



# DACS.doc

A Computer & Technology Newsletter

December 2017

Volume 28, Issue 12

\$2.00

Next Meeting, December 5:

## Minecraft, the Game - Its History, How to Play, and How to Come Out Alive



# Directors' Notes

## Danbury Area Computer Society

Board Meeting Minutes  
Wednesday, November 8, 2017

The meeting was called to order at 7:03 pm by the DACS President, David Green.

In attendance were Board members Richard Corzo, Dick Gingras, Andy Woodruff and David Green (President). Also present was Charles Bovaird, who had agreed to take minutes of the meeting.

The Minutes of the 10/3/2017 (October) Board Meeting were accepted.

The October Treasurer's report was received from Bert.

Dues receipts came to \$160, enough to give us a very small gain for the month and more than October a year ago. The total Year to date (10 months) dues receipts continue slightly below last year, but only by \$83.00.

Expenses continue to be normal and the 10 month year to date totals continue similar to 2016, adjusted for John Patrick's book expenses (that he covered). Our General Fund balance of \$2,895 is again slightly above last year's October balance.

The reserve that we need for pre-paid dues now stands at \$1,183, well below the \$2895 on hand (does NOT count the Resource Center Fund).

The Resource Center Fund continues to have a balance of \$655.

The Membership report was received by e-mail from Jim Scheef.

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88 paid-up members (including 2 new), and 11 in-grace, for a total of 99.

40 people attended the 10/3/2017 general meeting, including 9 visitors. David Green reported that press releases were sent out as usual.

## Websites:

Richard reported no significant problems on the DACS website.

## Old Business

### Programs:

At the December 2017 meeting Drew Kwashnak and his son Thomas will speak about Minecraft

Preview - *Jim Scheef*

Review - *Richard Corzo*

At the January 2018 meeting Andrew Ribeiro, a member of the Danbury AI Meetup group, will speak about Artificial Intelligence.

Preview - *Richard Corzo*

Review - *Andy Woodruff*

Dick has been in contact with the Apple Store about a presentation. Their policy has always been to insist that events be held in the store, but there appears to be a possibility that the policy will change.

## Renovation of the Resource Center

Dick reported that a donation of used carpet may be available from the Matrix Center. He is in conversation with Bruce Tuomala about this.

## New Business

It was agreed that the December Board Meeting will take place on December 6 (1st Wednesday of that month).

Election of two new board members will take place at the December General meeting.

Snacks for General Meetings:

*Richard Corzo* will provide snacks for the December meeting, and David Green will bring the drinks

*Bert* will contact Jim about asking non-renewing members (by e-mail) for feedback concerning why they are leaving DACS.

A discussion took place on how we can get more visitors to the DACS general meeting.

The meeting was adjourned at 8:35 pm.

— *Charles Bovaird*

## Membership Information

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## Postmaster

Send address changes to Danbury Area Computer Society, Inc., 4 Gregory Street, Danbury, CT 06810-4430.

## Editorial Committee

Managing Editor: Richard Teasdale  
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## Contributors

Charles Bovaird	Richard Corzo
Drew Kwashnak	Lisa Leifels
Dave Mawdsley	Bruce Preston
Jim Scheef	Annette van Ommeren
Andy Woodruff	

DACS, its officers and directors assume no liability for damages arising out of the publication or non-publication of any article, advertisement, or other item in this newsletter.

The editors welcome submissions from DACS members. Contact Richard Teasdale ([dacseditor@dacs.org](mailto:dacseditor@dacs.org)). Advertisers, contact Charles Bovaird at (203) 792-7881 ([aam@mags.net](mailto:aam@mags.net))

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Danbury Area Computer Society, Inc.  
65 Legion Rd,  
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Dick Gingras APCUG Liaison  
[rgingras@dacs.org](mailto:rgingras@dacs.org)



Apple User Group

## Officers

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## Committees

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**PROGRAM:** [vpprograms@dacs.org](mailto:vpprograms@dacs.org)

**WEB MASTERS:** Richard Corzo ([rcorzo@dacs.org](mailto:rcorzo@dacs.org)), (203) 797-1518

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**PRESS RELEASES:** Dave Green ([dgreen@dacs.org](mailto:dgreen@dacs.org))

