



THE WYSIWYG



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February 2015

Volume 27, Issue 2

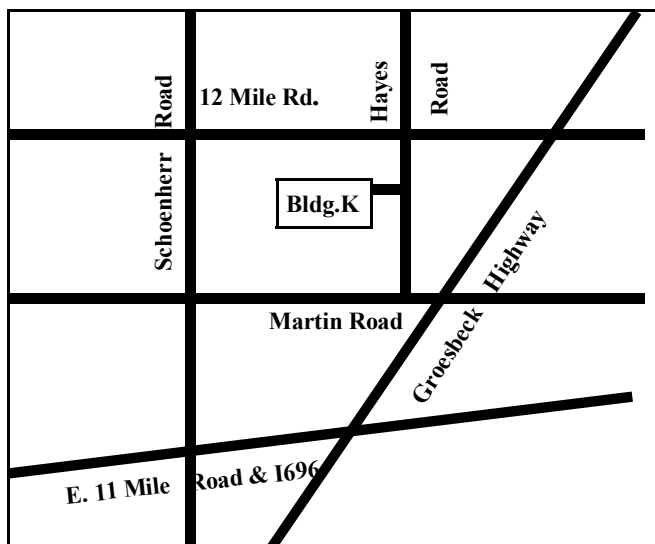
STERLING HEIGHTS COMPUTER CLUB

PO Box 385

Sterling Heights, MI 48311-0385

MAIN MEETING: TUESDAY FEB 3 7:30PM

**Macomb Community College
South Campus
14500 E 12 Mile Road, Warren
John Lewis Community Center
(Building K)
(Enter from Hayes Road)**



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This Month's Main Meeting Topic: **Meeting Topic Not Finalized At Time Of Publication**

NOVICE SIG Meeting:

February 24

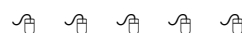
6:30 at the

**Clinton-Macomb
Public Library**

(The SIG will plan to meet every other month, at this location, if people continue to attend.)

Clinton-Macomb Public Library

The Library (Main Branch) is located at 40900 Romeo Plank Road in Clinton Township, on the east side of Romeo Plank, south of 19 Mile and Cass Roads, at the intersection of Romeo Plank and Canal roads (south-east corner).
(Tel. 586-226-5000.)



Guests and visitors are welcome. People can attend any SHCC meetings during two consecutive months before deciding to become a member or not. Meetings include the main meeting and SIG. July and August don't count since there is no main meeting. Membership includes admission to all SHCC functions and the newsletter. Membership is open to anyone. It is not limited to the residents of Sterling Heights.

DUES: \$25/YEAR

CLUB ADDRESS: PO Box 385, Sterling Heights, MI 48311-0385
CLUB E-MAIL ADDRESS: Info@SterlingHeightsComputerClub.org
CLUB WEB PAGE: http://www.SterlingHeightsComputerClub.org

Resource People:

Family Tree	Rick Schummer
Firefox	Don VanSyckel
FoxPro	Rick Schummer
General Computer Questions	Jack Vander-Schrier
Hardware	John Rady
MS Publisher	Rick Kucejko
MS Word	Rick Schummer
Spreadsheets	Rick Schummer

SHCC Coordinators:

Associate Editor	Rick Schummer
Door prizes	Don VanSyckel
Greeter for visitors	Lindell Beck
Newsletter publisher	Rick Kucejko
Novice SIG	Paul Baecker
Program Coordinator	Mike Bader
Publicity	Patrick Little
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PC SIG	Jack Vander-Shrier
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(Call Jack after noon)

2015 SHCC Officers

V. President: Mike Bader
 Treasurer: Paul Baecker
 President: Don VanSyckel
 Secretary: Rick Kucejko

Four Month Meeting Schedule:

FEBRUARY 2015

- 3 - SHCC – Main Meeting
- 4 - COMP meeting
- 8 - SEMCO meeting
- 24 - Novice SIG

APRIL 2015

- 7 - SHCC – Main Meeting
- 1 - COMP meeting
- 12 - SEMCO meeting
- ? - Novice SIG

MARCH 2015

- 3 - SHCC – Main Meeting
- 4 - COMP meeting
- 8 - SEMCO meeting
- ? - PC SIG

MAY 2015

- 5 - SHCC – Main Meeting
- 6 - COMP meeting
- 3 - SEMCO meeting
- ? - PC SIG

Other Computer Clubs:

As a member of SHCC, you can attend meetings of other clubs where we have reciprocating membership agreements, at no charge.

