

ISLE OF WIGHT PC USER GROUP

Issue-105



SEPTEMBER 2000



Brenda, Dorothy, Alan, Peter and Bob pictured with Denny at our recent Barbecue

Inside this issue:

With his usual flair for the Annual Barbecue, Denny once again excelled in organising a very pleasant evening. As soon as the first arrivals made their appearance at Denny's home in Sandown, the meat was cooking and the salad and bread rolls were arranged for all to help themselves to a lavish banquet. There were chicken legs, special types of sausage, beef and bacon burgers plus a vast array of salads and cold drinks, beer and wine and to top it all off, there was a mouth watering selection of cream gateaux and cheesecake.

The atmosphere was congenial and everybody enjoyed talking about their favourite subject - computers and the difficulties surrounding them. Denny was, as usual, the target for many questions that our members had and all needs were met regarding their computer difficulties.

This event is a highlight of the year where members can relax and have a good time. It was unfortunate that the Investment Club members were unable to make it to the Barbecue. However, our thanks must go to Denny for all his hard work. A splendid evening at 20 Queens Road.

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ISLE OF WIGHT PC USER GROUP- COMMITTEE MEMBERS

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It is always good news when you win something in a competition as was the case with myself recently. I received a letter from Bite Communications in London to say that I had won a Logitech QuickCam Pro in the PC Magazine competition. The Webcam camera now sits proudly on top of my tower case ready to use to contact anyone for video-conferencing. If there is any member in IWPCUG that has a video webcam, please contact me as I would like to communicate with you to check out this piece of equipment.

In addition I have recently spent a few days putting together a new motherboard and chip as a club member bought my previous Pentium II motherboard and 400MHz chip from me. I decided to purchase an Abit KA7 KX133 SlotA Athlon ATX Motherboard with 200MHz BUS, which contains 4 IDE and 2 USB slots. This motherboard supports PC133 SDRAM memory and four 168-pin DIMM sockets, and up to 1GHz chipset. I also purchased an AMD K7 Athlon Slot-A 700MHz chip and a Coolermaster DP2-5G52 to 900MHz K7 Cooler and fitting them proved to be a learning curve. Fortunately I enlisted the help of a learned computer boffin from Elmfield who kindly pointed out my mistakes. It still wasn't plain sailing however, as I had to format my hard drive to reinstall Windows 98 and then the BIOS setup proved to be an uphill challenge. At first I had the "Future ATA IDE Controller" enabled in the BIOS, which in turn caused my computer to keep crashing, until I realised that as I wasn't using the 3rd and 4th IDE sockets, it wasn't necessary to have this item enabled. I also made the mistake of installing the Service Pack Drivers for Windows 98SE, which caused further blue screens. I then realised that I didn't have Windows 98SE only Windows 98, so I had to format my hard disk again to reinstall Windows 98. I did manage, however, to upgrade my BIOS by downloading the latest Award BIOS Flash from the Abit Motherboard site on the Internet. I have managed to emerge from this traumatic time tired but unscathed.

An interesting evening was spent at John Bownas's home at Cowes on August 21st to discuss matters appertaining to Linux. We had the privilege of being instructed by Oliver Elphick on the intricacies of Debian Linux, which proved to be more complex than the normal Linux distributions, such as Red Hat, SuSE, Caldera and Mandrake. However, Oliver was very knowledgeable and was able to answer most of the questions fielded by those members that were present. John Bownas had two computers set up with SuSE Linux although the 386 computer was not in a graphical form. The main computer, however, contained the graphical form of SuSE Linux and John had prepared the interface to show the equivalent of Adobe PhotoShop, namely Gimp. John explained how he had arranged his interface with the various applications being earmarked ready for use. My personal feeling is that although this was a useful meeting, it would be more meaningful if Linux meetings could be arranged to discuss the other distributions in greater depth.