**APCUG LIAISON:** Dick Gingras ([rgingras@dacs.org](mailto:rgingras@dacs.org))

**MEMBERSHIP COORDINATOR:** Jim Scheef ([membership@dacs.org](mailto:membership@dacs.org))

**RESOURCE CENTER:** (203) 748-4330 • **WEB SITE:** <http://www.dacs.org>

## HelpLine

Our former telephone HelpLine has been replaced by our web-based DACS Community Forum at <http://forum.dacs.org>. We have topic-specific forums where DACS members can post questions. Questions may be answered by Workshop leaders or other DACS members. If none of the categories fit your question, just post it to the Ask DACS forum.

### Topic

Linux

Desktop publishing and website design

Mac and iPhone/iPad/iPod touch

Online/small business

Single board computers

Smartphones & Tablets

Social media

Video capture/processing

Windows

### Forum

Linux Workshop

Web Site Design Workshop

Apple Workshop

Online Business

Single Board Computers

Mobile Devices Workshop

Social Media

Video

Windows Workshop

## There are Many Ways to Join DACS



An easy way to join DACS is to attend one of the monthly general meetings. General meetings are normally held on the first Tuesday of each month at Danbury Hospital. Or join right on our Website via the PayPal link, where you may also pay by credit card without a PayPal account.

General meetings are always free to the public, but only members benefit fully from DACS' many other events, activities, and publications. As a member you become part of a dynamic computer group in the Greater Danbury Area.

You will receive a subscription to *dacs.doc*, our award-winning monthly newsletter, packed with news and information pertinent to computer users of all levels. In addition to interesting feature stories, the newsletter contains a monthly calendar of events and a recap of the the previous general meeting and last month's workshops. Members may also post questions to the DACS Community Forum.

Members may also attend the monthly workshops, where topics relating to computers, peripherals, software, and operating systems are discussed. Workshops meet throughout the month at our Resource Center in downtown Danbury unless mentioned otherwise in the calendar. Occasionally, special topic sessions are also offered to members.

### Individual/Family Memberships

Annual membership dues are \$40.00 for individuals or for each family living at the same address. Annual memberships which include a printed newsletter are available for \$60.00 a year.



# December Meeting Preview

## Minecraft the Game - Its History, How to Play, and How to Come Out Alive

Preview by Jim Scheef

Date: December 5, 2017, 7:30 pm  
Danbury Hospital Creasy Auditorium  
Presenters: Drew and Thomas Kwashnak

**M**INECRAFT IS THE MOST popular computer game in history, yet the basic game has no structure, no story, and no objective. And I wonder why I'm not a gamer! What makes Minecraft cool is that everything the player sees on the screen—the environment



(world)—comes from an initial seed (string of ascii characters) entered when starting the game, so at the most basic level, game play is in a seemingly "random" world. Minecraft was originally developed by Markus Persson, a Swedish game designer, in 2009.



Markus Persson at GDC 2011 (Photo credit: Wikipedia)

His company, Mojang (Swedish for "gadget") was acquired by Microsoft in 2014. Game software for all platforms is available on the Minecraft website (minecraft.net). I found basic information on Wikipedia and by searching on YouTube.

The play environment is a 3-D "sandbox" world made of blocks. The player's view is created on the fly as the player (or players) moves through the environment. The speed of game play is set at the start along with a degree of difficulty. There are several modes of play. "Survival" is typical where you must find (mine) resources which can be "crafted" into tools. Other resources include food which seems to come raw and is best when cooked, which naturally involves other resources, all of which you must find, mine and craft into whatever you need. In survival mode, you are trying not to die. The world alternates between daytime and night, which is when the bad creatures appear.

Other play modes include "Creative" where you can fly and have unlimited resources which would be handy if you want to, for example, build a large dwelling. "Hardcore" is played at the most difficult level and when you die, you're done.

If you sense that I'm unfamiliar with all this, you are correct. Multiplayer is available through player-hosted or commercial servers. Playing with (or against?) other players seems to be the key to the game's commercial success. The game is available on just about any platform imaginable, including Linux, Windows, and Mac, plus every current game console. A pocket edition allows play on every "device" from iOS to Windows Phone! Versions for virtual reality platforms are starting to appear. Servers offer a play to build and store "ready to play" worlds (realms) where players can return and continue play where they left off.

