



<http://www.huge.org>

Volume 35 Issue -- 9

## September 20th General Meeting:

### Android TV Box

**Rev. Fleming Hall  
2533 Main Street,  
Glastonbury, CT**

Q&A Session: 7 PM–7:15PM

Meeting starts at: 7:15PM



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## MEETING LOCATIONS

**Rev. Fleming Hall  
2533 Main Street,  
Glastonbury, CT**

# From The Editor

*by Stuart Rabinowitz*

This month I'll be demonstrating a mini-PC running on Android, with Kodi. Since October is "Computer Security" Month, I think we'll talk about securing your home router. November will be an open topic with election of officers, and December is gift suggestions.

What the Heck Is Pokémon Go?

<<http://tidbits.com/e/16622>>

Pokémon Go is the phenomenon of the summer, but what the heck is it? Josh Centers explains how the game works and why it's causing some weird behavior. (3 comments)

In the news: The last VHS Recorder has rolled off the assembly line. It happened in July.

Seagate has announced a 60TB SSD that may ship as early as next year. The SAS (Serial Attached SCSI) drive fits into a standard enterprise hard disk drive 3.5-inch storage slot.

Sharing your password could get you into a whole lot of trouble. A recent appeals court decision found it violates the Computer Fraud and Abuse Act.

A study recently tested how wordy terms of service could hurt users, one clause required users to turn over their first-born children. Although, to read all the web privacy policies, could take a month.

The myth of election privacy. The candidates know you – better than you know them. Also, is the election rigged or at least hackable? Researchers have pointed out several concerns with e-voting machines.

Audi announced that 2017 models will have vehicle-to-infrastructure wireless connectivity, letting drivers know the time remaining until a signal will change. Is that unfair to drag racing?

On a more positive note, a customer won a \$10K judgment from Microsoft over an unauthorized Windows 10 upgrade.

At DEF CON researchers demonstrated a PC monitor hack that manipulates pixels for possible malicious effect. Hackers also demonstrated the first ransomware for IoT thermostats. Also at DEF CON, the Mayhem supercomputer (which won the \$2 million first prize in a DARPA-sponsored Cyber Grand Challenge) took on humans in the hacking contest. After the first day it was 12 of 15.

Microsoft's Cortana may be a spy in Windows 10. Like Siri it is collecting every keystroke and spoken syllable just in you need it. It does this to be more helpful. On the plus side, Windows 10 seems to provide better security.

Meanwhile, Apple is being sued over AppleCare refurbished devices not being new. There maybe an OLED strip to replace the Function control strip on current MacBook Pros. What makes the strip interesting is that it will change the keys available to reflect the context.

Uber's self-driving cars will start picking up passengers this month in Pittsburgh. There will be an engineer to take over & a co-pilot. So who do you call?

Send your comments to [editor@huge.org](mailto:editor@huge.org)

Until next month...Happy computing!!

Stuart Rabinowitz, Editor

Here is the appropriate copyright citation and a link to the full text. articles from "Tidbits"

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## A Little Computer Quiz

- 1 Once upon a time there were emoticons :), and now we have emoji's. Developed in the '90s there are now about 1800, but like all things there is a coordinating body. What organization sets the standards for emoji?
- 2 Where does the word "emoji" come from?
- 3 Making the news a lot recently is "ransomware", but what was the first recorded instance of ransomware?
- 4 Who coined the term "Net Neutrality"?
- 5 Google was started at Stanford, but where was Yahoo started?

## June Quiz Answers

- 1 We (should) all know "WOPR" (think Global Thermonuclear War), but what was the name of the first computer based war-game and when was it developed?  
A Hutschpiel pitted NATO vs Soviet commanders in 1954
- 2 In 1954 where did programmers develop the first computer based blackjack program?  
A They worked at Los Alamos Labs and wrote the program on an IBM-701
- 3 Who developed the first computer based game and when?  
A In 1940 Edward Condon designed a NIM playing computer for Westinghouse for the World's Fair
- 4 In 1947 a patent was filed for a "cathode ray tube amusement device", what game did it play?  
A Thomas Goldsmith and Estle Mann developed a target shooter.
- 5 With another homage to "WOPR", who developed the first computer tic-tac-toe game and when?  
A A. S. Douglass created OXO on Cambridge's EDSAC computer in 1952