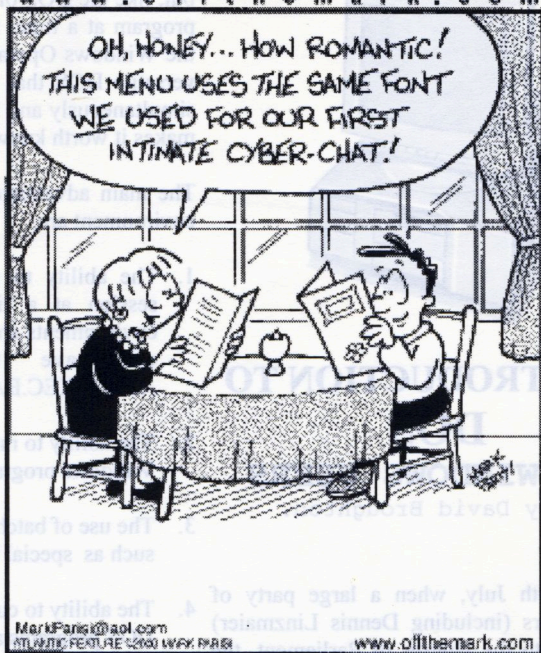
This has definitely been my month for winning prizes, as after entering a competition in Micro Computer Mart, I was pleasantly surprised when the postman delivered a parcel and upon opening the said package, I discovered that I was the lucky winner. I had won a copy of "Corel Linux For Dummies including a CD-ROM valued at £23.99" This valuable book contains a complete reference together with pictorial illustrations on how to use Corel Linux.

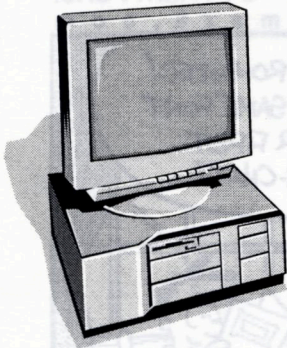
Recommended website: Get answers to your questions - including gardening, genealogy, travel, medical conditions, technology and many more subjects. For more info go to:-

<http://www.askme.com>

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AN INTRODUCTION TO DOS FOR WINDOWS USERS

by David Broughton.

On 19th July, when a large party of club members (including Dennis Linzmaier) paid a visit to the Houses of Parliament, the evening meeting at The Riverside was treated to a talk with the above title. This was put together at short notice by David Broughton to fill a gap due to the absence of Denny. These are some notes from that talk.

Even if you have no requirement to run DOS (Disk Operating System) programs, it is useful to have some background knowledge of what it is. DOS was the original operating system for the IBM-PC. It uses a simple command line structure with a text screen. DOS commands consist of a command word (usually the name of a program to run) followed by optional parameters. The Enter key is used to start the program or command. For example, the DIR command will list a directory of files and the COPY command will copy files.

There are two kinds of DOS on Windows 95/98 computers: there is the raw DOS that is similar to DOS of olden days and there is the enhanced version that comes with Windows.

The raw DOS can run most DOS programs

but, like the DOS of old, you can only run one program at a time. Microsoft has provided in the Windows Operating System a much more versatile DOS that runs with other programs simultaneously and that has extra features that makes it worth knowing about.

The main advantages of DOS in a Windows environment are:

1. The ability to run more than one DOS session at a time, each with different environments and shells if required. (Each can have its own personalised AUTOEXEC.BAT file.)
2. The ability to multiprogram w i t h Windows programs.
3. The use of batch files for routine jobs, such as special backups.
4. The ability to cut and paste b e t w e e n DOS programs and between DOS and Windows programs.
5. The ability to invoke a DOS program or batch file by double clicking a desktop icon.
6. The ability to run a DOS program with a file parameter by simply dragging the file icon and dropping it over the DOS icon.

In fact, Microsoft has provided a much better DOS system using Windows than any old fashioned DOS system ever had.

Some of these features were explained and demonstrated, though there was not enough time to go into much detail. The main operations for setting up a DOS session using a desktop icon was shown using the Properties box of a copy of the MS-DOS prompt icon. It was shown how to set up a batch file to run on its own, how to use a batch file to set the environment and working directory of a DOS program, and how to cut and paste between Windows and DOS programs.



A program that generated prime numbers was shown running minimised in the background in this way.

One can easily switch between these modes whilst the program is running. But one cannot, of course, switch to running in raw DOS mode, which could be classified as a fourth mode.

The use of long file names is sometimes a problem but the Windows version of MS-DOS will handle these names if they are placed within double quotes on the command line. For every long file name there is an equivalent short file name in the old 8.3 format so even old DOS programs can be run on files with long names. The DIR command will show both forms of file name.