In their presentation, Thomas and Drew Kwashnak will start with some history of the game and then explain and demonstrate basic game play for people like me who have never played. After the break, Thomas will show us environments on the Mineplex server where he plays with his friends. The more I read and explore Minecraft, the more complex the game becomes. This complexity seems to come from a simple set of



initial rules that allows for creativity at all levels of the game.

Drew Kwashnak and son Thomas will team up as our presenters. Thomas is a sophomore at Pomperaug High School and was introduced to Minecraft years ago by a friend. Since then he has created and maintains his own Minecraft server that he and his friends play on, and posts YouTube videos of his Redstone and super-fast piston doors. He is into gaming, technology, math and art and has taken classes in (computer) Game Design, Computer Animation and Computer Design in High School. He hopes to go into Game Design when he graduates.

Drew has been involved with DACS previously as Linux Workshop leader and on the Board of Directors. Along the way, he has written a number of DACS.doc newsletter articles and over the years has participated in several General Meeting presentations. At home he has set up and runs a couple of Linux servers, including the initial setup of the Minecraft server Thomas manages, and tinkers with whatever computers come his way.



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# November Meeting Review

## 3D Design: Learn how in one evening

By Fred Klingener

**T**HE DIRTY SECRET about 3D printing is that it has been wildly overhyped. Early adopters are finding that consumer printer models are fussy and slow, and they produce results that often don't match expectations. But overheating and the subsequent cooling of the market hasn't changed even a little the conviction that 3D printing is the future.

For one thing, 3D printer manufacturers are shipping commodity models that Santa can assemble even after three or four beers and can produce a platoon of Storm Troopers before breakfast on Christmas morning. This has to count for something.

"0 to 60 miles per hour  
in one hour."

Mike Kaltschnee, who is co-founder of Danbury Hackerspace (<https://danburyhackerspace.com>, a non-profit corporation that provides 3D printers and other tools for its members) and a familiar face around Danbury computation, returned to our DACS November meeting to update the membership on 3D printing, its current state, its prospects and how to climb on board. The experienced DACS audience member might have expected to see an array of 3D printers humming away on stage, accompanied by a discussion of relative merits. But if he/she had read the meeting preview, they would have brought fully charged laptops, prepared to get up to speed (Mike promised "0 to 60 miles per hour in one hour.") with modern 3D model creation.

This interactive, executable tutorial presentation was a first for DACS, enabled by the emergence of powerful web-based-, OS-agnostic-, run-in-a-browser applications. It was a brave thing to do - to pile the vagaries of auditorium wireless and diversity of laptop hardware and software on top of the usual hazards of live presentation, but it worked far better than could have been guessed. I'll say more about that later.

### Tinkercad

The focus of the presentation was a guided tour of Tinkercad (<https://www.tinkercad.com>), a capable, full-fea-

tured 3D CAD program, free, hosted by Autocad and supported by an active user community. It runs from the web in any browser that supports WebGL (<https://get.webgl.org>). A curmudgeon, such as your reviewer, might be turned off by the Playskool-like user interface until he is reminded that that is precisely the point - the notional target user is a school child bent on realizing an idea without needing help from an adult. It's an immensely powerful idea, and it will be an immensely important result if the notion comes real.

Mike led us through creation and assembly of models of such things as luggage tags, a barn and a chicken to live in it, a selection that exercised basic features of the interface. Some of us were able to keep up, at least one with iOS/Safari on an iPad.

### Thingiverse

Don't know what to draw in Tinkercad first? The internet is stuffed with ideas and finished models. For instance, Thingiverse (<https://www.thingiverse.com>) is a community assembly that reports almost a million models available for download, modification and printing, most under Creative Commons license. It's probably the first place to look for those Storm Trooper models.

### Next Steps

While the hobbyist/consumer 3D printer suppliers seem to be engaged in a race to the bottom, the need and interest in producing functional parts from engineering materials remain strong. Fortunately, it's easy to take the next steps. The hobby printers rely almost exclusively on process that fuses a plastic filament to build up successive layers of the object. The selection of materials is limited, and the dimensional stability, irrelevant in a Storm Trooper, is difficult to achieve. If you want to explore advanced materials or processes, first, start calling it "additive manufacture", then talk to Mike or visit Danbury Hackerspace to sample the array of resident printers, laser cutters or routers.