Computer Club of Marysville and Port Huron (COMP)

Time: 1st Wednesday, 7:00PM
 Place: Mackenzie Bldg, Room 201, St Clair Community College, Clara E McKenzie Library-Science Building, 323 Erie St. Port Huron, MI (810) 982-1187
 Web Page: http://www.bwcomp.org
 Reciprocating: Yes

South Eastern Michigan Computer Organization (SEMCO)

Time: 2nd Sunday at 1:30PM
 Place: Altair, 1820 E Big Beaver Road, Troy, MI 48083 (248) 840-2400
 Web page: http://www.semco.org
 Reciprocating: Yes

The OPC (Older Persons Commission) Computer Club

Time: Every Tuesday at 10:00
 Place: OPC in Rochester 248-656-1403.
 Web page: www.opcseniorcenter.org go to "Activities - Programs", then to "OPC Computer Club" for club information.
 No cost for residents to join or attend meetings. \$150 fee for non-residents, (full facility usage) or \$1 per meeting.
 Reciprocating: No

Newsletter submissions are due 10 days before the club meeting, but the earlier the better. They should be sent to :

WYSIWYG Publisher
 5069 Fedora, Troy, MI 48098

OR at the e-mail addresses: newsletter@SterlingHeightsComputerClub.org



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The President's Pen

by Don VanSyckel



First, I haven't said this in a while: backup, backup, backup!

How many of you have backed up your main data drive in the last week? In the last month? If you have, good. If you haven't, do it now or make a note to get the stuff to do it.

Technology keeps charging ahead. There are now desktop computers, laptop computers, table computers, and high end cell phones that have computing power. Some of the things that haven't worked in the past are small laptops and hand held computers. The problem with these, as I see it, was the market wasn't there. These devices were marketed as computers and the mass market just didn't need or want small laptops or hand held computers. In fact recently some of the laptops are getting bigger to support larger screen sizes. What good is a portable computer if you can't get enough on the screen to be useful?

The other thing that has been happening is cell phones were getting smaller and smaller a few years ago. Then cell phones started getting more capabilities and data cost fell. Now cell phones are getting bigger, mostly so they can have a larger screen. Cell phones won't become computers, at least in the near term. They have become useful smart terminals for various types of data collection. The extensive cellular network and lower data rates have made this possible. The camera in cell phones has added the ability to read the new QR codes or matrix bar codes. The accessory interface even supports a magnetic strip reader like the one on credit cards. Oh, by the way, browsing the web from a cell phone or receiving email on it is just one more way to use it as a terminal.

Everyone I know who uses a laptop at home has a monitor connected to it. Laptops could take over the position that desktops have if there was more commonality in them that allowed some flexibility. The problem with laptops today is there are only two things that can be optioned on them, memory and disk size. This is because both memory and disk drives are only available in standard packages. So based on this I don't see desktop computers disappearing in the next few years, although I believe their market share will go down and the laptop computer market share will go up.

Then there's tablets. There's definitely a place for them but how much market share they'll get remains to be seen. I do not have a tablet but the uses I've seen is for data entry or data access on the go. But as with the cell phone, tablets are mostly used if you have a cellular data connection to operate it with. Using a tablet at home usually involves adding monitor, keyboard, disk, power supply, and more.

So which should you get? If you're only using the computer at home and don't need or want to take it traveling, stay with a desktop. If you're going to use the computer at home and on the road, consider a laptop with an extra keyboard and monitor for home. If you're mostly a data consumer, viewing web sites, viewing face book and other social media, and viewing pictures and you want to do this anywhere and share this stuff with friends around you, then consider a tablet. If you have much data entry you might want a low end desktop for home and a tablet for away from home.

Regardless of which category you are in, you need one more thing and that's an external USB drive. That's for backup, backup, backup! Remember, no USB 2.0, but get USB 3.0. Com-

pare the transfer rates, there is a huge difference between various USB 3.0 devices.