## Downloading Vs. Streaming – What’s the Difference?

By Phil Sorrentino, Contributing Writer, The Computer Club, Florida

<http://sccccomputerclub.org>

Philsorr.wordpress.com

philsorr (at) yahoo.com

Downloading is something most of us do, almost without thinking about it. Streaming is something we rarely do, unless we watch a lot of movies from YouTube or another such video streaming service. Downloading refers to receiving data from a remote computer. The data comes “down” to you from another system. The received data is typically a data file of some specific type, like a picture or a video, which is then stored on the local computer, for use in the near or distant future. The received file is called a download. The downloading process will progress as fast as the server computer can send the data to your computer.

That process will be affected by (1) your computer’s capability, (2) the communications equipment between the server and your computer, and (3) how busy the server computer is at that specific time. The download really comes in many pieces, and the network protocol software in your machine reconnects all the pieces so the received file is identical to the original.

Downloading is done for many reasons. New software is typically acquired by downloading. (I’m sure you already have Google Earth or Picasa on your computer. Both of these were acquired by a download.) Email attachments are obtained by downloading. (Isn’t it nice to have those pictures of grandchildren and pets?) Documents are transferred by downloading. (Remember the User’s Manual you downloaded when you bought your camera?)

Just as a little aside, here. Downloading and Streaming are both supported by network software included as part of the Operating System.

There are many network protocols used on the internet, two of which are HTTP (Hypertext Transfer Protocol) and FTP (File Transfer Protocol). HTTP is the predominant protocol used on the internet and really defines the World Wide Web. Most of our computing activities are on the WWW, so it is HTTP that allows our computers (clients) to connect to web server computers in order to accomplish things like checking our email, making hotel reservations, purchasing something on line, downloading a picture or video file, or streaming a movie. FTP is used mostly to transfer computer files from one computer to another, and most of us will rarely, if ever, use it.

So, now we know that downloading is the acquisition of a file, from a remote server computer, for future use. You may be thinking; if downloading is receiving a file, is there a way to send a file? Well, you guessed it, as you might have thought, it is called uploading. Until recently, the only uploading most of us may have done was to attach a document or picture to an email.

The act of “attaching” was actually uploading a file (the attachment) to the email server, so it could be sent with the body of your email. But now with Cloud Servers like OneDrive, Google Drive, and Dropbox, the way you get your files to the cloud is by uploading them. Uploading your pictures and videos, or any file that you want to share with others, is probably the first thing you will do after you have set up an account with one of these Cloud services. (By the way, if you haven’t tried a Cloud Service yet, give one a try. OneDrive and GoogleDrive will give you at least 15GB of storage space, free. OneDrive is hosted by Microsoft, and you guessed it, GoogleDrive is hosted by Google.)

Downloading is receiving a file from a remote server for future use. (In fact, the file cannot be used until the complete file is received and stored.) Streaming is similar, in that it is the transfer of a file from a remote server to your

local computer. But the difference is that the file pieces, as they are received, are immediately used and typically are not stored for future use.

So, as you can imagine, the software to handle streaming is different in that it must process the pieces of the file, in real-time as they are received, and do it fast enough so no pieces of the file are lost. So, streaming is the process of receiving sequential pieces of a file and using those pieces immediately as they are received while the transmission continues its progress to the end of the file. Streaming data is provided by video and audio file streaming services. YouTube is an example of such a video streaming service, as is Netflix and Vimeo. (By the way, you can upload your favorite videos to YouTube and Vimeo for sharing.)

So, streaming is used to view, in real-time, a video file, like a movie, or listen to music in real-time from a music source. In video streaming, each of the file pieces is a frame of the video and the frames are sequentially displayed on the computer monitor, thereby providing motion to the picture on the monitor. Video frames may have to be displayed at rate of 60 frames per second, so the streaming software has to get all of its work done within  $1/60^{\text{th}}$  of a second so it can be ready for the next frame. If the hardware and software cannot process the frames fast enough, frames may be dropped and the resultant picture will stutter or jump. Audio streams are slower than video streams but they too have to produce the audio sound from each file piece before the next piece arrives. (Pandora is an example of an audio streaming service.)