DOS programs can run under Windows in three ways:

1. As a full screen DOS program. This looks and feels just like an old-fashioned DOS computer -- you cannot tell from the screen that it is running and It should be pointed out that Microsoft are multiprogramming under Windows. This mode uses the fixed font text screen.
2. Maximised. This way of running is within a graphics window that does not fill the entire screen. The font size can be changed in this mode and the clipboard is available for cutting and pasting in either direction.
3. Minimised. In this mode, you only know the DOS program is running because you see it on the task bar. It can be waiting for input or it can be doing heavy computing.

It should be pointed out that Microsoft are gradually running down DOS. In the Windows Millennium version (as used on the club's own computer) the raw DOS mode is not available which means that some older games programs will not run. But all the features of DOS described above are present.

Much of the terminology in this article will not be familiar to more recent members who have never known DOS. For reasons of space I have had to keep this article within reasonable bounds. Members are invited to ask me for more details on any of these DOS features by e-mail or at meetings and maybe, if there is sufficient demand, the talk can be repeated for those who missed it.

START MENU GOODIES

If you want to access the Control Panel and your Internet History from the Start Menu, meaning that you have a quicker and easier route to these items, there is a technique you can use. Right click on the Start button, choose Explore, then in the Explorer window which pops up, create a New Folder. Rename the folder, as below, and hit enter. Note that each of the lines is unbroken and has no spaces in it and there are only zeros in the line and no letter O's.

Control Panel

Control Panel.{21EC2020-3AEA-1069-A2DD-08002B30309D}

History

History.{FF393560-C2A7-11CF-BFF4-444553540000}

SPECIAL REPORT Windows Me: Final Verdict

We've prodded, kicked, and stomped on Windows Me for months. Now it's time to give you the results -- and our best advice.

By Dave Methvin, John Waram,
Serdar Yegulalp, and Scot Finnie



This isn't just a collection of bug fixes and minor features. Microsoft has made a notable effort to address widely experienced pitfalls and missing functionality in its Windows for consumers.

(Extracts from www.winnmag.com)

Windows Me, the first significant upgrade to Windows 95 since Win98, is knocking at your door. Microsoft hoped to put Win9x out to pasture a couple of years ago, but Windows Millennium Edition -- an evolutionary upgrade to Windows 98 -- proves reports of Win9x's death were greatly exaggerated. What's more, for the first time Microsoft is charging a lot less for the upgrade.

With the WinMe code finished and the shrink-wrapped box set to hit store shelves by September 14, Microsoft recently announced its first price reduction since the introduction of Windows 95. The company has initiated a "promotional price," which will be in effect at least until January 15, 2001, on the Upgrade Version of Windows Me.

Is Millennium for You?

Is this a big upgrade or an inconsequential one? What are the major benefits? Roughly speaking, this is about as significant an upgrade as was Windows 98 over Windows 95. In fact, Microsoft would have called it Windows 2000, but, er, that name was already taken. WinMe's emphasis is on improving reliability and preventing problems. It also attempts to catch up with trends in the digital media area by adding features that support audio playback, home video editing/management, and image scanning. Less frequently talked about is Microsoft's effort in Windows Me to make the operating system communicate more effectively with its users, with the new Help system and many other areas, such as error messages and message boxes. Microsoft has also tried to make the process of home networking easier to configure and manage.

2nd Report from PC Pro Magazine (extracts)

From its humble beginnings

Right back at the start of the family tree is Windows 1. The Windows family moved from the single document non-overlapping window model of Windows 1.x to the more familiar 'look and feel' of Windows 2.x. But under the covers, more important changes were afoot. Windows 2.x had gained real memory management, and there were early tinkering with full protected mode memory support in the rarely-seen Windows 2.1 386 product of the late 1980s. This was the precursor to the full protect mode memory management version of Windows 3 in 1990, at which point Windows moved into the mainstream and started to conquer the world. In the usual way, Windows 3.x went through a number of subversions, including gaining TCP/IP and networking client/server support until we arrived at the big Windows 95 release some five years later. Be in no doubt that Windows 95 added a whole raft of capability to the core platform - plug and play, power management, support for a huge range of hardware were just the starting points. The rapid adoption of Internet protocols meant that HTML and TCP/IP were no longer optional components, but core foundations. In the usual way, 95 went through a few Service Release subversions, gaining USB support along the way.

