what was supposed to be only a temporary installation in a spare computer; but I liked it so much that I started using it in my

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main computer instead of 10.04. After that, in November 2011, I created a fresh Ubuntu 11.10 system, intended for my main computer. It worked OK, but I found that I still liked my 11.04 system *better*. So that's what I continued using. However, I kept that 11.10 system as a curiosity, and I've now resurrected it. The Unity desktop was the default for 11.10; but it also featured a slightly modified Gnome desktop, called either the "Gnome Fallback" or the "Gnome Classic". (Depending on which doc-umentation you were reading). That's the desktop that I'd installed on my 11.10 system; and I was hoping that if I used Update Manager to upgrade it to 12.04, I would still keep that version. In any case, this was all I had left to try. So I did it, and it *worked*!

Going into more detail: Once again, I pulled all the hard disks from my main computer; but this time, I replaced them with that one 11.10 hard disk. Then, I booted from it, and ran Update Manager. (I actually had a bit of trouble *finding* Update Manager, as I'll explain further below). After the Update Manager pop-up window had popped up, it displayed a "New

Ubuntu release '12.04.2 LTS' is available" message near its top, followed by an "Upgrade" button (which I pressed). When the upgrade started, more messages were displayed, telling me (among other things) that 25 packages would be removed, 275 new packages would be added, 1,411 packages would be upgraded, and files totaling 1.06 <u>GB</u> would be downloaded. (Note: Like 10.04.4 Server above, that extra ".2" at the end of the release number indicates that the upgrade itself has been updated twice since it was originally released in April of 2012).

Once the upgrade was running, the Distribution Upgrade window displayed a list of six steps: **Preparing to upgrade**, **Setting new software channels**, **Getting new packages**, **Installing the upgrades**, **Cleaning up**, and **Restarting the computer**. As each step was completed, a check mark appeared in front of it. The first two steps went pretty fast. The third step took almost an hour. The fourth step took about a half hour; and the last two steps went *very* fast. All in all, the upgrade took 1 hour and 32 minutes (according to my wristwatch).

However, that fourth step almost gave me a heart attack. (Well, maybe I'm being a bit overly dramatic here, but I'm *sure* that my blood pressure spiked). A few minutes after **Installing the upgrades** started, its progress indicator displayed the following message: "About 17 hours remaining". *Hours!!!* Fortunately for my sanity, it soon changed to "About 14 hours remaining", and quickly continued to revise itself downward from then on; but it *always* displayed too long an interval. Right to the end, it *never* got it right. In my opinion, such an inaccurate indicator is much more trouble than it's worth. I'd strongly suggest that it be eliminated.

Now for a digression. A few paragraphs above, I mentioned that I had trouble finding Update Manager. Here's the reason why: In *every* Ubuntu release from 7.04 to 11.04 that I tried, there were *three* drop-down menus in the upper left hand corner of the screen: **Applications**, **Places** and **System**; and in *all* of those versions, the path to Update Manager was: **System** > **Administration** > **Update Manager**. In 11.10, though, I discovered that some trans-

cendent genius had eliminated the **System** drop-down menu; and the path to Update Manager was: **Applications** > **Other** > **Update Manager**. (Of course, the other options that used to be located on the System menu had also been moved elsewhere; and *not* all to the same place, either).

Now, in 12.04, I've just discovered that the path to Update Manager (and *some* of the others) has been changed again, to **Applications** > **System Tools** > **Administration** > **Update Manager**. Why would anyone make such arbitrary, confusing, and counterproductive changes? I mean, if they'd realized that **Other** was a terrible mistake, why not just put the original **System** menu back where it was? Maybe this is a symptom of some horrible wasting brain disease. Or maybe some insecure developer decided to cause as much discomfort as possible to as many users as possible, just to prove that he or she had actually *done* something. (This kind of thing *has* happened before). As *The Shadow* used to say: "Who knows what evil lurks in the hearts of men?"

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OK. I've guaranteed myself two more years of Unity-free Ubuntu use, so that takes care of the "Revenge" part of my title; but what about the "13 Things" part? Well, in addition to my May 2009 article mentioned above, I followed that list in four other articles, all in 2011: *Son of Thirteen Things* in our September 2011 issue (the experimental 11.04 system I mentioned six paragraphs above, which I wound up using on my main computer), *Second Cousin Twice Removed of Thirteen Things* in our October 2011 issue (an 11.04/XP dual boot system), *Competitive Siblings of Thirteen Things* in our November 2011 issue (*two* 11.04/XP dual boot systems), and *Daughter of Thirteen Things* in our December 2011 issue (the 11.10 system that I've now upgraded to 12.04).

Rather than just referring you to one of those articles, I'll repeat my version of the list again here; but I'm going to cheat a bit. I copied the next 500 or so words from *Daughter of Thirteen Things*, though I confess that I *did* edit them somewhat. (Well, maybe a bit *more* than somewhat, since I changed the order of a few of the paragraphs). As you read

on, please remember that the rest of this article describes actions that I took on my 11.10 system, well over a *year* ago now. So far, on my newly upgraded 12.04 system, I've only tried out *Update Manager*, *Synaptic Package Manager*, *GParted*, and *MD5Summer.exe* (which runs under *Wine*). All of them worked just fine. So now, *let the reruns begin!*

When I tried to locate *GParted*, (the GNOME Partition Editor) even the Search box didn't work. I concluded that it **wasn't** installed by default (just like it **hadn't** been in 11.04). So I tried to download it by running *Synaptic Package Manager*, but Search didn't find that program, either. I just **couldn't** believe it. Two of Ubuntu's most important (and most useful) programs **hadn't** been automatically installed. Muttering uncomplimentary epithets under my breath, I manually downloaded both programs from the Ubuntu Software Center.