Last Month's Meeting

Last month was an eye opener about cyber security. Macomb County Reserve Deputy Jaime Martinez presented "Internet Safety". Many possible pitfalls and possible precautions were presented and discussed. As technology is developed which could help make life more enjoyable, the problem is these things also make us and our information more accessible to the wrong people leaving us exposed to possible identity theft or outright property theft.



Door Prizes for JAN.

Door prize drawings are held at regular club meetings. The winner's circle for January included:

Paul Baecker won a flash drive

Sharon Patrick won a package of copier paper

Bernard DeFazio won a can of air duster

Frances Poiuto won an optical USB mouse

Richard Monk won a package of blank CD's

Mike Bader won a volt meter

Pat Little won a CD case

Martee Held won a tarp

Ken Belbot won a flashlight



Two Factors Of Authentication - Proof Of Identity

by Phil Sorrentino, The Computer Club, Inc., Sun City Center, FL

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When you walk up to a teller in a bank and request information about your bank account, the teller may ask you to authenticate yourself by providing a picture form of identification. But if you have been going to this bank for many years and she is familiar with you, she may just give you the information. In truth, your face and her knowledge of you have provided the necessary authentication for her to respond to your requests. Authentication is much easier in the real world than it is in the software and computer-network world.

Authentication is the act of proving one is really who one says he or she is. In the computer world, we all experience this every time we sign on to one of our accounts or websites. Typically we are asked for a User Name and a Password. The correct User Name and Password combination proves, to the software requesting these items, that we are who we say we are. Of course, we could give our User Name and Password to a friend, something we rarely want to do because then he would be able to authenticate himself as the owner of our account. "Hacking" occurs when someone or some software program attempts to guess your Password after acquiring your User Name: maybe from some public information source. (Remember, User Names are available all over the internet.) This is a form of brute force "hacking" of an account. And unfortunately, there are many other, more sophisticated, ways of hacking into an account.

So, more formally, "Authentication is the act of confirming the truth of an attribute of a datum or entity, which might involve confirming the identity of a person or software program, or ensuring that a product is what it's packaging and labeling claims to be."

In other words, Authentication involves verifying the validity of at least one form of identification. As it turns out, practically, there can be three forms of authentication, called factors. Now, two-factor authentication requires the use of two of the three authentication factors. These factors are:

- Something only the user knows (e.g., password, PIN, pattern);
- Something only the user has (e.g., ATM card, email account, mobile phone); and
- Something only the user is (e.g., biometric characteristic, such as a finger print).

(These factors are so important for authentication that they are identified in government documents in the standards and regulations for access to U. S. Federal Government systems.) Some security procedures now require *three-factor authentication*, which involves possession of a password, and a physical token, used in conjunction with biometric data, such as a fingerprint, or a voiceprint, or a retina scan.

Two-factor authentication is not a new concept. When a bank customer visits a local automated teller machine (ATM), one authentication factor is the physical ATM card that the customer slides into the machine ("something the user has"). The second factor is the PIN the customer enters through the keypad ("something the user knows"). Without the corroborating verification of both of these factors, authentication does not succeed. Another example is when you use your credit card for a gasoline purchase and you have to enter your ZIP code to confirm the charge. You must provide a physical factor (something you own), the card, and a knowledge factor (something you know), the ZIP code. These examples show the basic concept of a two-factor authentication system: the combination of something the user knows and something the user has.

"Something only the user knows" is termed a Knowledge factor and is the most common form of authentication used. In this form, the user is required to prove knowledge of a secret in order to authenticate, typically, a password, PIN, or a Pattern. All of us are familiar with the password which is a secret word or string of characters. This is the most commonly used mechanism for authentication. Many two-factor authentication techniques rely on a password as one factor of authentication. A PIN (personal identification number), is a secret series of numbers and is typically used in ATMs. A Pattern is a sequence of things, like lines connecting the dots on the login screen of a cell phone or tablet.

"Something only the user has" is termed a Possession factor. A key to a

lock is a good example. With today's computer systems your email account or your phone or a swipe-card is used as a possession factor.

"Something only the user is" is termed an Inheritance factor. Historically, fingerprints, a biometric method, have been used as the most authoritative method of authentication. Other biometric methods such as retinal scans are possible, but have shown themselves to be easily fooled (spoofed) in practice.

Two-factor authentication is sometimes confused with "strong authentication", but these are fundamentally different processes. Soliciting multiple answers to challenge questions may be considered strong authentication, but, unless the process also retrieves "something the user has" or "something the user is", it would not be considered two-factor authentication.