Then came Windows 98, which had built-in Web functionality, more Wizards and better setup and management facilities. The driver model had been somewhat improved with the introduction of the WDM (Windows Driver Model), which meant that drivers could be targeted at forthcoming operating systems.

Casting off the legacy

Microsoft's very conservative approach to hardware migration meant that this wasn't a task that could be rushed. It could be argued that this approach backfired because WDM represents essentially a new target platform for the driver authors. However, it's clear that this approach was an honest and honourable attempt to get the third-party developers moving towards a future unified Windows platform.

In terms of what you got in the package, Windows 98 brought IE 4, more ease of use and better Wizards. Between the release of Windows 95 and 98, one major shift had already happened. DirectX had taken the games world by storm and, in the matter of a few short years, games had moved off the DOS platform and into the Windows one. As hardware specifications accelerated towards orbit, the ability of Windows to support high-speed, high-quality immersive games became unquestioned, and Windows became the computer-based gaming platform of choice.

ME should really be called Windows 98 Third Edition, but the marketing people have palpitations at the number '98' now we're into a new millennium. Exactly the same recipe has been used. Take the latest browser (now Internet Explorer 5.5), wrap in some multimedia goodies in the shape of Media Player, and throw in some helpful Wizards for getting beginners connected to the Internet.

Finally, be brave enough to take away support for config.sys drivers, 16-bit drivers and most of the more ancient of legacy support, and as Microsoft has again done what it has been so good at in the past, made it easy to use. This is what Windows Millennium is about - making computing less nerdy and more interesting.

Millennium comes with a small selection of Internet enabled games including Backgammon and Draughts. There is also the System File Protection, whereby you can ensure that key operating system files aren't accidentally overwritten by older versions. It's a good capability together with System Restore

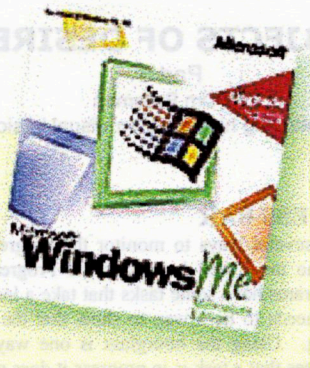
which enables you to go back to a previous configuration. In addition there is Personalised Menus, where only the most recently used menu items appear. The inclusion of IE 5.5 is welcomed - it's now a solid, reliable and extremely capable browser that has excellent XML capabilities which will be very valuable in the forthcoming '.Net' world. Media Player is excellent too and allows all visual and aural media, including Internet-based sources, to be located in one place. It also gives a clue to some of the design ideas that Microsoft is pursuing for future Windows versions.

Maybe this really is it - the last in the line that goes back to the earliest primordial soup days of Windows in the 1980s. But like any aged film star, there's still a twinkle in the eye that suggests that she might just be back again for one last farewell concert next year.

Editor's Note

I have used the beta version of Windows ME and found that this new operating system to be a worthy successor to Windows 98. It seems to be more stable and I particularly liked the new Help and Support section which is much more comprehensive than 98. Windows Movie Maker is a basic video-editing package that lets you pull together video from a number of sources and Windows Networking has been updated. I also liked the new colours and interfaces that make computing a much more pleasant experience. Windows ME upgrade installs neatly over Windows 98, which should save money. (£38.77 inc. vat from:

Dabs Direct - <http://www.dabs.com>)



“OBJECTS OF DESIRE”

Part 5

by Tim Bateman

(Continuing his article on Visual basic)

PROGRESS BAR

There are several ways to monitor the progress of a task but the most well known is the Progress Bar. Many programs have some tasks that take a long time and there needs to be a way to show that the task is progressing. Using the hourglass is one way but it only indicates that a task is in progress it does not give an indication of how near to completion the task is. Also, if the program crashes in the middle of the task you may still have the hourglass displayed and therefore have no indication that anything is wrong. The Progress Bar is ideal for this situation. For example, the Detect Hardware task of the Add New Hardware wizard uses the Progress Bar to indicate the amount of the task completed. In this case the Progress Bar shows you two things. Firstly, as long as the bar is changing, you know that the task is progressing. Secondly, by looking at the progress bar, you have some idea of how much time is left before the task is completed.

