Club Information

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APCUG

An International Association of Technology & Computer User Groups

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The Whiteside County Senior Center will not open in March for meetings. We had 13 people at the February meeting with the Zoom app from APCUG. We will have to have another remote meeting in March.

Neal will host a few help sessions to answer questions you may have. Please try one, it's not that difficult if you have a camera and microphone. The time will be 7:30pm for all meetings and Fridays only

Mar 5 & 12
Joe Fornero

February

SCUG BOARD

MEETING MINUTES

DATE: 2/17/2021

Meeting was called to order by: V.P. Neal Shipley.

Attending the meeting were: Glenda & Terry MacLennan, Neal Shipley, Joe Fornero, Joe Schmitt, Janice Maves, Tom & Nancy Rich.

Treasurer's report was presented by: Joe F.

Discussion Highlights:

1) $25.00 memorials were given for Bobbi Berwanger and Ed Kerley.

2) A motion was made to sponsor Iggy, therapy dog, for 2021 and passed.

3) Neal will set up zoom for the March club meeting.

4) Terry suggests that we investigate SCUG taking a new direction to include doing trainings on cell phones &; things other than computers. A lot of people use cell phones, tablets, Fires, etc. for everything they do and do not own computers.

Future Programs: TBD

Meeting Adjourned.

*Respectfully submitted by
Secretary Nancy Rich*

HELPING OTHERS INTERGRATE TECHNOLOGY IN THEIR DAILY LIVES

Use keyboard commands to create screenshots in Win10
By John Stampfel

The Next Drawing

I learn something new every day. To someone's question "In Windows 7 (or 8 or 10), is there a simple way to press "print screen," and then press just one more key (on the keyboard) to have the image automatically stored in a .jpg, file with an auto-generated filename?"

I learned from the answer posted on Quora.com

by Pauli Vaara:

"Windows 10 has it built-in. Hold down the Windows key while pressing PrintScreen, and the screenshot will be stored in your user account's Pictures > Screenshots folder in .png format, which keeps the original quality, unlike .jpg, which 'mushes' everything more or less."

The modifiers (holding down ALT, or Shift, or Control) while doing this don't seem to have the same effect as without the Windows key. They used to let you select a section of the screen or the active window. Holding down Windows-ALTPrtScrn will capture the active window only and save it in your user account's Video/ Captures folder as a .png.

I used to use Windows-Shift-S to bring up the, also built-in, Windows 10 snipping tool. That allows selecting the area to be snipped. That saves the

snip to the clipboard. With notifications turned on, it allows you to click and edit and share, but it brings up the Photos app. Maybe that is sometimes useful. One can annotate, modify, save, or "share" (send to email.) Sharing here in Photos also includes, in Windows 10, the ability to share directly to "nearby" computers which also have the feature "share with nearby computers" turned on. The other computer must accept the share (like AirDrop on iPhones.)

Need a screenshot of something while in Word, Excel, or PowerPoint on Windows 10? That is now built into those programs. Check the Insert menu. So, more than one way to skin a cat.

By John Stampfel, President, Brookdale Computer Users Group
August 2020 issue, BUG Bytes
www.bcug.com

The regular drawing for next meeting whenever that happens, will be $50 gift certificate from Candlelight, 2 - $25 gift cards from   local family restaurants and a 1Tb flash drive, a USB flashlight plus some misc. items.

Helpful Memory Bytes
By Jim Cerny

Let's review and explore what we really need to know about basic computer storage (bits and bytes) and how it helps us get an idea of the data space needed to save and backup our stuff.

Suppose you landed on a planet and the aliens there only had one hand and only one finger on it (not ten fingers like we do). All they could do is flash a single digit or none at all (hence, a zero or one). How high could they count? Could they do basic math?

All computers use the binary system (a single digit of 1 or 0) – that is, they store and work with data saved in memory as zeros and ones. But there is NO LIMIT to how high you can count – you just keep adding on more zeros and ones. For example, the digits we know in our numbering system such as 1, 2, 3, 4, 5, 6, 7, 8, 15, 16, 31, 32, 33, etc. would be the following in binary = 1, 10, 11, 100, 101, 110, 111, 1000, 1111, 10000, 11111, 100000, 100001, etc. So, adding a new digit to the left doubles the size of the memory (or number). Believe it or not, math gets a lot simpler with only two digits.

A single binary digit is called a BIT. Eight bits together form a BYTE of data. Eight bits allow for 256 different combinations, enough to cover not only our 26-character alphabet but special characters and more. Every keystroke on your keyboard enters one byte into memory!

I love the old science fiction movies – where the spacecraft command center was filled with gauges and dials! To read a value on a dial you had to look closely and see where the arrow was. It showed measurement on a scale of lines and it was up to you and your eyesight to see the amount or "reading." But with binary digits, you don't care about "how much" you only need to know if it is there or not there -- a one or a zero. To get more accuracy, you just add more binary digits. So, you will need a lot of them, but they are cheap and much easier for use in electronics.