Two-factor authentication seeks to decrease the probability that the requester is presenting false evidence of its identity. The more factors used, the higher the probability that the bearer of the identity evidence is truly that identity. These systems ask for more than just your password. They require both "something you know" (like a password) and "something you have" (like your phone or email account). After you enter your password, you'll get a second code sent to your phone or email, and only after you enter it will you get into your account. It is a lot more secure than a password only, and helps keep unwanted snoopers out of your accounts.

Many well-known systems employ

two-factor authentication. Some of these are: Amazon Web Services, Dropbox, Facebook, Google Accounts, Microsoft/Hotmail, Paypal/eBay, Twitter, and Evernote. The two factor authentication will typically be employed when you are using a different computer, or a computer from a different location, when trying to access one of your accounts.

Most of these two-factor implementations send you a 6 digit code via a text message for you to input when you receive it. This 6 digit code becomes the second factor to be used with the original password. This definitely adds an extra step to your log-in proc-

ess, and depending on how the account vendor has implemented it, it can be a minor inconvenience or a major annoyance. (And it also depends on your patience and your willingness to spend the extra time to ensure the higher level of security.) But in the long run the use of a two-factor authentication improves the security of your private information, no doubt something we all want.

This article has been obtained from APCUG with the author's permission for publication by APCUG member groups.



Are Your Android Apps Spying On You?

by Ira Wilsker

WEBSITES:

<http://www.dailymail.co.uk/sciencetech/article-2895004/What-Android-apps-know-Researchers-reveal-software-listen-microphone-access-contacts-knows-exactly-are.html>

<http://privacygrade.org>

<http://privacygrade.org/apps>

<http://developer.android.com/reference/android/Manifest.permission.html>

<http://www.ftc.gov/news-events/press-releases/2014/12/ftc-warns-childrens-app-maker-babybus-about-potential-coppa>

<http://www.ftc.gov/news-events/press-releases/2014/04/ftc-approves-final-order-settling-charges-against-flashlight-app>

<https://play.google.com/store/apps/details?id=com.snoopwall.privacyapp>

In recent months I have written several columns about internet and smart device privacy issues. Apparently, a large number of popular apps for both Android and Apple iOS devices utilize access to personal information of various types for other

than the legitimate functioning of those apps; while equally applicable to iOS devices, this week's column will focus on Android apps.

It may be totally appropriate for mapping programs, such as Waze, Google Maps, and Here to access current location data from a smart device when being used for travel routing purposes, but it may also be highly questionable why many popular games targeted towards children may also need location information, access to the microphone, contact lists, call logs, photos, camera, text messages, and other data unrelated to the proper function of that game. The issues that will be discussed in this column cover the privacy concerns of otherwise "legitimate" smart device apps, and will not be discussing or including spyware and other forms of malware.

Most of the major sources of apps for download, such as the Google Play Store, clearly indicate the "permissions" requested or required by each individual app, and displays those permissions prior to the

download and installation of those apps, and asks for the user's consent. The list of possible permissions is large, in excess of 150 (source: developer.android.com/reference/android/Manifest.permission.html), but only a few dozen are widely used by apps. While many apps only use the minimum number of permission necessary to perform their appropriate tasks, there is also an abundance of apps that individually use many permissions well beyond those necessary for their obvious functionality, but also distribute or sell the user's information to third parties for other purposes.

One of these "other purposes" may either be to improve the functionality and usability of a particular app, or to generate revenue for the app developer by displaying unrelated targeted advertising within the app, or for sale to third parties. While it is often a matter of personal choice, possibly even selectable in the user settings for a particular app, some forms of paid advertising may be beneficial to the user. Most often, the advertising displayed is to compensate the developer of the app for creating and updating the app being used. Other times, the advertising may actually enhance the usability of a particular app; for example, when using one of the several popular road routing apps, gas stations, motels, casinos, restaurants, retailers, and other merchants of targeted user interest may be displayed along or adjacent to the planned route. By utilizing the known location of the device, and selling localized advertising on the screen, often explicitly directed to the user based on information already on the smart device, the creator of the app can afford to also display real time road conditions, and other dynamic travel information.