For serious product development, explore websites such as Shapeways (<https://www.shapeways.com>) or Imaterialise (<https://i.materialise.com>), services that offer estimating and production in a wide selection of materials, using a wide selection of processes.

If the power of a professional CAD environment is needed, programs such as Onshape (<https://www.onshape.com/cad-pricing>) offer free services for hobbyists and educators and will be accessible to Tinkercad users.

### Conclusion

In the last few months, your reviewer has attended several technical conferences and presentations, and all those presentations ran in the cloud, subject to the whim of the Wi-Fi served by the venue. During Mike's presentation, even though tests of the local Wi-Fi throughput reported blazing speed, the response of Tinkercad was sometimes balky. DACS should definitely keep trying.



# Workshops

## Workshop Notes: December 2017

**Apple.** Focuses on all aspects of the Mac and iPhone operating systems.  
**Contact:** Richard Corzo ([applesig@dacs.org](mailto:applesig@dacs.org)).  
Meets 2<sup>nd</sup> Tuesday, 7 p.m. at DACS Resource Center.  
**Next Meeting:** Cancelled

**Jobs.** Networking and jobs search  
**Contact:** Charles Bovaird, 203-792-7881 ([aam@mags.net](mailto:aam@mags.net)). Go to DACS Community Forum (<http://forum.dacs.org>) for job listings.

**Linux.** Helps in installing and maintaining the Linux operating system. Also of interest to Apple owners using OS X.  
**Contact:** Dave Mawdsley, [linuxsig@dacs.org](mailto:linuxsig@dacs.org)  
Meets 3<sup>rd</sup> Wednesday, 7:30 p.m. at the DACS Resource Center.  
**Next Meeting:** Dec 20

**PC Maintenance.** Review of PC hardware and OpSys maintenance and use.  
**Contact:** Charles Bovaird, 203-792-7881 ([aam@mags.net](mailto:aam@mags.net)).  
Go to DACS Community Forum (<http://forum.dacs.org>).

**Online Business Workshop.** Informal member gathering sharing ideas on creating an online source of income.  
**Contact:** Steve Harkness ([onlinebizsig@dacs.org](mailto:onlinebizsig@dacs.org))  
Meets second Monday in Brookfield, or by Webinar.  
**Next Meeting:** Check [dacs.org](http://dacs.org).

**Single Board Computers Workshop.** Explores small cheap computers like Raspberry Pi, Arduino, Netduino, Beaglebone, and more. Meets at 7:00 p.m. on the 3<sup>rd</sup> Thursday at the DACS Resource Center.  
**Contact:** Jim Scheef (860-355-0034)  
**Next Meeting:** Dec 21

**Video Workshop.** Explores all aspects of video capture and production, including both inexpensive and professional choices for cameras and editing software.  
Meets on the 3<sup>rd</sup> Thursday of certain months, typically at 7:00 pm at the Resource Center. Check the Calendar for details.  
**Contact:** Andy Woodruff ([awoodruff@dacs.org](mailto:awoodruff@dacs.org))  
**Next meeting:** Check [dacs.org](http://dacs.org)

**Web Development/Design** Web Development/Design This workshop is looking for a new moderator. Being a workshop leader is a great way to share information, learn new techniques, promote your business, and interact with like-minded people. Extensive web knowledge is not required, but a willingness to open a topic for discussion and enjoy the contributions and feedback from the attendees. Meets every 3<sup>rd</sup> Tuesday of the month, but repeating date can be changed if needed.  
Contact [avanommeren@dacs.org](mailto:avanommeren@dacs.org), or [webmaster@dacs.org](mailto:webmaster@dacs.org).  
**Next meeting:** TBA—Look for updates

### Let's Meet Up

Have you ever wondered who the other members of DACS are, what their interests are, and whether they have experience and knowledge that could benefit you? Would you like to be able to identify and contact the other members, sharing information with them, but without having to disclose your e-mail and phone details?

Your Board has recognized that one of the benefits of DACS membership should be the means to communicate with each other in this way.