Ever since my initial *Thirteen Things?* article, I've been performing *less* than half of the original 13 Steps. This time was no exception, except that I changed the order slightly. I did the *second* half of

Step 1: Enable Additional Repositories first. Opening a Terminal window, I added the medibuntu repositories by entering the following commands:

echo "deb http://packages.medibuntu.org/ gutsy free non-free" | sudo tee -a /etc/apt/sources.list

and

wget -q http://packages.medibuntu.org/medibuntu-key.gpg -O- | sudo apt-key add - && sudo apt-get update

Then I went back and performed the first half of *Step 1*, by closing the Terminal window and opening Synaptic Package Manager. There, I went to Settings > Repositories, and made sure that all the check boxes were selected **except** for Source code and CD. (They were, so I didn't have to make any changes). After that, staying in Synaptic, I did *Step 3: Install Audio/Video Codecs*. Because of licensing or other issues, Ubuntu does **not** automatically install support for a lot of multimedia formats. Thus, I added *gstreamer0.10-ffmpeg*, *gstreamer0.10-plugins-bad*, *gstreamer0.10-plugins-ugly*, *mpg123* and *VLC Player*. (Ubuntu had **already** installed *gstreamer0.10-plugins-good* by default). Next came *Step 5: Install Macromedia Flash support and Sun Java JRE*. This

step can no longer be followed as written, since both programs now come from different manufacturers. So I installed *adobe-flashplugin* and the *OpenJDK* version of the *Java 6 Runtime Environment*. Then, for *Step 6: Install Scribus*. I installed *Scribus*, my fun, fabulous and free desktop publisher. I completed my abbreviated version of the list with *Step 12: Install MPlayer with all codecs and DVD playing support*, which installed both *Mplayer* (one of the most popular Linux media players), and the *Quod Libet* music player as well.

Now we come to my own personal additions to the list. I installed *Okular* (my favorite PDF reader), *K3b* (my favorite CD/DVD burner), *Abiword* (which **used to** be bundled by default with each release of Ubuntu, but not any more. In the past, it came in handy quite a few times as an alternative word processor, so I still install it manually), the *GIMP* (**G**NU **I**mage **M**anipulation **P**rogram), *Wine* (the Windows emulator/compatibility layer), *Fonty Python* (a font manager), AcetoneISO (which mounts various disk image formats as if they were drives), *Gnumeric* (a spreadsheet, added as a just-in-

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case alternative), *FileZilla* (a File Transfer Protocol program), *KompoZer* (a web page authoring system), and *OggConvert* (which converts media files to the patent-free Ogg Vorbis/Ogg Theora formats).

And that's the end. For copyright acknowledgement, and for people who might want to see the original,

I've included the following link to *13 Things to do immediately after installing Ubuntu*, the article that started it all:

http://linuxondesktop.blogspot.com/2007/02/13-things-to-do-immediately-after.html

See you next month. ◾

Apple, Google, & Microsoft Create Technology Ecosystems
Sandy Berger, CompuKISS
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Today's technology is being separated into ecosystems. Will you buy into Apple's ecosystem? Google's Ecosystem? Amazon's? or Microsoft's? Or perhaps you have already bought into one or the other without even knowing it? This is a must read for anyone purchasing a piece of digital equipment or software.

Not only has technology changed over the last few years, but the way we use technology has also changed. There used to be two main camps when it came to technology: PC and Mac. These were built around the two competing computers systems,

Microsoft's Windows PC operating system and Apple's Mac operating system. Software was written specifically for each of these systems, so you couldn't use PC software on a Mac or Mac software on a PC. When you bought a computer, you pretty much bought into one of these two types of computers. The PCs and Apple battled it out for years with PC garnering more than 90% of the market and Apple never getting out of single digits.

Now, however, things have completely changed. With the introduction of the iPhone and the iPad, Apple has soared in popularity. Other large

companies have become technology powerhouses. Google with their Android operating system and Amazon have both entered the fray, while Microsoft is struggling to keep up.

Previously we were only talking about computers, but now we are talking about smartphones, tablets, and cloud computing. We are talking about entire ecosystems. The choices are mind-boggling. Each of the above mentioned companies is trying to get you to buy into their ecosystem. Each is pretty much proprietary. That means that for the most part, they are incompatible.

Right now, Apple has the largest ecosystem (I call it an ecosystem because it is an entire network or environment where one thing is dependent on another.) Apple's iPhone and iPads run on the iOS operating system. These devices run apps, which are like mini software programs that are purchased from the iTunes App store. There are currently more than 500,000 in Apple's App store. Some are free, but many are sold for a fee. These can only be used on Apple devices. If you switch to a Google Android

phone or tablet, you cannot use the Apple products that you may have already purchased. You have to repurchase them from the Android Marketplace that has apps similar to those found in the Apple iTunes store.

This ecosystem also extends to storage and services in the cloud (think Internet). Apple has announced a cloud service, called iCloud that lets you store information on Apple's servers and access it from any Internet-connected device. Amazon, Microsoft, and Google also have cloud storage systems available. Since many of Microsoft's followers use Microsoft Office, Google has also developed a set of programs that are the equivalent of Microsoft Office programs, but that can be stored in the cloud and used from any Internet-connected device.

These companies make money from their hardware and their App sales. They give you a basic amount of cloud storage for free, but if you need more storage, there is a charge. You can see why so many companies are battling for supremacy of their ecosystem. It is very profitable.