Several properties influence the look of the Progress Bar but the two most important are Height and Width. Microsoft recommends that a Progress Bar is at least 12 times higher than its width. Other important properties are Min, Max and Value. The Min and Max properties can be set either at design time or run time and represent the minimum and maximum values allowed. The Value property can only be set during run time. It starts out the same as the Min property and is continually incremented until the Max property is reached. The number of chunks displayed is always a ratio of the Value property to the Min and Max properties. For example, if the Min property is set to 1, and the Max property is set to 100, a Value property of 50 will cause the control to display 50 percent of the chunks.

The Progress Bar can only be used when a minimum and maximum is known. When a Max property can't be set in advance an Animation object is used instead which continuously shows an animation until a Stop method terminates the event.

A Progress Bar usually doesn't appear until an operation has begun, and disappears again after the operation ends. This is achieved by setting the Visible property to True to show the Progress Bar while it is running and set to False when the operation finishes.

Example: My Computer/Control Panel/Add New Hardware/Detect Hardware.



SLIDER

The Slider object is another means of entering numeric data into a program. The Slider works like the graphic equaliser on a hi-fi.

The three main Slider properties that control how it displays are Orientation, TickStyle and TickFrequency. The Orientation property determines whether the Slider is displayed horizontally or vertically within a form. However, most Sliders are displayed horizontally. The TickStyle property sets the way a mark is displayed along the side of the Slider. The mark can be above or below the Slider. It can also be both sides of the Slider or there can be no mark at all. The TickFrequency sets the frequency of tick marks on a Slider within its range. For example, if the TickFrequency property is set to 2, there will be one tick for every 20% increment in the range.

The Slider also has several properties that are similar to the Scroll Bar. The Min and Max properties set the Slider's range. One typical range would be between 0 and 10 with the Min property of the Slider set to 0 and the Max property set to 10. The Slider object also has the LargeChange and SmallChange properties but these set the distance moved when using the keyboard. The LargeChange property sets the number of ticks the slider moves when the PAGEUP or PAGEDOWN keys are pressed, or when you click the mouse to the left or right of the slider. The SmallChange property sets the number of ticks the slider will move when the left or right arrow keys are pressed.

Example: My Computer/Control Panel/Mouse.

TIMER

Although most objects can be seen there are some that stay hidden but are available for programmers to use. One of these objects is called the Timer. This object works like the cooking timer on a microwave. It

counts down a specified amount of time and then triggers the Timer Event. The programmer can specify the action that should occur by writing code that is placed in the Timer Event procedure. The Timer works by counting down the number of milliseconds that have elapsed since the form containing the object was loaded or since the last time the Timer was triggered. The Interval property sets the amount of time that elapses before the Timer Event is triggered and it can contain any number between 0 and 65,535.

In my Objects of Desire program I have used one Timer to constantly update the time on the Label page and also to cause the Lines to move and change colour on the Lines page. When the user leaves the Lines Tab page the Timer Interval property is changed to 0 to stop the Lines moving and when the user returns to the Lines Tab page the Timer Interval property is returned to 200. This also demonstrates that you can have multiple Timer Objects within a program.

FILES, FOLDERS AND DRIVES

DRIVELISTBOX

A DriveListBox object enables a user to select a valid disk drive at run time. This object is used to display a list of all the valid drives in a user's system. The DriveListBox is actually based on a Combo Box but is limited to displaying valid disk drives.

Example: Start Menu/Run/Browse

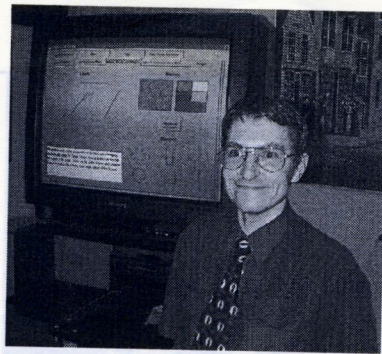
DIRLISTBOX

A DirListBox object displays folders and paths at run time. It is used to display a hierarchical list of folders. The DriveListBox is actually based on a List Box but is limited to displaying folders on the current drive.

FILELISTBOX

A FileListBox object lists files in the current folder.