At the July general meeting, we began with a quick series of introductions, giving attendees an opportunity to communicate their interests.

The Board has discussed at length how to promote communication between members, and has looked at the pros and cons of a number of ways to do this. The general meeting introductions were our first effort in this regard; another one we would like to offer is a resource already in use by DACS: Meetup.

#### Question: What is Meetup?

Answer: according to Wikipedia, "Meetup is an online social networking portal that facilitates offline group meetings in various localities around the world. Meetup allows

DACS has been a user of Meetup for several years, to distribute and share information about general meetings and workshops. For this service, we pay fees. Now we would like to leverage the full potential of Meetup, by encouraging its use for individual DACS members as a channel of communication.

If you are not already a user of Meetup, please go to [www.meetup.com](http://www.meetup.com) and sign up to become one. There is no charge for individual users. After you have joined Meetup, you can join the Danbury Tech Meetup (emphasizing DACS' broader technology focus), and see a list of upcoming meetings.

Meetup gives you an opportunity to create a profile of your interests. If you wish, you can upload a photo of yourself. You will also find that there is a Message function, which allows you to send private messages to other Meetup users, without using e-mail. We hope that the resources of Meetup will prove to be a valuable addition to DACS membership.

members to find and join groups unified by a common interest, such as politics, books, games, movies, health, pets, careers or hobbies."



# December 2017

## Danbury Area Computer Society

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# Late Term Adoption

## Educating My Phone - Graduating to a Smartphone

by Greg Skalka

**T**HOUGH I HAVE BUILT many computers over the years, and used and experimented with lots of technology, for the longest time I have resisted getting the one tech item that now seems to be pervasive in our society - a smartphone. I've had mobile phones, but only "dumb" cell phones. I've had flip phones that could only place voice calls, and a slide phone that allowed talking and texting, but until recently I'd resisted getting a phone that provided access to the internet. Now at last I am "graduating" to a true smartphone.

Now I'm not opposed to technology. I am an electrical engineer by profession, and currently work for a company designing digital radio systems that may be used to connect cell phone towers to the phone network. I have used computers since before the original IBM PC-XT. I have owned and used all manner of computers, laptops, tablets, Chromebooks, music players, GPS receivers and digital cameras and video recorders. I pay for a mobile phone plan that covers three smartphones (my wife and daughter have iPhones, my son has a Google Nexus), but I've never graduated from my dumb phone. Until now.

There are a lot of reasons I've held back until now. I'm pretty value-conscious (some would say cheap) and for a long time I felt having a smartphone was not worth the cost - mainly in the cost of the phone plan. When data plans were around \$40 a month, and my home broadband internet service was about the same, it made me wonder why I had to pay twice; once to have internet access at home, and again to have it away from home. The phones themselves are what I would consider pretty pricey as

well. While none of the computers that I use today (desktop or laptop) cost me more than \$500, this appears to be about the median price for smartphones.

While the capabilities of smartphones are impressive, the cultural phenomenon of the smartphone is not (at least to me). I really would like to be able to access the internet from practically anywhere, and look with a bit of envy at those searching the web and getting real-time traffic information while out and about. To scan a product bar code in a store and then search the web for additional information, alternatives and better pricing is very powerful. I don't feel a great need to have my emails with me wherever I go, however; I think being able to communicate via text messaging is plenty good.

For all the good that smartphones represent, I believe there definitely is a dark side. It seems almost everyone has a smartphone, and many can't seem to put them down. Opioid drugs are very useful in pain treatment, but when abused, they can be very addictive, and ultimately destructive. I see the same things in smartphones - a great and useful tool that has the potential for great abuse. Now maybe great abuse on an individual scale is uncommon, but I worry what these devices are doing to our society. I all too often see families seated at a table in a restaurant, with each family member devoting their full attention to their own smartphones rather than each other. My wife suffers from motion sensitivity and so does the driving whenever we travel together; this gives me the opportunity to observe the drivers in the cars around us. I've found it is not unusual to see half of those drivers holding their phones while driving, presumably talking, texting or worse. Unlike laptop computers, smartphones have had traffic deaths attributed to their use, and laws enacted to hopefully prevent their use in situations like driving, where the distraction could be dangerous.