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Each of the current ecosystems is expanding. Apple not only has the software in its App store, but they also have the hardware in their iPhone, iPad devices and Mac computers. Apple recently announced their new cloud storage system and an App store for their Mac computers. Their new Lion operating system which is used for their Mac computers is so similar to the iOS operating system that you have to wonder just how soon the Mac computer and the Apple iPhone and iPads will share an operating system. When that happens, they will have added another component to their ecosystem.

Microsoft is a slightly different story. They don't manufacture smartphones or tablets, but they have a new mobile operating system called Windows Phone 7, which runs on hardware from other manufacturers. Microsoft has an App Marketplace like Apple and Google. They also have cloud storage. The phones that run the Microsoft operating system shine at running Microsoft office programs like Word and Excel. This is a part of their ecosystem. I expect that when Microsoft comes out

with Windows 8, it will also be able to run on tablets, so we will soon see tablets running Microsoft software and apps.

Amazon has developed their own app store filled with Android apps. They also have a cloud storage system called Amazon Cloud Drive. They are already into the hardware business with their Kindle e-reader, and I expect that they will soon release a tablet to compete with the Apple iPad.

Blackberry and HP have both entered this competition with operating systems, hardware, and app stores of their own.

It's not that you cannot mix products. For instance, my husband has an Android phone, while we also own an iPad. He obviously can use both, but to do so, he had to learn two different operating systems. On top of that, if he wants to have a certain app on both his phone and our tablet, we may have to purchase it twice, buying a copy for his phone from the Android Marketplace and buying a copy for our tablet from the iTunes store. So not only is it easier to stay within one ecosystem, it is also more

economical.

Knowing about these ecosystems may make purchasing a tablet or a new smartphone a little more complicated, because besides assessing the qualities of the hardware, you also have to stop and think about the ecosystem you are buying into. Yet, the number of large companies involved in this rivalry

and the constant changes, additions, and improvements they make to their line-ups makes this a very exciting time in the history of technology.

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Back To Basics: Mouse-speak
Jim Cerny, Director, Sarasota PCUG, Florida
Newsletter: PC Monitor (www.spcug.org) jimcerny123 (at) gmail.com

Using your mouse to use your computer is really quite essential. And being able to understand your mouse is a big part of computer communication. Let's review the basic ways to use a mouse and the terms people use to describe its use. And I will even throw in some helpful tips too. People will use "mouse-speak" to try to help you use your computer so you need to understand the lingo.

Simply moving your mouse on your table or mouse pad will move the mouse arrow (or pointer or mouse cursor) to anyplace on your monitor screen that you

want. Every mouse has a left and right button, and some mice (mouses?) have a scroll wheel as well. You should have a mouse that is comfortable for you to use. To avoid wrist problems it is best to keep your hand-wrist-forearm all in the same straight line and a wrist support is a good idea. Here are the common mouse terms and what they mean:

"Click on…" – If someone tells you to "click on" something on your monitor screen, they mean move your mouse so that the mouse cursor or arrow is pointing to whatever it is, then press the LEFT

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mouse button once quickly. In most cases clicking on something will select it, open a menu of choices or execute a menu command. People or computer books may say something like: "click on (or "go to") start - control panel - appearance and personalization - display - adjust resolution". What they are giving you is a list of specific things to click on and the order in which to do it. You cannot get to the end result without clicking on each step along the way.

"Double click on…" – This means to click the LEFT button of your mouse twice quickly on whatever it is. For example, to start a program from your desktop screen you would "double-click" on the program icon to open that program. Double-clicking usually opens a new window or opens a file. Double-clicking always means the LEFT mouse button. It is very important that you do NOT move the mouse the slightest between the clicks! Some people have hand problems and cannot hold the mouse still when they double-click. If this is a problem for you, try holding the mouse still with one hand and hitting the mouse button twice with the other hand.

"Drag…" – If you ever played solitaire on your computer (and you should to practice using the mouse) then you probably have "dragged" a playing card from one place to another on your screen. So "dragging" something means placing your mouse arrow on whatever it is you want to drag, then HOLD DOWN the LEFT mouse button while you move the mouse. Whatever your mouse arrow is on will move with your mouse to the new location. Besides dragging playing cards you can drag things like files from one folder to another or drag highlighted text to another location.

"Right-click on…" – This means clicking the RIGHT mouse button, not the left. In almost all cases right-clicking the mouse will bring up a menu of options for whatever it was that you right-clicked on. For example, if you right-click on an empty area of your desktop screen you will get a menu of choices of what you can do with your desktop. If you right-click on a file name you will get a menu of options of what you can do with that file, etc. Get it? Right-clicking can be very helpful to get to options

when you do not have a menu bar or other ways of making some selections.

"Hover" – moving your mouse on something, such as an icon or menu ribbon item, and leaving your mouse on that object for a moment, like a helicopter hovering over something on the ground. This may display a small text box with a description of what that object is. You do NOT click to do this, "hovering" the mouse is just resting the mouse cursor on something.

The "Scroll wheel" is used by rotating (i.e. spinning) it up or down. If your mouse does not have a scroll wheel, it's no big deal. A scroll wheel will do the same thing as the scrollbar – move your view up or down in your window. So, if you are viewing a web page or a document, the scroll wheel is another way to move your view up or down. In some programs the scroll wheel will zoom-in or zoom-out of whatever is displayed on your screen. Map and photo programs usually use the scroll wheel this way.

Well, those are the basics. But it wouldn't be fun for me if I stopped here. Did you know you can change the functions of your mouse buttons in the Windows Control Panel? (In Windows 7 go to start - control panel - hardware and sound – and then click on "mouse" under "devices and printers".) Here you can see and change many mouse options. One thing you can do is switch the left and right mouse buttons. PLEASE do not do that! Can you imagine how confused someone else would be trying to use your mouse? Well, it could be pretty funny. But maybe you would like to shorten or lengthen the time needed between your "double-clicks". You can do that and practice your double-click speed there.