So, now you can see the difference. Downloading is receiving a complete data file and storing it for future use, while Streaming is receiving a file and processing the contents, piece by piece, sequentially from the beginning to the end of the file transmission. Now to experience them, first hand, try both a download and a streaming video or audio. Try downloading Synctoy from Micro-

soft, a utility that will help you handle your data backup

(<http://www.microsoft.com/en-us/download/details.aspx?id=15155>), and Stream something from

YouTube to help you with setting up your data backup

(<https://www.youtube.com/watch?v=GiNZPzFxoSc>).

## Do Cool Things on the Command Line with Five Quick Recipes

by Joe Kissell: <[jk@alt.cc](mailto:jk@alt.cc)>, @joekissell  
 article link: <<http://tidbits.com/e/16231>>  
 3 comments

My earliest experiences on the Internet (and, for that matter, my earliest experiences with Unix) were by way of a terminal emulator on a dial-up connection. Using nothing more than my keyboard and text commands, I was able to navigate servers, run remote programs, upload and download files, search for information, communicate with people around the world, and even make online purchases. It wasn't pretty, but I found it satisfying, and it certainly earned me a few geek bragging rights.

Nowadays, command-line interfaces seem quaint if not downright backwards; we click, tap, swipe, and force-touch things to get stuff done. But OS X is a version of Unix, which means that you can still do things the old way if you want to — all it takes is a quick trip to the Terminal app (find it in /Applications/Utilities), which opens the world of the command line to any Mac user.

And the command line is worth knowing about, because even after all these years, there are plenty of activities a Mac user may want to perform that can't be done in OS X's graphical user interface. Sure, you can find third-party apps that expose some of these features to people who don't want to use Terminal, but as I explain in "Take Control of the Mac Command Line with Terminal, Second Edition," Terminal is nothing to be afraid of. If you can type words into a text editor, you can use Terminal. You just have to learn a few basic principles and memorize a handful of commands. Once you've done that, you'll have much greater power to customize your Mac and solve unusual problems.

<<http://tid.bl.it/tco-command-line-tidbits>>

To give you a taste of the cool things you can do in Terminal, here are 5 of the 50 recipes in the newly released version 2.1 of the book, which is designed to help you become comfortable working on the command line, starting with fundamentals and learning more advanced topics as you go. These recipes are particularly easy — anyone can open Terminal and type (or copy and paste) these commands, even without knowing all the ins and outs of how things work behind the scenes. These quick techniques are among my favorites, and I hope you find them useful.

Two hints. First, enter each command as a single, long line, even if it wraps in your browser or email program. Second, after entering a command in Terminal, be sure to press Return or Enter to execute it.

**\*\*Press the Power Button to Show the Shutdown Dialog\*\*** -- Prior to 10.9

Mavericks, pressing the power button (or key) on your Mac for a second or so displayed a dialog with Restart, Sleep, Cancel, and Shut Down buttons. Starting in Mavericks, Apple changed the behavior so that pressing that button (or key) for a second or so puts your Mac to sleep, while pressing Control-Eject brings up the shutdown dialog.

To restore the old behavior of displaying the shutdown dialog by pressing the power button (or key), enter this:

```
defaults write com.apple.loginwindow PowerButtonSleepsSystem -bool FALSE
```

If you change your mind later, you can undo this command by repeating it with TRUE in place of FALSE.

**\*\*Stop the Help Viewer from Floating\*\*** -- This may be my favorite "defaults" recipe of all time. In recent versions of OS X, the Help window (which appears when you choose most commands from any application's Help menu) floats

above all other windows, no matter what you do. You can minimize it to the Dock to get it out of the way, but that makes it awkward for switching back and forth between the Help window and your app.