While I was concerned about the added cost, part of my reluctance to getting a smartphone was my desire to not risk becoming "one of them." those zombie-like people that can't put their phones down. I never want to ignore those I am with in deference to these little electronic gizmos,

or risk stepping out in front of an oncoming car because I've tuned out everything but that little device in my hand. Stephen Hawking and Elon Musk are smart guys, and they have both expressed concerns about the potential threat to the human race that artificial intelligence could pose if its development continues. In the same way, I fear we are well on our way to trading away our humanity for these addictive little handheld screens.

So, what made me change my mind and submit to the dark side of smartphones? Is it similar to the argument that "it's not guns that kill people, but people that kill people"? I do hope (and believe) I can ignore their siren song and not use a smartphone in an overtly antisocial manner.

In the end, several factors conspired to put a smartphone in my hand (unlike my slide phone, it is too big for my pocket). Though my slide phone served me well for many years, it has started to become unreliable.



Though its built-in camera is poor by current digital camera standards, I found it very handy simply because it was almost always with me. I became dependent on its ability to photograph store product tags for items I wanted to research, and send photos of what I'm doing to my kids. Recently, however, it had started to fail me, more often than not taking photos that look like they were taken in Andy Warhol mode (colorful and cartoonish). Finally, attempts to use the phone camera were greeted with the screen message "Camera not available." It was not the lack of the internet; it was the lack of a camera that pushed me over the edge.





At the same time, I found that phone plans have changed, with data included in our current T-Mobile family plan for each of us, whether we were using it or not. With extra charges for data overages replaced with data throttling when your monthly limit was reached, my concerns over an increasing bill were eliminated. I had been reluctant to change to a smartphone as I thought it would result in a bigger bill due to adding a data plan for it. As it turned out, I had been entitled to use over 2 GB of mobile data all along (and had only been using a few MB of data sending photos with my slide phone). I had the power to have a smartphone all along; all I had to do was click my heels together in the T-Mobile store (so to speak).

With my slide phone broken and data available in my phone plan, the only remaining issue to graduating to a smartphone this June was the device. Since my needs were modest, I expected the price to be modest as well. I consulted with my son, also an electrical engineer, on his choice for a smartphone, but found he had just copied a more knowledgeable friend when he bought his Google Nexus off the

web. I looked on Amazon for unlocked smartphones and found promising candidates in the \$120 to \$170 price range, but concerns about being able to use these on our plan had me look at the T-Mobile web site. The best candidate seemed to be a Samsung Galaxy J3 Prime, which could be bought outright for \$150.

Heading with my wife to the T-Mobile store (the phone account is in her name), I felt kind of like a vegan heading to In 'N' Out for a Double-Double, or a diabetic heading to the candy store. Like the recipient of a mail-order bride, I was filled with both excited anticipation and apprehension. Having a smartphone would allow me to do many things I had only dreamed of, like get answers to questions myself when out, rather than have to ask my wife to look things up on her phone. I could get apps and do fun things like check on traffic and control lights at home. Having a smartphone might change me, however. I might become antisocial. I'd have to find a way to carry this larger object and avoid breaking it or losing it. Would I be satisfied with what I had or want more?

At the T-Mobile store, I was able to

have my contacts and my few feeble photos transferred from my slide phone to my new smartphone. They took out the 16GB micro SD card from my old phone and put it in my new phone, but I immediately began plotting to get a much larger SD card for the smartphone. I looked at cases for my new phone at the T-Mobile store but they all seemed expensive. I was able to get a nice case with belt clip (my initial experiment with carrying the phone) for a lot less. I didn't take the phone out much until I'd gotten the case, as I was concerned about damaging it. This caution proved to be justified, as I've already dropped the smartphone in the Fry's parking lot once (but the case protected it).

Now I've moved into the 21st century, joining the over 3 billion humans that use smartphones. The phones may be smart - let's hope all the users remain so.

**GREG SKALKA** is president, *Under the Computer Hood User Group, CA* ([www.uchug.org](http://www.uchug.org); president (at) uchug.org).