SOME HELPFUL MOUSE TIPS

I like using my LEFT hand to use the mouse, not my right. That way my index finger is only over the left mouse button, the one I use most, and there is NO finger over the right mouse button. Some people have difficulty moving only one finger and sometimes hit BOTH the left and right mouse button at the same time when doing a left-click. This is not good and really confuses the computer and people. Using your left hand prevents this from happening.

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Also, this leaves my right hand free to write or do something else.

Is your wireless mouse not working? – Check the battery!

When moving the mouse arrow, it is the very tip of the arrow that matters. Even if most of the mouse arrow is on something else, it is only the tip of the arrow that is important. By the way, you can change the size of your mouse arrow through the control panel.

Speaking of changing, you may notice that your mouse "arrow" may change to a hand, an "I" bar, a cross, or some other image depending upon what program you are using or where you are in the window. Do not panic, it is still your mouse cursor. For example, when you move your mouse to an area where there is text your mouse cursor will change to an "I-bar" which helps you position your insertion point between two specific letters.

Do you have a LAPTOP? – Laptop computers usually have a "mouse-pad" or "touch-pad" built in. This is helpful if you have no other mouse. This built-in mouse-pad however can cause problems. Different places on this pad can have different functions. For example, the right edge of the mouse-pad may act like a scroll-wheel when you drag your finger up or down near that edge. When using the keyboard on most laptops my lower thumb joint hits the mouse-pad and some really funny things happen, like my mouse arrow jumping all over the place. I recommend that you turn off your mouse-pad on your laptop and use a small wireless mouse instead. Your laptop instructions should tell you how to turn off your mouse-pad.

Using a mouse is easy once you get used to it. If you really want to have fun with your mouse, try the Paint program that comes free with Windows. Here is how to get to the Paint program using your mouse: Go to Start – All programs – Accessories – Paint. See – you can now understand Mouse-Speak.

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Webpage Font Size too small? Think about Screen Resolution

Phil Sorrentino, Member, Sarasota PCUG, FL
Newsletter: PC Monitor (www.spcug.org) pcugedit (at) verizon.net

Anyone who has taken our basic computer classes knows that the font size can be changed just by selecting the appropriate text and then selecting the desired text size, usually from about 8 points to 72 points. And if you were in one of my classes you know that a point is 1/72nd of an inch. That's right; a 72 point selection will print text, on a printer, one inch high.

But everything you see on the screen is not as easy to control as the font of the text of a word processing document. There are, typically, no font size selections on a webpage when you're surfing the web; although you can make some font selections if you are using Internet Explorer. This selection is made by double clicking Tools, then selecting Internet Options. The "fonts" selection is toward the bottom of the window. Here you can select "default" fonts to be used if the webpage does not determine a font. But, practically speaking, you probably will never use these fonts, so don't rush to change these selections. (Other browsers probably have similar selections.) The size of the font that you see on your monitor is determined by settings that are determined by the webpage, and settings on your display graphics adapter. The webpage settings are determined by the webpage designer; the browser just follows the webpage's direction. The display graphics adapter settings are adjustable and are located in the "Display" Control Panel.

In Windows 7, a quick way to get to the Display control panel is to right-click on any empty space on the desktop, select "Personalize", and finally select "Display" (lower left). At this point you can select "Smaller" (the default type size), "Medium", or "Larger". Because these settings depend on the Screen Resolution that is set, if you choose Medium or Larger you may be alerted that "*Some items may not fit on your screen if you choose this setting while your display is set to this resolution.*" So screen resolution is involved in determining the font size and is an important parameter to understand, so that you can make the best choice.

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Screen Resolution is generally defined in terms of pixels. A pixel is a picture element. (There is a technical difference between pixels and dots depending on different displays, but for simplicity, for this discussion I am going to use the term dot in the place of pixel.) So Screen Resolution, then, is the number of dots that can be displayed on the screen. It is usually indicated by two numbers, first the horizontal number of dots, followed by the vertical number of dots, for example, 640x480, 800x600, 1024x768, or 1920x1080. (Yes, if you multiply the horizontal and vertical numbers, you get the total number of dots displayed on the screen.) These four resolution settings are also called VGA, SVGA, XGA, and HD-1080. (There are a whole host of screen resolutions that can potentially be used, and are summarized at *http://en.wikipedia.org/wiki/Display_resolution*. The chart shows the most common display screen resolutions.) The HD-1080 resolution is also the standard used in High Definition Televisions, which is typically referred to as 1080p. So, if you are looking for a display that will show High Definition movies the way they were intended to be shown, make sure your Display Adapter is capable of showing at least 1920x1080.

The Screen Resolution control can be reached easily by right-clicking in any empty space on the desktop, and then selecting "Screen Resolution". (Or by clicking the start button, followed by selecting "Control Panel", followed by selecting "Display", followed by selecting "Adjust resolution" {upper left}.) The current screen resolution is shown as "Screen Resolution:", in the middle of the Screen Resolution window. The Screen Resolution slider control can be accessed by clicking the downward facing triangle next to the resolution that is currently selected. The Screen Resolution slider controls the resolution of the display and hence the size of text on the screen. The number of selections on this control is determined by your display adapter and your particular monitor. You may have from 2 to many selections. The selections on the slider range from "Low" to "High". (Click on a different resolution on the bar to see a preview of the changed

setting in the "Change the appearance of the display" box, (notice how the box representing the screen changes size and shape), then if you like it, click "Apply", if you don't like it try another, or click "Cancel".) Moving towards "High" puts more "dots" on the screen; however, this typically makes the size of objects smaller. Decreasing this setting (moving towards Low) usually makes things larger, but you might start to lose the right side of some web pages. (If you can't easily read the right side of a webpage, you might increase this setting, but things will probably get a little smaller. Try a setting with a few of your favorite web pages and see what setting is the best compromise.)