When the DriveListBox, DirListBox and FileListBox are first placed onto a Form they are totally separate objects so altering one does not affect any of the others. For example, changing the DirListBox to a different folder on the Hard Disk does not change the files displayed in the FileListBox. However, the three boxes are not very useful when not linked together. So they can all be linked using the Drive property, Path property and the Change Event. The Drive property sets the selected drive and the Path property sets the selected path. When the DriveListBox display is altered the Change Event is triggered and the current Drive Letter is recorded. This information is then passed to the DirListBox which changes to the current folder within the Drive Letter displayed in the DriveListBox. This also triggers the Change Event within the DirListBox causing the Path property to be



set to the current folder. This information is then passed to the FileListBox which displays all files in the current path. This is an excellent example of cascade changes caused by Events and affecting Properties.

The DirListBox and FileListBox are not widely used because the TreeView and ListView are much more powerful. Both the TreeView and the ListView are what you see when you use Windows Explorer. However, they are complicated to set up so are outside the scope of these notes.

CONTROLLING MOUSE BEHAVIOUR

Although the mouse cannot be classed as an object I feel it is still worth mentioning because there are ways to control its behaviour that can help the user.

Nearly every object mentioned above has properties that are used for controlling the way the mouse cursor looks. These properties are MouseIcon and MousePointer. The MousePointer property determines what type of mouse pointer is displayed when the mouse cursor passes over a particular object. There are 17 different pointers to choose from but they use the Mouse Pointer Scheme specified in the Mouse properties of Control Panel. The very last pointer type is called Custom. If the MousePointer property is set to Custom then a totally different mouse cursor can be specified using the MouseIcon property. This can be any file with an extension of .cur (which is a custom cursor) or .ico (which is an icon). This high-lights an interesting point which is that the mouse pointer can actually use an icon picture. My Objects of Desire program uses Text Boxes to demonstrate the way this works but it can work the same way with almost any object. The only objects that do not have these properties are Lines, Shapes and Timer. This is because the user has no control over these objects during run time. This technique is used to direct the user away from areas where the programmer does not want the user to be. One example is when a program is being installed using a wizard. If the user moves the mouse cursor outside the wizard then the mouse pointer changes to an hourglass.

(Continued on page 13)



NOVEMBER SHOW

MEMBERS INTERESTS

We are hoping that some of our own Members will enjoy the opportunity to share their computer interests (business as well as leisure) with us at the Show this year. Can anyone show us how they use computers with: *cross-stitch; knitting or embroidery charts and patterns* or any other form of *artwork*? Does anyone use computers to help with *music* composition etc or CD labels etc? Perhaps some of you would like to show us how you are compiling your *family tree* using a computer and *writing up the family history*.

What leisure/business interests do you use your computer for?

If you would like to show us (and others) how you pursue your leisure/business interests using a computer, please give some thought to

bringing your computer etc. along on the 19th November. There are some extremely interesting and professional Members' web sites linked to the IWPCUG's own web site and we hope that you will participate in this years event. Please contact us as soon as possible for further details.

The Members Stands will be in the Workshop at the Riverside Centre and there is no charge for a Member.

ADVERTISEMENT –

'HOT KEY' – SHOW EDITION

Now is the time to register your interest in placing an advertisement in the *special 'Hot Key' Show Edition*.

Members may place an advertisement in this edition free of charge.

VOLUNTEERS

Thanks to Members who have volunteered their help – both on the day and in preparation **but WE NEED MORE HELP – PLEASE.**

Banners: We still only have one banner and one offer of help with making another. The materials are available, we have been offered a 'large floor space' to use and guidance can be given on how to produce the letters which need to be on the banner. Please will someone offer to help with this?

Marilyn Barrett
Computer Show Organiser

COMPUTER QUIPS

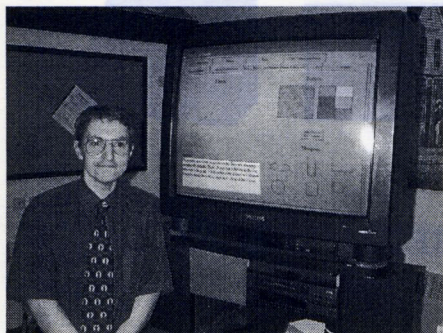
Progress is when you replace a £200 a week clerk with a £2,000,000 computer.

Gilda Petrov

Nowadays an underprivileged family is one that is making do with last year's word-processor.

Computer manufacturers are planning to tell their customers how long their computer systems will last. Two minutes longer than the final payment.