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## Back to Basics

### The HDMI Cable and Connectors

By Jim Cerny

AS TECHNOLOGY changes, hopefully for the better, more and more devices are available to us. For most of us who use technology for personal and home use, we would like to connect some devices to our TVs to enjoy the big screen video and great sound experience. The latest connection cable type that does this for us is HDMI which stands for "High Definition Media Interface". The cable connectors (the standard size and a mini size) are shown in the photo. They have a shape to them that allows them to be inserted only one way, so do not force it into the port, try turning it over (180 degrees) and try again.

The purpose of HDMI is to replace different kinds of connectors and cables with one type that, hopefully, can handle all your device connections. Do you remember the old days when there were separate audio/stereo and video cables? Today almost all of the newer devices (laptops, TV's, DVD players, etc.) will come with at least one HDMI connector port. The older style connectors may also be present, but if possible, HDMI should be your first choice to make those connections.

Your TV remote control will have a button labeled "input", and when you press

this button different input options (that is, what is coming INTO your TV) will be displayed and allow you to select which one you want. One option will be "cable" which means your TV will show your cable programs - the cable you pay for each month. But other choices will include one or more HDMI inputs, usually labeled HDMI-1, HDMI-2, etc. If you have more than one device connected to your TV it is best for each device to connect to its own HDMI port on the back of the TV. You select which of the inputs you want to view on your TV by using the "input" button on your remote. Of course, there must be something (video and sound) coming into that port to the TV for you to see anything. For example, you may have a DVD player connected to HDMI-1, but if your DVD player is not on and playing something, you will not see anything on your TV when you select that input option. If you have some older devices which may not have an HDMI connector, you can purchase a converter device to allow it to connect.

Lastly, I am always amazed by the cost of cables - after all, they are just wires with plugs on the ends, right? If you check out the prices of cables at stores and the prices

on the internet, you will be shocked at the high prices they can charge for these things. Yes, some cables are higher quality than others and may come with better "shielding" to protect the signal, but most prices are much too high for what you get. My advice would be to shop on-line and get the cheapest cable that meets your needs, but make sure you can return it if you are not happy with it. If it doesn't work for you, then return it and move up to the next higher-priced (and hopefully better quality) cable.

You can find out more about HDMI cables and connectors by asking Google, of course. But connecting them is easy, even for us amateurs.

**JIM CERNY** is forum leader, *Sarasota Technology User's Group, F* ([www.thestug.org](http://www.thestug.org); jimcerny123 (at) gmail.com).

*This article was published in the April 2017 issue, Sarasota Monitor, and is reprinted by permission.*



## Candidates

The following DACS members have been nominated for the Board of Directors for 2018-2020. Please show your support by voting at the annual meeting, December 5, or by volunteering to serve on our Board.



**Bert Goff** — has been the DACS Treasurer and a Board member for the past 4 years; and a member for over fourteen years. He is retired from IBM and some independent software development contracting. Computers remain one of his interests and hobbies. With IBM, he was involved in all phases of software development, primarily in operating systems. His PC experience goes back to 1982 with the first IBM PCs (64K, 2 diskette drives, and DOS 1.0). He is also an active volunteer with the Red Cross, doing disaster work and blood drives. He and his wife, Vivian, ran the New Milford Wheels Program, which provides rides to medical appointments for those who cannot drive themselves, from 2011 through 2013. Many years ago, he was Treasurer of his church for 2 years.

Bert has a BS degree in Applied Mathematics from Brown University and lots of education from IBM, including in management and leadership. He is a US Navy veteran, having run the Data Processing Department at the Navy Supply Depot on Guam. He and his wife moved to Connecticut (Bethel) in 2000 and now live in New Milford.



**David Green** — After serving in the U.S. Army for 3 years (1955 - 1958) in the U.S. Military Academy Band at West Point, NY, Dave taught instrumental music for 6 years. In 1964 he became a computer programmer trainee at Security National Bank in Battle Creek. After working as a computer operator for 4 months in 1966 at the Defense Logistics Service Center in Battle Creek, he entered their programmer training class, which led to a position as Systems Programmer, a position he held until taking a job with General Foods in 1978. That involved a move to work in their headquarters in White Plains, NY.

In 1985 Dave became a consultant, working as a systems programmer until 1994, when he became a Systems Analyst for the Southern New England Telephone Company (SNET). After 6 months they outsourced their systems programming staff to Computer Sciences Corporation, for whom he worked until his retirement in 2001. He got his first PC in 1983, teaching himself since then.