If you are still wondering what setting to use, click on "What display setting shall I choose?" and you will be treated to a help screen that further discusses screen size and screen resolution with some recommendations for appropriate settings for different display sizes. Note also, that you can easily get to the "Display Font Size" screen (discussed above) by clicking on "Make text and other items

smaller or larger".

If you were wondering why the shape of the screen changes with resolution, it is because the resolutions that are supported by the display adapter cover the older 4x3 aspect ratio and the more current 16x9 (wide angle) aspect ratio. The 4x3 aspect ratio is what we inherited from seventy years of analog TV screens. All TV screens, before HD, were built with this aspect ratio. Aspect ratio is typically described by horizontal x vertical. So a 4x3 TV screen has 3 vertical increments for every 4 horizontal increments. (Academic observation for math majors: this always formed a 3x4x5 triangle. A 25 inch TV had a 25 inch diagonal with a 20 inch horizontal and a 15 inch vertical.) The more current 16x9 wide angle aspect ratio screens provide more viewing in the horizontal. For every 3 vertical increments there are 16/3 or 5 1/3 horizontal increments showing a wider angle view.

Screen Resolution is the key to getting a comfortable view of your favorite web pages. If you need to, try some different settings. If you still aren't happy,

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maybe try another Graphics Adapter, if we're talking about a desktop. If we're talking about a laptop, you're probably going to live with those currently provided. It is just about impossible to change the

graphics adapter on a laptop.

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Text Messaging or "Texting" - Have you tried it yet?

Phil Sorrentino, Member, Sarasota PCUG, FL
Newsletter: PC Monitor (www.spcug.org) pcugedit (at) verizon.net

If you're under 20, you probably know all of this, and if you're over 60, you probably think you have no need for texting (unless you want to keep in contact with someone who is under 20), so for all of you in between, here goes. Texting is a very interesting, and relatively easy, way to communicate with others, using your cell phone.

Texting refers to the exchange of brief text messages between cell phones, over a network. SMS or Simple Message Service is what provides the ability to send these messages via the cell phone network. Today, all the Wireless carriers provide Texting service, typically at a cost of about 20 cents per text (both incoming and outgoing), unless you have a specific

texting plan. Texting plans can include unlimited texting or a specific number of texts per month. Texts, unlike voice calls, cannot be rejected or dismissed; when a text is sent to you, you pay for it, whether you wanted it or not.

A text message consists of a series of any of the 26 letters of the alphabet, the 10 numerals, and some special characters (like the space), up to 160 characters long. SMS specifies that text messages are to be 160 characters or less. (You may remember that Twitter, which is based on SMS, limits its "tweets" to 140 characters; this is because Twitter uses 20 characters for addressing of messages.) Most text messages are typically short, and a sort of "short-

hand notation" has developed to allow abbreviations or short collections of alpha-numeric characters to convey a longer thought. Some of these may be familiar and some maybe not so much. For a comprehensive list see: *http://www.netlingo.com/acronyms.php.* Some examples are: ASAP As soon as possible, BBFN Bye Bye for now, BFF Best Friends Forever, BTW By the way, CYM Check your mail, NUFF Enough said, GF Girl Friend, C4N Ciao for now, B4 Before, GTG Got to go, GTK Good to know, IDK I don't know, ILU I Love You, IMHO In my humble opinion, J/K Just kidding, L8R Later, LOL Laughing out loud, M4C Meet for coffee, OMG Oh my god, P911 Parent alert, P2C2E Process too complicated to explain, C-P Sleepy, SLAP Sounds like a plan, TGIF Thank god it's Friday, TG2BT Too good to be true, U2 You too.

Texting can be done from any cell phone that has the ability to send alpha-numeric characters, but if you don't have a phone with a keyboard, texting can be very difficult and tedious. On a phone with only 16 or so buttons, the buttons have to be pressed sequentially in a certain pattern to get the alpha or special characters, (sending a "C" may require pressing the 2 key 4 times followed by a specific key), which makes sending even some of the very short abbreviations very difficult to accomplish with any speed and accuracy. On a phone with a keyboard, texting becomes a much simpler activity. Just find the characters on the keyboard (usually with either of your thumbs), and put together the message, with or without the short-hand notation, making sure to stay within the 160 character limitation.

Although texting was originated using only SMS, today texting can handle pictures, video and sound using the MMS (Multimedia Messaging Service). MMS extends the SMS capability to include these multimedia file types. MMS has become the typical way to share pictures and even videos among cell phones.

Today, text messaging is the most widely used mobile data service, others being voice and email. In the United States, in December 2009, there were 286

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million US text message subscribers and they sent 152.7 billion text messages per month, for an average of 534 messages per subscriber that month. Another survey found in May 2010 that 72% of U.S. adult cell phone users have sent or received a text message. Spurred by the unlimited texting plans offered by carriers like AT&T and Verizon Wireless, American teenagers sent and received an average of 2,272 texts per month in the fourth quarter of 2008, almost 80 messages a day, more than double the average of a year earlier.

Text messaging is most often used between cell phone users, as a substitute for voice calls in situations where voice communication is either impossible, difficult, or not necessary. (In some regions of the world, text messaging is significantly cheaper than placing a phone call to another cell phone; but in general, text messaging is popular for its convenience, despite the low cost of voice calls.