Edward Phillips



As well as controlling the way a mouse pointer is displayed most of the objects have events that are triggered by the mouse. These events are Click, Double-Click, Mouse Down, Mouse Move, Mouse Up. The Click Event occurs when the user presses and releases a mouse button or when the user presses the Enter or Space Bar when on a Command Button, the Arrow Keys when in a List or Combo Box or when pressing an access key combination. It is even triggered when the value of a Command Button, Check Box or Option Button are set to True. The Double-Click occurs when the user presses and releases a mouse and then presses and releases it again over an object within the system's Double-Click time limit. If Double-Click doesn't occur within the system's double-click time limit, the object recognizes another Click event. The double-click time limit may vary because the user can set the double-click speed in the Control Panel. When a programmer attaches procedures for the Click and Double-Click Events, they have to make sure they do not conflict.

The MouseMove event is generated continually as the mouse pointer moves across objects. An object recognizes a MouseMove event whenever the mouse position is within its borders.

The MouseDown and MouseUp Events occur when a mouse button is pressed or released. Unlike the Click and Double-Click events, the MouseDown and MouseUp Events can distinguish between the left, right, and middle mouse buttons. Code can be placed into these event procedures that use the mouse-keyboard

combinations SHIFT, CTRL, and ALT.

There are also Drag and Drop events.

Databases

In many ways databases are very similar to VB programs and it was through using the programming language that comes with MS Access, called Visual Basic for Applications, that caused me to then migrate to VB. The user interface within Access is based on Forms and uses most of the objects I have described above. The object characteristics are set using properties and actions are triggered by the same type of Events that are featured in VB including Click, GotFocus, LostFocus and MouseDown.

Web Pages

Even Web Pages use many of the same objects including Command Buttons, Labels, Text Boxes, Combo Boxes, Check Boxes and Option Buttons. They even have elementary properties like FontFace and Align.

My Favourite

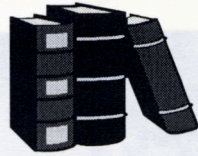
The Combo Box has to be my favourite object because of its versatility. There are over 3 different types of Combo Box. The types are: Combo Box, DataCombo Box and DBCombo Box. Each of these have the following Styles: Drop-Down Combo Box, Drop-Down List Box, Simple Combo Box. They all have elements of both a Text Box and a List Box and also let the user add items to the list that are not already included. Within a database I use this to display a list of Towns that can be chosen from. By typing the first few letters of the Town the rest of the town name appears, eg. type Ven and Ventnor appears. The more letters you type the more narrowed down the search is. If the town name does not already exist in the list then it is added to the list when the Combo Box loses the focus. The Combo Box also does not take up valuable space, unlike the List Box.

So what is your favourite Windows object?

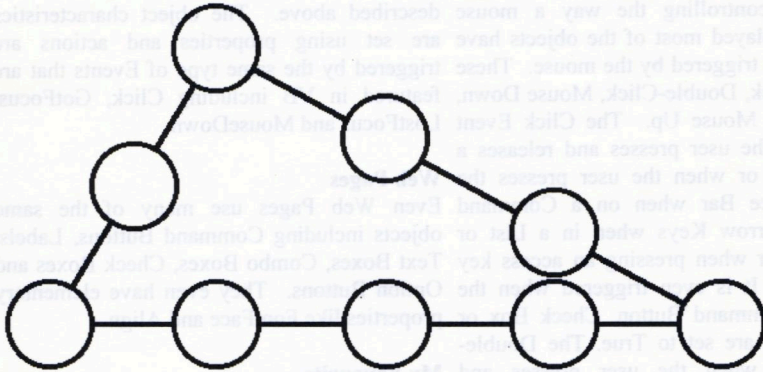
Tim



PRIZE PUZZLE CORNER
SEPTEMBER 2000
 by David Broughton



PRIZE PUZZLE FOR SEPTEMBER



Place the whole numbers 1 to 9 in the circles above so that the numbers in the circles along each side of the triangle add up to 20. There are many solutions but only one is required.

Please send your answers to me, David Broughton (for addresses see page 3), to arrive by Wednesday, 4th October, 2000.

The Isle of Wight PC User Group

welcomes all owners and users of
 IBM Compatible Personal Computers.

It is a group which seeks to exchange ideas
 and seek new information.

