

THE GURU

TRUMCUG

Trumbull Computer User's Group

Since 1984

Supporting All Personal Computers

June 1996
Volume 3 Issue 10

Send mail to:

P.O. Box 8632
Warren, Ohio 44484



Meeting Notice: Third Wednesday of each month (except July and August) at 6:00 PM. Our next meeting will be held on Wednesday June 19, 1996 at the Warren branch of the Cortland Bank, on Elm road, North of McDonald's and across from Sims Buick.

TRUMCUG Officers 1996-1997

Chris Shonk (330) 652-8296 President
Jay Shonk (330) 652-8296 Vice-President

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Three year trustee and 8 bit librarian

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Treasurer and co-secretary

Bob Boyts (330) 772-4220

Trustee two year

John Calderwood III (330) 898-4674

Trustee one year and Guru Editor

email: picard@cisnet.com

Future Meetings

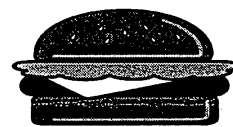
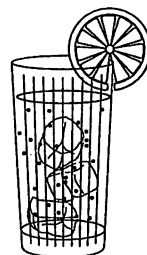
Future meetings are scheduled for Wednesdays
September 18, and October 16.

June Meeting

From our *new* president
Chris Shonk

Picnic

Our May meeting elections were held. The list of our 1996-1997 officers are listed at the left. For our June meeting, Jay and I are having a cook-out. Meet Doc at the Cortland bank on Elm Road at 6:00 P.M. and follow him to our house, which is a few miles from the bank. We're having hot dogs, hamburgers, garden salad, baked beans, cake and refreshments. Bring whoever you like. You don't have to bring anything. Please join us for a nice, relaxing evening! This will be that last meeting and newsletter until September.



VisionTech Electronics has a new address and new phone numbers:

3995 Greenmont SE

Warren OH 44484

Voice: 856-5732

Fax: 856-5735

Readers should consider letting VisionTech quote on their PC computer needs.

Survey Shows that "Microprocessor Generation" is Sold on the PC

LOS ANGELES, CALIF. --March 19, 1996--If you're a member of the "Microprocessor Generation" -- one of those born since the 1971 invention of the microprocessor -- chances are you're quite attached to your personal computer. According to a recent survey of more than 3,200 visitors to the "America's Smithsonian" exhibition in Los Angeles:

- More than 60% of the people under 25 believe that the computer will be the most important device in their lives by the year 2000 ... way ahead of other technologies such as the automobile, television and telephone.
- If the "Microprocessor Generation" had \$2,000 to spend on electronic products, a whopping 48% -- nearly half -- would spend it on a personal computer system ... in contrast to 29% on a big screen TV/home entertainment system or 16% on a stereo system.
- 72% of the people under 25 have a personal computer at home today, and they use it almost equally for both fun/entertainment and work/school.
- 70% of the respondents under age 25 first used a computer before they were 10 years old; of those under age 11, 29% learned how to use a computer before the age of 5.
- 66% of the respondents under the age of 25 consider themselves either "intermediate," "expert" or "power users." The male gender is quick to put itself in the spotlight: twice as many males as females claim to be expert computer users.
- Personal computers are not just "toys for boys" -- 70% of the women under 25 years of age also began using computers before they were 10 years old.
- The "Microprocessor Generation" is wired -- 59% believe that by the year 2000 they will receive most of their news via the Internet, as opposed to radio/TV (31%) and print (10%); 55% are already Internet users.
- People under the age of 25 describe computers as "cool" (58%), "useful" (57%), entertaining (52%) and "fascinating" (44%).

"For the 'Microprocessor Generation,' computer literacy is a basic skill along with reading, writing and arithmetic," explained Dennis Carter, Intel's vice president of marketing.

"Every generation has a love affair with technology that gives them a distinctive stamp and cultural perspective. For 'In-Betweeners' who grew up between the two World Wars in the '20s and '30s, it was the automobile, movies and radio. And for 'Baby Boomers' of the '40s, '50s and '60s, television, rocket ships and the electric guitar helped define a generation. Today, we have the 'Microprocessor Generation,' for whom the personal computer is a totally natural way to work, learn, play and communicate."

Intel is a Corporate Partner of the 150th anniversary of the Smithsonian Institution. This random survey was conducted at the Los Angeles Convention Center in February 1996 at the "America's Smithsonian" traveling exhibition. Visitors to the show in Los Angeles were asked to "tell us about yourself" by walking up to one of two kiosks housing Pentium® processor-based PCs. Intel was not identified on either the computers or the screens as the author of the survey. Over a ten-day period more than 3,200 people aired their views. More than half of the respondents were under 25 years of age and 70% were under 40.

Survey Methodology: The findings listed above from Intel's "Microprocessor Generation" survey are based on a February 1996 random survey of 3,274 individuals in the city of Los Angeles. Custom Research Inc. (San Francisco) collaborated in the design of the survey instrument and tallied the survey results.



New Intel Video Phone Works Over Standard Telephone Lines

HILLSBORO, Oregon, May 30, 1996 -- Intel Corporation today announced a new video communication technology for the home PC market, based on its successful ProShare videoconferencing Product line. The Intel Video Phone with ProShare technology allows consumers to enhance

a standard telephone call by adding video to see who they are calling, all from their Pentium® processor-based personal computer.