One of the unfortunate down sides to texting is texting while driving. Texting while driving leads to increased distraction behind the wheel. In 2006, a survey with more than 900 teens from over 26 high schools showed that 87% of the students found texting to be "very" or "extremely" distracting. A later study by AAA discovered that 46% of teens admitted to being distracted behind the wheel due to texting. Please: **Never Text While Driving**.

Texting even has its own etiquette. One example is: "Keep your message brief." No one wants to have an entire conversation by texting when a call would be more appropriate. Another example is: "Don't use all Caps." Typing a text message in all capital letters will appear as though you are shouting at the recipient, and should be avoided. And a last one "Only send texts to people who you think will appreciate them, otherwise use e-mail, or even voice-mail."

So B4 I go let me say that IMHO texting is GTK NUFF LOL

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SIG News

LUNICS (Linux/Unix)

Andreas Meyer (lunics@acgnj.org)
http://www.acgnj.org/groups/lunics.html

LUNICS is a group for those who share an interest in Unix and similar operating systems. While we do quite a bit with Linux, we've also been known to discuss Solaris and BSD as well. Recent meetings have followed a Random Access format. See our web page for further information. (We meet on the first Monday of each month, at 8:00 PM). ⌨

Main Meeting

Evan Williams (president@acgnj.org)
http://www.acgnj.org/groups/mainmeet.html

We meet on the first Friday of the month, at 8:00 PM. Each December, this meeting includes our Annual Business Meeting and Officer Elections. *No* meetings in July or August. ⌨

Layman's Forum

Matt Skoda (som359@aol.com)
http://www.acgnj.org/groups/laymans.html

This SIG discusses issues of interest to novice users or those planning to get started in computing. Watch our Web page for updates and announcements. We meet at the same time as the Hardware Workshop. (On the second Monday of the month, at 8:00 PM). *No* meetings in July and August. ⌨

Hardware Workshop

Mike Reagan (hardware@acgnj.org)

This group is dedicated to repairing, refurbishing and/or recycling older computers. Ten people attended the first meeting, so there is still a market for this type of event. Although we looked at some of the older equipment stored in he back room, most of our time was spent in talking about ast experiences and planning for the future. Hopefully, we can establish a viable long-term schedule of projects, and keep the interest of those who attended this inaugural meeting. If you have a hardware problem, bring it in and we can all help fix or demolish it. (No guarantees either way.) We meet at the same time as the Layman's Forum. (On the second Monday of each month, at 8:00 PM). ⌨

Java

Mike Redlich (mike@redlich.net)
http://www.redlich.net/javasig/javasig.html

This SIG covers beginner, intermediate, and advanced level Java programming. Primary focus is on developing useful/practical applets and applications. (We meet on the second Tuesday of each month, at 7:30 PM). ⌨

Mobile Devices

Brenda Bell (mobdevsig@acgnj.org)

The Mobile Devices SIG focuses largely on current-generation cellphones and smart phones (such as Blackberry, Android, iPhone) which bridge the gap between basic cell phones and traditional computers, and how they can help you manage and organize your life. Our membership ranges from those who have recently acquired their first, basic cellphone to those who develop applications for today's modern smart phones, iPods, and ultra-portable computers. While we expect to spend much of our time investigating the built-in features and specialized applications available to modern smart phones, if you bring your basic (or multimedia) cell phone, iPod, or other mobile device with questions on how to use it, where to find applications, or what features they have, we are always happy to help! Meet and greet and plan where this event goes. Bring all your ideas, PDAs, fancy phones, etc. (We meet on the second Wednesday of alternate months (we get the even ones), at 7:30PM). ⌨

WebDev

Evan Williams (webdev@acgnj.org)

This SIG is an open forum for all Website Development techniques and technologies, to encourage study and development of web sites of all kinds. All languages will be considered and examined. The current project is a CMS for the club. Anyone interested in starting a new project, come to the meeting and announce/explain. Provide as much detail as possible. WebDev should be an all-encompassing development and examination forum for all issues, applications, OS, languages and systems one can use to build Websites. We currently

have two web development language SIGs: .NET and Java; but other languages and OS need to be investigated, examined and tested; Windows, Linux, UNIX, DEC, Vax, HP etc. Intel-PC, Motorola - MAC etc. (We meet on the second Wednesday of alternate months (we get the odd ones), at 7:30 PM). 🖥

Investment Software
Jim Cooper (jim@thecoopers.org)
http://www.acgnj.org/groups/sig_investment.html

The Investment SIG continues with presentations on how to use analysis programs TC2000 and TCNet. Large charts are presented on our pull down screen and illustrate the application of computer scans and formulas to find stocks for profitable investments. Technical analysis determines buy points, sell points and projected moves. Technical analysis can also be used on fundamentals such as earnings, sales growth, etc. We're no longer focusing on just Telechart. If you are using (or interested in) Tradestation, eSignal, VectorVest, or just in learning how to select and use charting and technical analysis, come join us!! (We meet on the second Thursday of the month, at 8 PM). 🖥

NJ Gamers
Gregg McCarthy (greggmajestic@gmail.com)
http://www.NJGamers.com
www.lanparty.com

The Friday Night Frag starts at 6:00 PM on the second Friday of each month, and keeps going until 12 Noon on Saturday - 18 hours for 5 bucks!
BYOC - Bring your own computer.
BYOF - Bring your own food.
And if you don't like sitting on metal folding chairs... BYO chair! 🖥

Web Browser (Formerly **Firefox**)
David McRitchie (firefox@acgnj.org).