One KILO-byte of memory is 1024 bytes, but when we start dealing with really large amounts of computer storage, we round it off and call it a thousand.

One MEGA-byte of data is one million bytes or one-thousand kilobytes. Those old 3.5-inch computer disks (remember them?) held about one and a half megabytes or about 220 pages of text. A CD-ROM (computer disk) could hold about 700 megabytes, that's over 400 of those old floppy disks and about 90,000 pages of text. It is good to remember that photos, depending upon the number of pixels in them, can be from 10

or 20 kilobytes up to 2, 12, 24, or more megabytes each! So, is a picture worth a thousand words? You bet, and more!

One GIGA-byte is one trillion bytes or one-thousand megabytes. Now we are talking serious (and very inexpensive) memory! You can buy a small portable USB drive (called a "thumb" drive or "flash" drive) in various gigabyte sizes – I tend to like the 32 or 64-gigabyte size because it can easily hold all my photos and documents as my backup. Just one gigabyte can hold almost 700,000 pages of text. That's a den full of books. One HD (high definition) movie can take 2 to 5 gigabytes of memory. Movies and videos are moving pictures, of course, several pictures (or "frames") per second. Fortunately, the data used to store photos and movies are "compressed" or coded to take up much less space than you would expect.

One TERA-byte is one thousand gigabytes. For us normal people, this is a HUGE amount of memory! You can get a one-terabyte drive for about $50. It can hold 300,000 photos or about 500 hours of movies. And, unlike my memory, it will never forget anything.

The next memory size up is the PETA-byte -- yup, one-thousand terabytes! And, no, they are not going to run out of prefixes. All just to store ones and zeros.

I use a nice little thumb drive I use to back up my memory, but I seem to forget where I put it!

By Jim Cerny, Help Desk Host, The Saratoga Users Group
July 2020 STUG Monitor
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Thank Ben Franklin - For the Library, that is
By Phil Sorrentino

Ben Franklin is remembered for many things political and technical. I'll leave the politics to the history buffs, but on the technical side, he invented the Lightening rod, bifocal glasses, the Franklin Stove for home heating, and the odometer. And most important to us lately, he laid the groundwork for the public library system.

Libraries have changed a lot since Franklin's time, but the idea of a source of information or entertainment to be loaned out for free, to members, has endured for almost 300 years. Initially, books were probably the only things being loaned out, but nowadays the library loans out eBooks and audible books, as well as movie DVDs, music CDs, and TV shows, and the always popular classically bound books, many of which are mercifully in Large Print. Although initially and up to just a few years ago, a person had to visit the library to borrow an item, today we have computers, tablets, and phones that allow us to borrow an item without ever having to show up at the library. (However, you probably have to go once just to join the library and get a library card, though that, recently, may have even migrated to online activity.)

OverDrive Icon   Libby Icon

Today, most public libraries subscribe to a service called OverDrive to catalog and manage their electronic offerings. When you borrow an electronic item, you download a license file to your computer. The license file is an .acsm file type, for those of you interested in the details. So, borrowing an electronic item entails downloading the item's license file to your device and then using the appropriate reader/viewer/player to read/view or play the electronic item. And don't worry about returning the item because after the borrowing period ends, the item will automatically be returned to the library (No Late Fees, pretty neat, don't you think).

You can even return the item early if you finish it before the borrowing period ends; just look for a button to "Return" the book. Fortunately, all of the steps required to borrow and return an item are done for you by an app that you initially download to your device. Once it is downloaded, you then use it to borrow the electronic items. When you first use the app to connect

you to your local Library system, you will establish an account with an account name (usually your library card number) and a password or PIN. This is now the account you will use to borrow electronic items. Two of these apps are Overdrive and Libby, both of which are used to borrow eBooks and audible books. Overdrive has been around for a while and allows you to borrow eBooks and audible books so you can then read them with a reader like the Kindle reader. Libby is newer. Not surprisingly, Libby is made by the same company that makes OverDrive - the OverDrive Company. Libby not only helps you borrow the item, but it provides a reading environment, so you can borrow and read eBooks or listen to audible books, all within Libby. (So, you don't need the Kindle reader if you use Libby.)

eBooks and Audible books are typically shown in a library-like view, and you will have an opportunity to borrow any available item, i.e. the book's license has not checked out. If you find a book that you are interested in, typically you can borrow the book just by clicking on "borrow." The book (license file) will be downloaded to your device and you will be able to read or play it with an appropriate reader or player, for the amount of time specified by your library. Just like physical books, these electronic books can only be borrowed by one person at a time. If an item is checked out by someone else, the item will show up as not available and you will see an option to place a hold on the item. Once you place a hold on an item, it will be added to the "hold" section of your account. When it becomes available, you will typically get a "book available" notification email. Just as an example, an eBook borrowed from the Hillsborough County library, using Overdrive can be kept for 14 days.