A group of researchers at Pittsburgh's Carnegie Mellon University, led by Professor Jason Hong, have created a website, privacygrade.org, that displays the relative privacy ratings of over a million free Android apps using a traditional "A thru D" grading scale.

It is obvious that apps receiving a grade of "A" are reasonably respecting the privacy of their users, while apps with a "D" grade may be utilizing personal information garnered from the device for much more than what is needed for the proper functioning of the app. According to Professor Hong, as quoted in the January 3 edition of the Daily Mail Online, "These advertisers are trying to get more targeted information about you, so they can get more targeted ads. These apps access information about a user that can be highly sensitive, such as location, contact lists and call logs, yet it often is difficult for the average user to understand how that information is being used or who it might be shared with. Most developers aren't evil, but they often don't know what to do with respect to privacy and security." The professor went on to explain how some developers " ... may collect data because they can, and nobody stops them."

Privacygrade.org has identified some of the worst offenders, in terms of the number of permissions that they require in order to be installed on a device, without significant regard to the necessity of those permissions to the proper functioning of the respective app. Some of the lowest rated apps that can access and possibly disseminate far more private information than is necessary for functionality are many of the popular children's games. Among the popular games targeting children that have the lowest privacy grades are Happy Fish, Fruit Ninja, Despicable Me: Minion Rush, Despicable Me, and Talking Tom. As an example, the very popular kids' game Happy Fish, which has had nearly a million copies download from Google's Play Store, is coded to determine the user's precise location, access stored photos, read stored text messages, and detect which specific Wi-Fi network is being used. According to the list of permissions listed in the Play Store, Happy Fish also can read sensitive log data, find accounts on the device, send and receive text

messages, access photos and media files in USB storage, read phone status and identity, change network connectivity, view network connections, have full network access, prevent the device from "sleeping", and gather other information from the device. According to its self-reported description in the Play store, Happy Fish is suitable for children of all ages, and has "More than 150 kinds of cute fishes are waiting for you! Join us and make a unique aquarium for yourself! Pretty ones, cuties, stunning ones-- Various fishes are waiting for you! ... Please note that Happy Fish is free to enter. But you need to pay for some items especially rare fishes <sic> and rare fish food."

While games for children may be some of the most egregious users of personal data, they are not necessarily at the top of the list in terms of the absolute number of permissions necessary. Some of the most permission laden apps are security apps, apps for communications and chat, and social networking apps. Specifically, those at the top of the Privacy Grade list in terms of number of required permissions are: AntiVirus Security with 44 required permissions; Viber (a chat utility) with 42 permissions; Facebook with 39; 360 Security - Antivirus with 39; Tango Messenger with Video & Calls 36; WhatsApp Messenger 32; and Microsoft's very popular Skype - free IM & video calls which requires 32 permissions.

It needs to be noted at this point that it is not the absolute number of permissions required that earns a grade from Privacy Grades, but also considered other factors, such as the gap between peoples' expectations about an apps behavior, and the apps actual behavior. It is expected that mapping and road routing apps would need to access GPS and network location information in order to accurately display location information; players of children's games like Fruit Ninja generally would not expect the app to physically track their location.

(Source: privacygrade.org/faq). Waze, the very popular road routing app owned by Google which has 29 permissions earned an "A" - Excellent score, and Google Maps which requires 16 permissions, also has an "A" privacy rating. The Viber chat utility, the second highest number of permissions listed with 42, Facebook with its 39 permissions, also one of the highest numbers listed, and Skype with 32 permissions, all earned an "A"-Excellent rating. By contrast, the Happy Fish game has a "D" - Poor rating as does Despicable Me. The letter grades and summary privacy information for 1,049,549 Android apps is freely available online at privacygrade.org/apps.

Now that smart device users are becoming more aware of the privacy risks very commonly associated with many of the apps that we are using, especially many of the popular games we play, checking the privacy rating at privacygrade.org/apps may be a worthwhile and even necessary chore. For those of you still playing

varieties of "Angry Birds", be aware that most of those apps have a "C" - Fair privacy rating, but the popular "Candy Crush" series mostly have an "A" rating with a few "C" ratings sprinkled among them. Users should also be aware that if they do not want their apps tracking their location, location tracking can easily be turned off from the SETTINGS - LOCATION ACCESS - ACCESS MY LOCATION, but should also be aware that legitimate apps that require location information may not function properly with the location tracking function turned off.