This SIG is an open forum for all Firefox and Mozilla techniques and technologies, to encourage study and development of web sites of all kinds. All browsers will be considered and examined. All members and guests are invited to check out the design concepts and voice their opinion. (We meet on the third Monday of each month, at 7:30 PM). 🖥

C/C++ Programming
Bruce Arnold (barnold@ieee.org)
http://acgnj.barnold.us/index.html

This is a forum for discussion of programming in general, beginning and intermediate level C, C++, C-Win programming, hardware, algorithms, and operating systems. We demonstrate real programming in a non-intimidating way, presenting complete code for working programs in 3-5 sheets of paper. (We meet on the third Tuesday of each month, at 7:30 PM). *No* meetings in July or August. 🖥
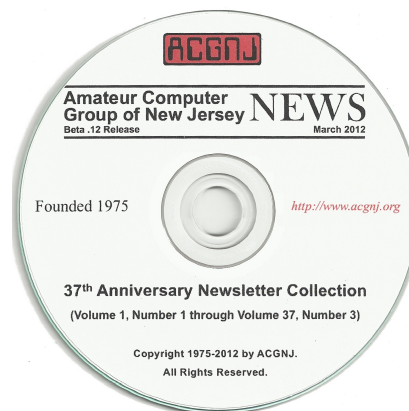
Window Pains
John Raff (jraff@comcast.net)
http://www.acgnj.org/groups/winpains.html

Intended to provide members with Windows oriented discussions, Microsoft and Linux style. Directed to more technological level of attendee, but newbies are welcomed. (We meet on the third Friday of the month at 8:00 PM). *No* meetings in July or August. 🖥

37ᵗʰ Anniversary Newsletter CD Now On Sale

Beta .12 Release.

$8.00, including postage.

($7.00 if you pick up a copy at a meeting).

Get yours today!

Back Issues *Still* Needed

Our collection remains incomplete. Below is a list of missing newsletters. Anyone who lends us one of these (or supplies a good clear copy) will receive the next CD as our thanks.

1975: #2 and #3 (dates uncertain).
1976: January.
1984: August.
1985: June, July, August, September. 🖥

Guru Corner

If you need help with any of the technologies listed below, you can call on the person listed. Please be considerate and call before 10 PM.

Software

HTML	Mike Redlich	908-246-0410
	Jo-Anne Head	908-769-7385
ColdFusion	Jo-Anne Head	908-769-7385
CSS	Frank Warren	908-756-1681
	Jo-Anne Head	908-769-7385
Java	Mike Redlich	908-246-0410
C++	Bruce Arnold	908-735-7898
	Mike Redlich	908-246-0410
ASP	Mike Redlich	908-246-0410
Perl	John Raff	973-560-9070
	Frank Warren	908-756-1681
XML	Mike Redlich	908-246-0410
Genealogy	Frank Warren	908-756-1681
Home Automation	Frank Warren	908-756-1681

Operating Systems

Windows 3.1	Ted Martin	732-636-1942

Discount Computer Magazine Price List
As described by the DealsGuy

	1 yr	2 yr	3 yr
Computer Games	$10.95	20.95	29.95
Computer Gaming World	14.95	28.95	41.95
Computer Shopper1	16.97	32.95	47.95
Dr. Dobbs Journal	15.95	30.95	
Mac Addict	10.97		
Mac Home Journal	15.97	29.97	
Mac World	12.95		
Maximum PC	9.95	18.95	27.95
Microsoft System Journal	21.95	39.95	
PC Gamer	12.95		
PC Magazine (22/44/66 Issues)	25.97	48.95	68.95
PC World	16.95		
Wired	6.00	12.00	17.00

These prices are for new subscriptions and renewals. All orders must be accompanied by a check, cash or Money Order. Make payable to Herb Goodman, and mail to:

Herb Goodman, 8295 Sunlake Drive, Boca Raton, FL 33496

Telephone: 561-488-4465, e-mail: *hgoodman@prodigy.net*

Please allow 10 to 12 weeks for your magazines to start. For renewals you must supply an address label from your present subscription to insure the correct start of your renewal. As an extra service I will mail a renewal notice about 4 months prior to their expiration date. I carry more than 300 titles at excellent prices — email for prices.

ACGNJ MEMBERSHIP APPLICATION

Sign up online at *www.acgnj.org/membershipApplication.html* and pay dues with PayPal.

Dues

	US/CANADA	STUDENT	SENIOR CITIZEN (Over 65)
1 Year	$25	$20	$20
2 Years	$40		
3 Years	$55		$45

Mail this application and your check to:

AMATEUR COMPUTER GROUP OF NEW JERSEY, INC., P.O. BOX 135, SCOTCH PLAINS, NJ 07076

☐ New Member ☐ Renewal ☐ Address Change

First Name _____ Last Name _____ Phone _____

Mailing Address _____ E-Mail _____

City _____ State _____ Zip _____ URL _____

What topics would you like to see covered at club meetings? _____

Other Local Computer Groups

Princeton Macintosh User Group: 7:15 pm 2nd Tuesday, Jadwin Hall, A-10, Washington Rd, Princeton, (609) 252-1163, *www.pmug-nj.org*	**Linux Users Group in Princeton:** 7 pm, 2nd Wednesday, Lawrence Branch Mercer Library, Rt#1 & Darrah Lane, Lawrence NJ *http://www.lugip.org*	**New York PC:** 3rd Thurs, 7 pm, PS 41, 116 W 11th St. For info call hotline, (212) 533-NYPC, *http://www.nypc.org*
Computer Education Society of Philadelphia: Meetings & Workshops at Jem Electronics, 6622 Castor Ave, Philadelphia PA. *www.cesop.org/*	**Brookdale Computer Users Group**: 7 pm, 3rd Friday, Brookdale Community College, Bldg MAS Rm 100, Lincroft NJ. (732)-739-9633. *www.bcug.com*	**NJ Macintosh User Group**: 8 pm, 3rd Tuesday, Allwood Branch Library, Lyall Rd, Clifton NJ. (201) 893-5274 *http://www.njmug.org.*
PC User Group of So. Jersey: 2nd Mon., 7 pm, Trinity Presb. Church, 499 Rt 70 E, Cherry Hill, NJ. L. Horn, (856) 983-5360	**Hunterdon Computer Club**: 8:30 am, 3rd Sat, Hunterdon Medical Center, Rt 31, Flemington NJ. *www.hunterdoncomputerclub.org*, (908) 995-4042.	**NY Amateur Computer Group:** 2nd Thurs, 7 pm, Rm 806 Silver Bldg, NYU, 32 Waverly Pl, NYC. *http://www.nyacc.org*
Morris Micro Computer Club: 7 pm 2nd Thurs., Morris County Library, Hanover Ave, Morristown NJ, (973) 267-0871. *http://www.morrismicro.com*	**Central Jersey Computer Club**: 8 pm, 4th Friday, Rm 74, Armstrong Hall, College of NJ. Rich Williams, (609) 466-0909.	**NJ PC User Group:** 2nd Thurs, Monroe Rm at Wyckoff Public Library, 7 pm. Maureen Shannon, (201) 853-7432, *www.njpcug.org*
Philadelphia Area Computer Society: 3rd Sat, 12 noon Main Meeting, groups 8 am-3 pm. Upper Moreland Middle School, Hatboro PA. (215) 764-6338. *www.pacsnet.org*	**NJ Computer Club:** 6:15 pm, 2nd Wednesday except Jul & Aug, North Branch Reformed Church, 203 Rt 28, Bridgewater NJ. *http://www.njcc.org*	**Princeton PC Users Group**: 2nd Monday, Lawrenceville Library, Alt Rt 1 & Darrah Lane, Lawrenceville, Paul Kurivchack (908) 218-0778, *http://www.ppcug-nj.org*

Classified

FREE TO MEMBERS. Use our classified ads to sell off your surplus computer stuff. Send copy to Classified, ACGNJ NEWS, P.O. Box 135, Scotch Plains NJ 07076 or e-mail to the editor, *bdegroot@ptd.net*. Classified ads are free to members, one per issue. Non-members pay $10. Send check payable to ACGNJ Inc. with copy. Reasonable length, please.
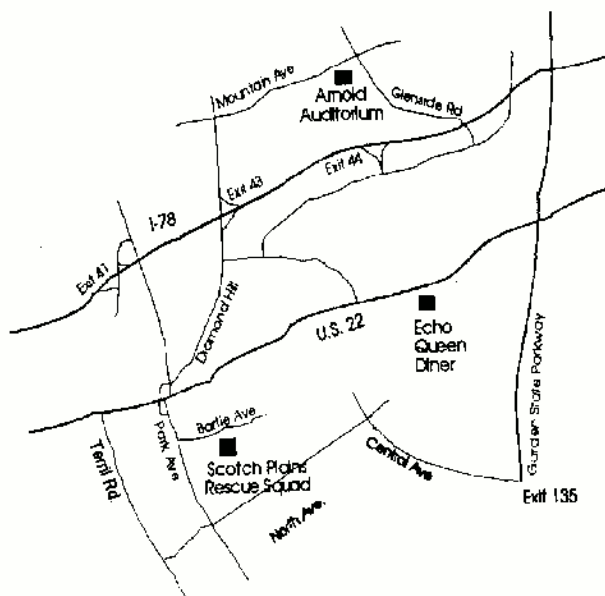
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http://www.apcug.net

Radio and TV Programs

Computer Radio Show, WBAI 99.5 FM, NY, Wed. 8-9 p.m.

Software Review, The Learning Channel, Saturday 10-10:30 p.m.

On Computers, WCTC 1450 AM, New Brunswick, Sunday 1-4 p.m. To ask questions call (800) 677-0874.

PC Talk, Sunday from 8 p.m. to 10 p.m., 1210 AM Philadelphia. 1-800-876-WPEN

Directions to Meetings at Scotch Plains Rescue Squad, 1916 Bartle Ave., Scotch Plains NJ

From New York City or Northern New Jersey
Take Route 1&9 or the Garden State Parkway to US 22 Westbound.

From Southern New Jersey
Take Parkway north to Exit 135 (Clark). Stay on left of ramp, follow circle under Parkway. Bear right to Central Avenue; follow to Westfield and under RR overpass. Left at light to North Avenue; follow to light in Fanwood. Right on Martine (which becomes Park Ave). Right on Bartle Ave in middle of shopping district.Scotch Plains Rescue Squad (2-story brick) is located on the right. Do not park in the row next to the building — you'll be towed.

From I-78 (either direction)
Take exit 41 (Scotch Plains); follow signs to US 22. Turn right at light at bottom of hill and use overpass to cross Rt. 22. Follow US 22 Westbound directions.

From US 22 Westbound

Exit at Park Avenue, Scotch Plains after McDonalds on the right, diagonally opposite Scotchwood Diner on the left, immediately before the overpass. After exiting, turn left at the light and use overpass to cross US 22. Bear right at bottom of ramp to continue south on Park Avenue. Turn left at the second light (a staggered intersection). Scotch Plains Rescue Squad (2-story brick) is on the right. Do not park in the row next to the building — you'll be towed. We meet on the second floor, entering by the door at the right front of the building.

From Western New Jersey

Take US 22 Eastbound to the Park Avenue exit. The exit is about a mile past Terrill Road and immediately past the overpass. Exit onto Park Avenue South and follow the directions above to the Rescue Squad building.