Many of us may remember Hoopla, Fran & Ollie, or was that Kookla, Fran & Ollie. (Well, that probably gives away the fact that I grew up in the 1950s near New York City.) But the important point here is that Hoopla is a new free Streaming service being offered by many library systems, in particular the Hillsborough County Public Library Cooperative. (HCPLC). Many of us are probably familiar with borrowing eBooks and audible books from the library using Overdrive or Libby on our mobile devices (phones and tablets), but Hoopla goes a step beyond and provides free streaming of much of the library's video inventory. Hoopla is a cloud-based digital media platform that enables users to instantly borrow entertainment and

educational material using the Hoopla app on a tablet or smartphone. Think of Hoopla as pay-per-view or video streaming, where your public library is picking up the cost.
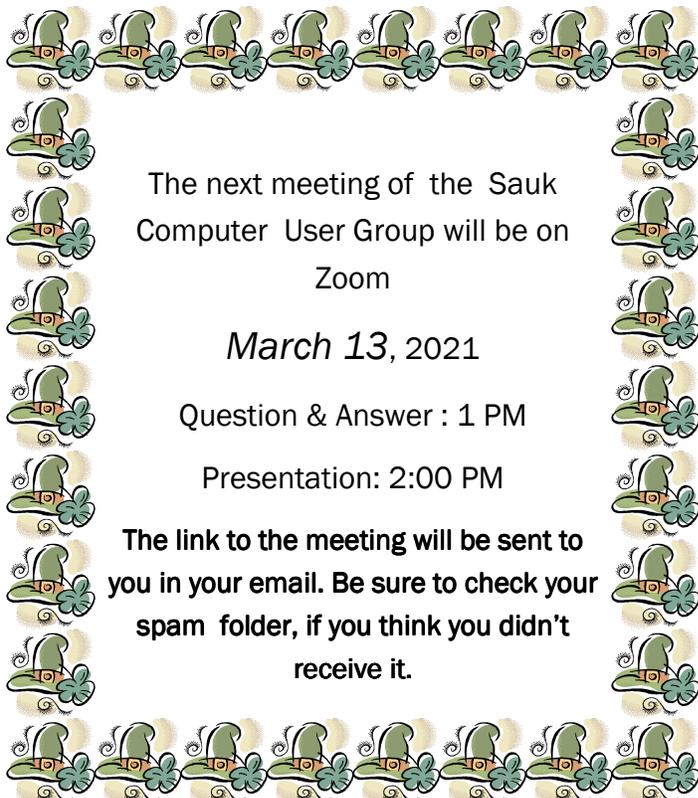
Hoopla is a website (Server) and app (Client for mobile devices) that allows you to borrow movies, TV (shows & episodes), and Music selections. The website is hoopladigital.com and the App looks like this:

All streaming services are vying for your time and most are also after your money, but Hoopla is free. Hoopla is more like a library than a "blockbuster" store (for those of you who can remember that far back). All you need is a library card and you can get an account. Once you have an account, you can borrow movies, TV shows, music CDs, eBooks, audible books, and comics (cartoons). When you borrow these items, like borrowing items from any library there are some restrictions. Libraries have different limits, so check with your particular library system. Libraries may limit the number of items borrowed per month, or the amount of time you may have access to the item. HCPLC allows you to borrow 20 movies per month. When you borrow a movie, you can have it for up to 3 days. CDs borrowed via Hoopla are good for 7 days and audiobooks are good for 21 days. A quick look at HCPLC revealed over 12 thousand movie titles, over 2 thousand TV show episodes, over 45 thousand CD titles, over 180 thousand eBooks, over 51 thousand audible book titles, and over 10 thousand comics (cartoons) listed. With that much free streaming from the library, you may not need all those costly streaming subscriptions, though I doubt if Hoopla will replace any of the popular streaming sites like Netflix or Amazon. It is probably just a free adjunct, but if funds are tight it may just be a good free alternative.

By Phil Sorrentino, Contributing Writer, Sun City Summerlin Computer Club
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There will be a Question & Answer Session starting at 1 PM on Zoom. Bring any questions you have about your computer or problems you may be having. It will be conducted by:

Neal Shipley

The next meeting of the Sauk Computer User Group will be on Zoom

March 13, 2021

Question & Answer : 1 PM

Presentation: 2:00 PM

The link to the meeting will be sent to you in your email. Be sure to check your spam folder, if you think you didn't receive it.

Neal Shipley will be hosting an online Zoom meeting with a Question & Answer time and will have a presentation on a relevant computer or cell phone topic.