A special note to parents - since many of the games heavily promoted to children are among the highest privacy risks listed, parents may want to consider uninstalling those games that may be illicitly gathering excessive private information.

Reprinted with permission of the author - Ira Wilsker



painful experience, show empathy and say, "That's very sad." Expect emotion to be a part of the process.

If a person doesn't want to talk about something, just go on to the next question. An interview shouldn't last more than an hour. People do the best when they're not tired. Thank the person you've interviewed.

Here are some examples of questions to be asked:

Were you born in a hospital, at home, or elsewhere?

Who attended your birth - a physician, a midwife, or some else?

How many brothers or sisters did you have?

What are your first memories?

What kind of toys did you play with?

Did you have grandparents, aunts, uncles, or other relatives living with you or nearby while you were growing up?

Did any non-relative living with you?

What kind of clothes did you wear? Did your parents purchase them or make them?

Were you treated differently from your brothers or sisters, if you had any?

If your parents, grandparents, or ancestors before them came from overseas, what country did they come from? What year?

How important was religion in your family?

What special holidays or events did your family celebrate? Do you recall the people who came on those occasions, how they dressed?

During those special occasions, do you remember what food was served,

Preserving Your Ancestral History

by Dave Howell, Member, Computer Users of Erie, PA
www.cuerie.com dhowell63neo.rr.com

"In all the world and in all time, there isn't anyone exactly like you - with your history, your family, your stories, attitudes, or abilities."

Your stories are what makes you unique to your family, friends, and the world. Family histories are what draws you together.

Your family history is like a written memoir, a legacy that serves as a link between the past and the future. By leaving a legacy, you are giving back to life.

One of the ways to get started developing your family story is to begin with interviewing the older members of your family, 50 years or older, be they parents, grandparents, aunts, uncles, cousins and even older friends of

the family. Choose a quiet time, such as after a family dinner. Make sure you won't be disturbed by telephones or other electronic gadgets. Record the interview with sound or video recorders, and/or take notes so that you get all the details and can review them later. Keep the interview no longer than 60 to 90 minutes long.

Use open-ended questions, such as "What was it like when?" As you listen to answers, other questions will come to mind. Ask them. Use memory triggers, such as old photographs, keepsakes, letters, places, and names of deceased family members.

Listen attentively and don't interrupt or correct. Maintain eye contact and show interest by leaning forward or nodding. If someone is talking about a

what prayers were said before the meal, and who was in charge at the table?

Can you remember how the food was prepared? Can you recall how the people at the table acted or dressed?

Did you have a piano or other musical instrument in the house?

What kind of stove did you have? How was the house heated and lighted? Did you have an icebox?

Where did you go to school? Can you recall your teachers and any other incidents at school?

Did your family move while you were growing up and how did you travel to your next house?

How did you spend your summers?

How did you meet your husband or wife?

What do you know about your family surname? Were they ever changed?

What stories, traditions, legends have come down to you about your parents,

grandparents, or other ancestors?

Is there a family cemetery or burial plot?

Were your parents active in community life? What responsibilities did that take?

Were there other languages spoken in your home besides English?

What kind of work did you do? How about your grandparents?

Did you bring any photos, mementoes, or other artifacts from your ancestors to show me?

Did you vote in any election for public offices?

On concluding the interview, ask if there are any other statements they would like to make. For example, is there something they would do over again if they had the chance?

This article has been obtained from APCUG with the author's permission for publication by APCUG member groups.



Ch. 2: Adobe RAW Image Processing: An Overview

Ch. 3: Fundamentals of Lightroom and Camera RAW

Ch. 4: Advanced RAW Processing using Lightroom or Camera RAW

Ch. 5: Deploying Photoshop to Perfect your Digital Negatives

Ch. 6: Creating an Efficient Workflow

Don't let the small number of chapters fool you: this book packs 312 pages full of content, from sample images and screenshots to tips and insights into how best to process your images.

If your camera supports shooting in RAW format, you would be better off using it to make your images than the JPEG option. JPEG gives you a smaller file size, but at the expense of losing a lot of image detail and data. RAW gives you the most image data your camera can produce, and will allow you to make your images the highest quality you could want, especially if you are trying to make a living selling your photography.