Our meetings are informal on the **first and
 third Wednesdays of each month at The
 Riverside Centre, Newport, 7.30 - 9.30 pm.**

The first Wednesday has usually a formal talk
 whilst the third Wednesday is more informal,
 geared to the new user and aims to help out
 members with specific problems.

Membership is £12 per year.

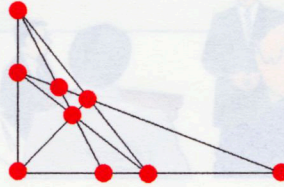
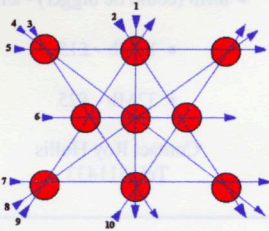
This journal, "HOTKEY", is produced
 every month.

Visitors are welcome.

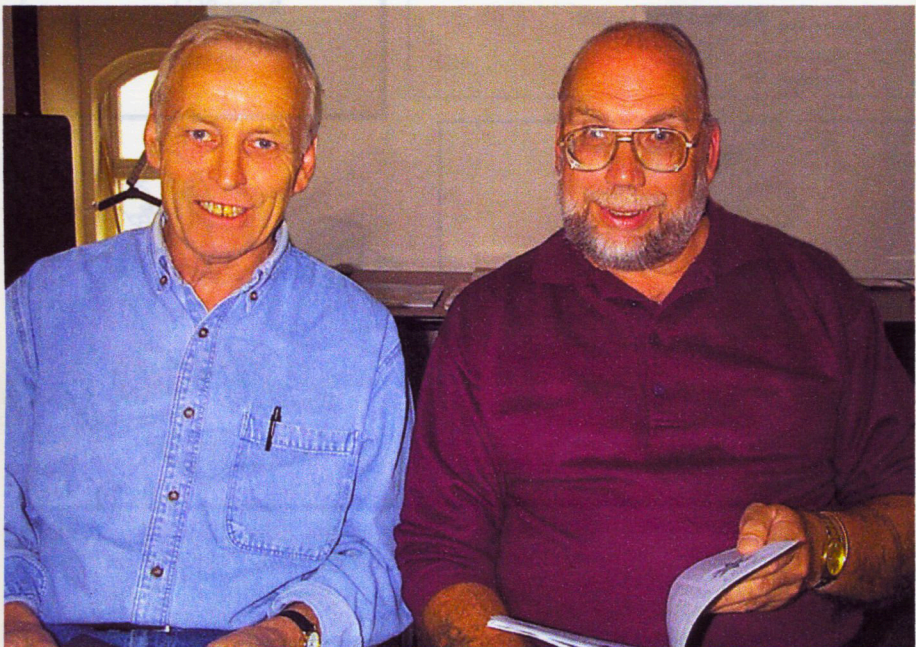
If you would like to know more about us, either
 come along to one of our meetings or
 contact one of our Committee Members on
 one of the numbers on page 3.

ANSWER TO THE JULY PUZZLE

This puzzle required you to place nine coins in such a pattern that there are ten rows of three coins. Dennis Linzmaier sent in the diagram shown below left and a similar one was presented by Rosemary West.



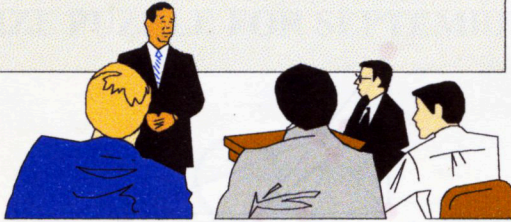
Michael Hodge came up with a different diagram (above right) which includes three rows of four coins each of which could be counted as six rows of three coins. Whilst not quite what I had in mind, it is a valid answer. Michael won the draw. Congratulations to all three solvers.



Rodney Rich and John Phillips pictured at a recent meeting at Riverside Centre

MEMBERS NOTICE BOARD

This Board is **FREE** to members
Please use it!



FOR SALE

MEMORY - EDO SIMMS

• 5x 4Mb - £5 each

- 8Mb (could be bigger) - £10
- 16Mb - £15
- 32Mb - £25

Contact Roy Hollis
Tel. #####

FOR SALE

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BOOK

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Tel. _____

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Tel.
#####

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40 Speed CD ROM Drive - £15

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Contact:
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Tel. #####



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