With this simple command, you can make the Help window act like any other window — it'll appear in front initially, but you can click another window to bring that window in front of the Help window. Here's the command:

```
defaults write com.apple.helpviewer DevMode
-bool TRUE
```

To return the Help window to its irritating always-float behavior, repeat this command with FALSE instead of TRUE.

**\*\*Figure Out Why You Can't Unmount a Volume\*\*** -- Have you ever tried to eject a CD, disk image, or network volume, only to see an error message saying the volume is in use? If so, the maddening part can be figuring out which process is using it so you can quit that process. So enter the following, substituting for VolumeName the name of the volume you can't unmount:

```
lsof | grep /Volumes/VolumeName
```

This command shows you any processes you own that are currently using this volume; armed with this information, you can quit the program (using the kill command if necessary, which I discuss in the book). One frequent offender: the bash shell itself! If that's the case, you'll see something like this:

```
bash 14384 jk cwd DIR 45,8 330 2/Volumes/
Data
```

If you've navigated to a directory on this volume in your shell, Mac OS X considers it "in use." The solution in this case is to exit the shell, or simply cd to another directory.

If this command doesn't tell you what you need to know, repeat it, preceded by sudo.

**\*\*Reset the Launch Services Database\*\*** -- Mac OS X's Launch Services database keeps track of which programs are used to open which files, among other things. If you find that the wrong app opens when you double-click a file, or that icons don't match up with the correct items, you may need to reset your Launch Services database. Do it like this (be sure to enter this command as a single, long line):

```
/System/Library/Frameworks/CoreServices.framework/Frameworks/
LaunchServices.framework/Support/lsregister -kill -r -domain local
-domain system -domain user
```

Because this resets a lot of default mappings, your Mac may think you're launching applications for the first time and ask if it's OK. Agree to the alerts and you should be in good shape.

**\*\*Disable Your Mac's Startup Chime\*\*** -- If you're going to be turning on (or restarting) your Mac in a quiet environment where the startup chime would be distracting, you can turn it off with the following command:

```
sudo nvram SystemAudioVolume=%080
```

To re-enable it, you use a somewhat different command:

```
sudo nvram -d SystemAudioVolume
```

**\*\*Take Control of the Mac Command Line with Terminal\*\*** -- If you found any of these recipes helpful, note that there are 45 more in my freshly updated book. But that's not all. Even if you're a complete command-line newbie, I take you through everything from the very basics up through fairly advanced procedures that will bring joy to any propeller-head. The book covers navigation, working with programs, customizing

Terminal (and the command-line interface itself) to your liking, dealing with permissions, and a long list of other topics.

<<http://tid.bl.it/tco-command-line-tidbits>>

The command line is dead; long live the command line!

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read/post comments:  
<<http://tidbits.com/e/16231#comments>>  
tweet this article: <<http://tidbits.com/t/16231>>



The Illustrated iTunes License Agreement

by Michael E. Cohen: <[mcohen@tidbits.com](mailto:mcohen@tidbits.com)>, @lymond  
article link: <<http://tidbits.com/e/16056>>

If you have ever bought anything from the iTunes store, you have surely seen it before — at least the first couple of paragraphs if you haven't bothered to scroll down in the dialog: the iTunes Terms and Conditions to which you have to agree before you can buy anything. It's not the most gripping prose you'll ever encounter, but artist R. Sikoryak nonetheless found it inspiring enough to make it into a graphic novel, "iTunes Terms and Conditions: The Graphic Novel."

<<http://itunestandc.tumblr.com/>>

Currently comprising (as of this writing) 54 multiple panel pages drawn in the style of a variety of artists that includes Edward Gorey, Chester ("Dick Tracy") Gould, Kate "Hark! A Vagrant" Beaton, Hank ("Dennis the Menace") Ketcham, and Rube Goldberg, the terms and conditions appear as the narrative text for an ongoing action adventure story starring Steve Jobs (among others) in a variety of guises. The story begins at the very bottom of the Web page, so scroll all the way to the bottom and start reading to find out what you have agreed to as you attempt to unravel the story behind the story.