Book Review - The Digital Negative

Review by Mark Mattson, Editor, Computer Users of Erie
www.cuerie.com cuerie01@roadrunner.com

The Digital Negative By Jeff Schewe

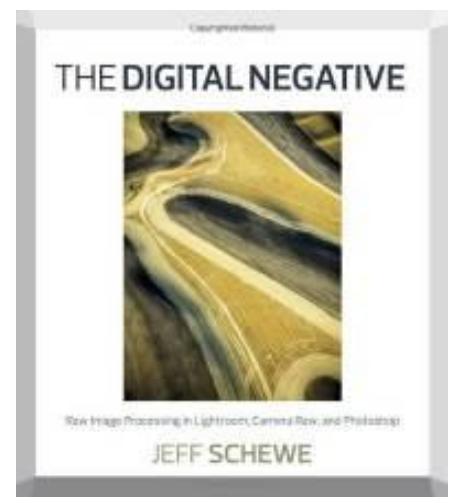
If you've been involved in photography for a lot of years, the title of this book may ring familiar. That's because it was named as an homage to a work by Ansel Adams titled 'The Negative', originally published in 1955. Ansel also wrote 'The Camera' and 'The Print', of which Jeff has reworked the last title into another homage title, 'The Digital Print'.

This volume brings you the most comprehensive look at how a digital camera produces its negative, otherwise

known as the RAW file. Rather than being based on physical film emulsion and base, it is a purely digital image, living life as a collection of bits in a file on your computer. Nonetheless, it is just as important as the film negative in how it stores and presents your images to the world.

The volume is divided into six highly detailed chapters, covering topics ranging from what a digital negative is, to developing an efficient workflow to speed your image processing:

Ch. 1: What is a digital negative?



Author Schewe gives many detailed examples of how best to deal with different image types, from blown-out skies to sharpening for maximum effect.

The early chapters deal with what a digital negative is, how it is created, and some other technical details...but all of which are written in easy to understand language. Following this comes a look at Camera RAW and Lightroom, and explores the controls and functionality of each as related to RAW image editing. I don't think there was a control or option that was missed from either application and, again, it's in easy to read language.

The chapter on Photoshop is included as three ARE times when you need the extra power and capabilities not present in Camera RAW and Lightroom to fine-tune your images. Finally, chapter six takes a look at Jeff's workflow, from ingestion of the RAW images to archiving and outputting the finished image. It can give you a look at what you're doing, and how to improve it to be more efficient.

If you're looking for a good background primer on the Digital Negative

and how and what a RAW file is, this is the volume you've been waiting for. It gives you the information you need to produce the best images you can from your digital camera, and does so in a way that you won't find intimidating or confusing.

'The Digital Negative' is published by Peachpit Press (www.peachpit.com), and is available either in print form (\$39.99 list) or eBook format (\$31.99 list). You can find them also on Amazon.com, or you can order from Peachpit and use your UG discount code. The print ISBN is 978-0-321-83957-2 and the eBook ISBN is 978-0-13-306436-0.

This article has been obtained from APCUG with the author's permission for publication by APCUG member groups.



Request For Door Prizes

Your Computer Club Needs You, or at least your 'stuff.' We could use a bit of help in accumulating useful items for the door prize give away. Please take a look and see if you have any computer related items or equipment that you no longer need and that might be of value to another club member. If you come across some treasures, just bring them to the next club meeting and pass them along at the speaker's table.



If your e-mail or mail address changes, please e-mail: secretary@SterlingHeightsComputerClub.org

VISIT THE SHCC WEB PAGE: <http://www.SterlingHeightsComputerClub.org>

Presenters Wanted

The officers invite any member to make a presentation at the main meeting.

If there is some software you have been using and think others may be interested as well, or there is a computer topic you would like to present to other members, please call or e-mail Don VanSyckel. Making presentations is not that difficult. The hour goes by before you know it and there is always enough material to cover in a software package so that the hour is easy to fill.

If there is a topic you are interested in or something you would like demonstrated, please see any of the officers. They are always interested in what the members would like to see.



Member Classified Ads

Send any classifieds to the WYSIWYG Publisher at the club's PO Box, or to his e-mail address posted on page 2 of the newsletter.