**DACS Members** — Residents of one of our regional towns and members of DACS since joining, are interested in computers, but do not feel they know everything there is to know about them, attend meetings regularly, and feel DACS should have an important role in educating the public on new computer technologies.

These members have volunteered for local organizations and community service, but so far think their background is not up to the level of those gurus on the board. Perhaps these persons think that computer clubs are different from other non profit community groups that serve beginners as well as advanced users.

If you know anyone fitting this description, or see them when you get up in the morning, say that DACS needs them to serve on the board. And, to think about it - how about YOU?



### DACS Elections are coming in December

Be a candidate for the Board

Contact Bert Goff at [bgoff@dacs.org](mailto:bgoff@dacs.org), and say "I want to make a difference for DACS."

# Ballot

I (we) hereby appoint Dick Gingras or Bert Goff proxies to vote in my (our) stead at the Annual Meeting of the members of the Danbury Area Computer Society, Inc. to be held on Tuesday, December 5, 2017 at 7:30 p.m. as follows:

The election of the following to serve as directors for a term of two years and until successors shall be elected and shall qualify (vote for no more than four):

• Bert Goff

• David Green

• \_\_\_\_\_

Signature(s): \_\_\_\_\_ / \_\_\_\_\_

\_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

(Membership in DACS is a family membership. If there are more than one member in your household, all please sign.)

Signed \_\_\_\_\_

Dated \_\_\_\_\_

## Notice of the Annual Meeting of Danbury Area Computer Society, Inc. to be held at 7:30 p.m. Tuesday, December 5, 2017

The Annual Meeting of the members of the Danbury Area Computer Society, Inc. will be held at the Danbury Hospital Auditorium, at 24 Hospital Avenue, Danbury, Connecticut on Tuesday, December 5, 2017, at 7:30 p.m. for the purpose of electing directors. The number of directors is fixed at seven individuals in two alternating classes of three and four. Each class serves for a term of two years and, this year, the individuals named above have agreed to stand for re-election or election to serve until the Annual Meeting of the Members to be held in the year 2019.

If you do not plan to attend the meeting, please return the attached proxy to:

Bert Goff  
65 Legion Rd, New Milford, CT 06776  
to arrive prior to December 5, 2017 and express your preferences

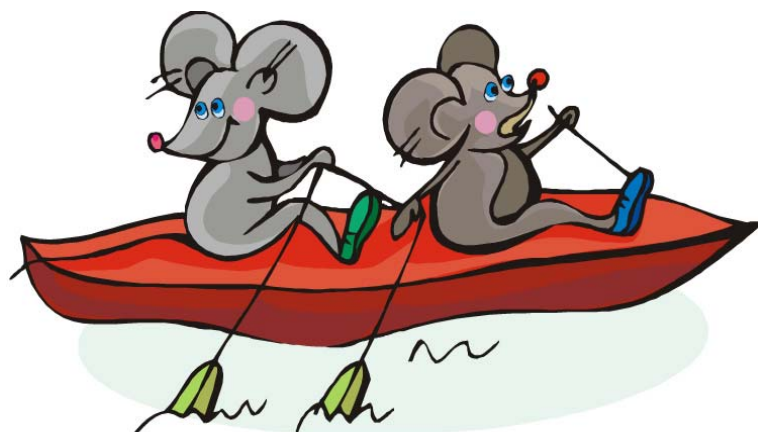
Your presence in person and participation in the meeting would be appreciated. Come and hear not only what we did this year, but what, with your help, we hope to do in the coming year.

Respectfully,  
David Green, President



dacs.doc

Danbury Area Computer Society  
65 Legion Rd  
New Milford, CT 06776



When you come to the next DACS meeting,  
why not bring a friend?



Voice  
for  
Joanie

Help give the  
gift of speech  
Call Frank Ruiz  
at 203 770-6203  
and become a  
Voice for Joanie  
volunteer  
[www.voiceforjoanie.org](http://www.voiceforjoanie.org)

# Future Events:

**December 5**

Minecraft  
Drew and Thomas  
Kwashnak

**January 2**

Artificial Intelligence  
Andrew Ribeiro

**February 6**

TBA

**March 6**

TBA