<<http://www.harkavagrant.com/>>  
<<http://tidbits.com/resources/2015-11/pg-41-rube-goldberg.jpg>>

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What is the CLOUD? / What is a Cookie?  
by Phil Chenevert, member and instructor for  
Computer Lab Workshops  
Cajun Clickers Computer Club, LA  
December 2013 issue, Cajun Clickers Com-  
puter News  
[www.clickers.org](http://www.clickers.org)  
ccnewsletter (at) cox.net

What is the CLOUD? And Why Is Everything  
Going There?

And if I send my pictures and stuff there, will  
all that data eventually fall out on my head?  
No need to worry, people. There is nothing in  
the sky floating over our head loaded with ga-  
zillions pieces of information.

The Cloud is really just a cute name that was  
made up for the internet; in other words a  
network of servers. If you've ever checked  
your email, you've used the 'Cloud'. (Your  
emails are stored on a server somewhere,  
which is then of course connected to the inter-  
net). YouTube, Gmail, Yahoo email, Dropbox,  
Facebook, Evernote, Mozy and scads of other  
things operate in the cloud; which means they  
are part of the internet and store stuff for you  
or allow you to use an application on line.

When you use the Cloud, your computer  
communicates with a network of servers.  
Some of these servers are specialized to pro-  
vide storage while others run applications.

This is one of the real innovations about the  
Cloud, putting your software online and  
'borrowing' it, instead of purchasing it and ac-  
tually installing it your computer. Google Docs  
is a fine example of this. I have many docu-  
ments, power point presentations and videos  
floating around somewhere in the Cloud that  
are available to me from any computer any-  
where and I can share them with anyone I  
choose by just giving them a web link. So the

Cloud is just a bunch of servers where things  
are stored.

What is a Cookie?

It seems like everyone who tries to explain  
what a cookie is just has to make a joke out of  
it (because of the name), so I'm not even go-  
ing to bother. In computer terminology, a  
cookie is data sent to your computer by a Web  
server that records your actions on a certain  
Web site. It's a lot like a preference file for a  
typical computer program.

When you visit the site after being sent the  
cookie, the site will load certain pages accord-  
ing to the information stored in the cookie. For  
example, some sites can remember informa-  
tion like your user name and password, so you  
don't have to re-enter it each time you visit the  
site. I like Amazon to remember me and my  
preferences and don't mind their cookies at  
all.

Cookies are what allow you to have personal-  
ized web sites like "My Excite" or "My  
Yahoo," where you can customize what is dis-  
played on the page.

While cookies have many benefits, some peo-  
ple don't like to have their information  
recorded by Web sites that they visit. For this  
reason, most Web browsers have an option to  
accept or deny cookies. Personally, I like  
cookies -- I think they taste great too.

## PULP Staff

Editor                   Stuart Rabinowitz  
 Distribution           George Carbonell

**Membership:** Anyone may become a member. Dues are \$12 per year and includes a one-year subscription to The Pulp. Meeting topics, times and places can be found on page 1 of this issue.

## Officers & SIG Leaders

**Leader:** \_\_\_\_\_George Carbonell                   860 568-0492                   [george.carbonell@comcast.net](mailto:george.carbonell@comcast.net)  
**Secretary:** \_\_\_\_\_Stuart Rabinowitz  
**Treasurer:** \_\_\_\_\_Charles Gagliardi                   860 233 6054                   [epencil@aol.com](mailto:epencil@aol.com)  
**Director at Large:** \_\_Phil Manaker                   860 659-4584                   [amanaker@earthlink.net](mailto:amanaker@earthlink.net)  
**Director at Large:** \_\_Ted Bade                   860 643-0430                   [tbade@cox.net](mailto:tbade@cox.net)  
**Director at Large:** \_\_Stuart Rabinowitz                   860 633-9038                   [s.e.rabinowitz@att.net](mailto:s.e.rabinowitz@att.net)  
**Web Manager:** \_\_\_\_Bob Bonato                   bob@bonatodesign.com  
**Membership:** \_\_\_\_\_Richard Sztaba                   [richer1@aol.com](mailto:richer1@aol.com)  
**Integrated SIG:** \_\_\_\_Stuart Rabinowitz

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