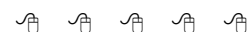
Ads are available to SHCC members and are limited to computer related items for non-commercial purposes. There is no charge for members classified ads.



If your dues are paid the month they are due, as shown on the invoice the club sends, you automatically get an extra month of membership. This policy has been in effect for many years but newer members may not be aware of this "free month" policy.

SHCC Emergency Cancellation

The Sterling Heights Computer Club might find it necessary to cancel an event if the weather gets bad enough. All members of SHCC have an email address. One of the SHCC officers will send an email to the addresses SHCC has on file alerting members to the event cancellation. Decisions will not be made before 4:00 PM and decisions will be made by 6:00 PM for the regular 7:30 PM meetings. If weather is questionable an email confirming that the event is NOT cancelled might be sent, so please carefully read any SHCC announcement about events. If your email is broken, call an officer. Don't leave a message, but instead call another officer if you don't talk to someone live. It is your responsibility to keep the email you have listed with SHCC current.



WYSIWYG WEB WATCH (www)

by Paul Baecker webwatch@sterlingheightscomputerclub.org



This column attempts to locate sites containing valuable, amusing and free content, with no overbearing pressure to purchase anything. Send your favorite entertaining, helpful or just plain useless sites (a description is optional) to the e-address noted above, for inclusion in a future WYSIWYG

Helicopter history website – records, evolution, principles of flying, manufacturers, rescue stories, timeline, more.
<http://www.helis.com>

A modification of the free/open source GNU Image Manipulation Program (“GIMP”), intended to replicate the feel of Adobe Photoshop.
<http://sourceforge.net/projects/gimpshop.mirror/>

Free feature-rich and easy-to-use photo manipulation tool that allows you to create beautiful works of art from your digital photos.
http://portableapps.com/apps/graphics_pictures/fotosketcher-portable

100 years of rock in less than a minute. View associations among various music genres. Click on genre labels to listen to music samples.
www.concerthotels.com/100-years-of-rock

Great mouse enhancement utility that lets you scroll through any inactive window you hover your mouse over, and not just the active window.
<http://antibody-software.com/web/software/software/wizmouse-makes-your-mouse-wheel-work-on-the-window-under-the-mouse/>

20 free PC apps to ease daily tasks.
<http://www.pcworld.com/article/2052820/20-free-pc-apps-to-ease-daily-tasks.html>

Your new PC needs these 22 free, excellent programs.
<http://www.pcworld.com/article/2082305/your-new-pc-needs-these-22-free-programs.html>

Each month, this site offers detailed information about all security and non-security patches that Microsoft released in that month. Perhaps look here before installing MS patches on *your* PC?
<http://www.ghacks.net/category/microsoft-companies/>

How to add Windows 8's best desktop features to Windows 7.
<http://www.pcworld.com/article/2030089/how-to-add-windows-8s-best-desktop-features-to-windows-7.html>

Helicopters – recognition guide, cockpit views, theory, history, pics from UK and Russia, more.
<http://www.aviastar.org>

7 critical things to do immediately with a new PC.
http://www.itworld.com/article/2863071/7-critical-things-to-do-immediately-with-a-new-pc.html?phint=newt%3Ditworld_today&phint=idg_eid%3D966e2f627abe418ea43d88d48dbd653f#tk.ITWNLE_nlt_today_2014-12-27

Essential free software you can't afford to miss.
<http://www.pcworld.com/article/2050352/essential-free-software-you-cant-afford-to-miss.html>

American Association of Wartime Veterans educates and assists (for free) veterans and their surviving spouses on the Veteran's Aid and Attendance pension.
<http://www.usawarvet.org>

Holiday Insights- tradition, fun, facts and more – Every day is a holiday!
<http://www.holidayinsights.com>

News stories and resources that are informative and fun and can help you save money.
<http://www.cheapism.com>

Lighthouses – web links, museums, festivals, more. Of particular interest: several hundred amateur pics of Michigan lighthouses (see “PHOTO CONTEST”).
<http://www.michiganlighthouseguide.com>

NOTE: Many of the links in the digital newsletter connect to the Internet if clicked. For those that do not, copy the link into your browser, and reach the web site that way.

World Wide Web Column on the Club Web Site

Check out the WebPageReviews section on the club's web site. You can see past web sites reviewed in this column on our club web page. They are arranged into various key word categories to help locate a specific site.