Intel, the leader in videoconferencing for the ISDN business market, is now enabling the home market by selling ProShare technology for incorporation into next generation home PC's, adding video phone capability using standard telephone lines. This solution for the first time allows integration of the technology at a new price point for the home consumer. This capability will be available in Pentium processor personal computers operating at 133 MHz and above. Compaq, in addition to many other PC vendors will be integrating the Intel video phone into their consumer PCs.

"Intel is proud to extend our technology and experience from the ProShare videoconferencing business market into the home," stated Frank Gill, executive vice president of the Internet Communications Group, Intel Corporation. "The Intel Video Phone allows distant family members to see and talk to one another, creating spontaneous family reunions, all from the PC."

The ease of use features of the Intel Video Phone application includes a "voice call first" capability that allows the user to initiate or answer a call normally and then move to the PC to add video to the same call. Another feature is the ability for the user to send a high resolution snapshot during the video call and to store it for future reference. The Intel Video Phone comes pre-installed in a new computer system for plug and play convenience. The motion video quality ranges from 4-12 frames per second. Only one phone line is required to make a video call.

Intel believes there is great market potential for video-phone enabled PCs. Early Intel market research indicates that more than one third of consumers surveyed would buy a new PC to get this feature. Consumers saw this as an effective way to stay in touch with family members living in other cities, as an enhancement to their regular phone call. Potential users include parents with children in college, grandparents, and early adopters of new consumer market technology.

The Intel Video Phone is compliant with telecommunications standards. It conforms to H.324

standards, ensuring interoperability with products marketed by other vendors. Intel has worked with other manufacturers to conduct early testing so that these devices will be interoperable when they ship. The next interoperability event for H.324 is scheduled for June 10, 1996.

Matsushita Releases More M2 Specs

Further details of Matsushita's final technical specifications for M2 have been revealed.

At a graphics seminar in Japan yesterday, Mr. Masao Itoh offered extra indications of the nature of the machine. Itoh, speaking on behalf of Matsushita subsidiary Panasonic Wondertainment, indicated that the machine would contain one, Central Processing Unit which would be a Power PC 602 running at 66MHz turning out 77 Million Instructions Per Second (MIPS). He also confirmed that it will come with 8MB of SDRAM.

More interestingly it will feature two expansion slots. One is for a memory card; the second is for a PCMCIA slot which will be used for a modem, sound input device or a variety of other uses.

We understand that further work has been conducted on the hardware in order to ramp it up to a capability of 1 million polygons per second. Unconfirmed reports suggest that a further deal was struck with The 3DO Company in order to achieve this benchmark.

Microsoft and Adobe Systems to Deliver Universal Font Format

SAN FRANCISCO - May 6, 1996 - Microsoft Corp. and Adobe Systems Incorporated today announced they are collaborating on a new universal font format that will combine today's leading TrueType® and Type 1 font technologies. Called "OpenType™," the effort will streamline management of existing fonts and provide a font format to handle the next generation of type for personal computers and the Internet. As part of the initiative, Adobe and Microsoft will broadly cross-license the Type 1 and TrueType font technologies to each other and make the OpenType

specification available to other operating system and Internet-based vendors.

OpenType will include compression technologies that will ensure efficient, high-quality representation of fonts on the World Wide Web. In conjunction with the announcement, the companies will present a proposal based on the OpenType initiative for a standard mechanism to embed fonts in HTML documents on the Internet at the Fifth International World Wide Web conference this week in Paris. This new proposal is intended to consolidate previous proposals the two companies have been developing with industry partners.

"OpenType promises to simplify the way customers use today's fonts and set the stage for significant innovation in the quality of type both on-screen and in print," said Bill Gates, chairman and CEO of Microsoft. "We look forward to collaborating with Adobe to advance type technology still further, and to making the process of installing, and using fonts seamless for all customers."

"This initiative is great news for users and developers," said John Warnock, co-founder and CEO of Adobe. "By having both TrueType and Type 1 available in Windows® we're providing customers with the best type solution regardless of whether they're working with print or on-line documents."

Microsoft expects to incorporate OpenType into future versions of Windows Operating Systems. Adobe plans to support OpenType in upcoming releases of its graphics, publishing, dynamic media and Internet products, beginning with an update to Adobe TM, Acrobat TM, due out later this year. Adobe and Microsoft are also working together to ensure that OpenType works with all Adobe PostScript™, printers and on cooperative type development for Windows 95 and Windows NT® operating systems.

M2: Two PPC 602 Processors?

Extraordinary rumors from Japan concerning the technical specifications of Matsushita's M2 machine are gaining credence.

According to unconfirmed reports, Matsushita will launch the machine with not one PPC 602

processor, but with two. The extra processing power will be used to hit the magical one million polygons per second benchmark as well as giving the machine extra horse power.

However, this high standard will come at a price, and would almost certainly pitch the machine at the top end of the videogame hardware market in terms of price. If a DVD drive is also included, which becomes ever more likely as time goes on, the machine could retail at above \$700. Even without a DVD drive, the machine would probably weigh in at \$500 or so, at least initially.

It could be that Matsushita's plan is to create a top-end game / video entertainment market rather than attempting to squeeze into the crowded market currently inhabited by Sega, Sony and Nintendo. This strategy has been attempted unsuccessfully before, although it would be a mistake to make easy comparisons between Matsushita and companies with lesser marketing and financial resources. Unfortunately, Matsushita is still keeping extremely quiet about its plans.

[Ed Note: Sounds like Matsushita is taking a few pointers from Bebox Inc (<http://www.be.com>)]

These two m2 news articles and other game news can be found at:

<http://www.next-generation.com>

TRUMCUG Web Page

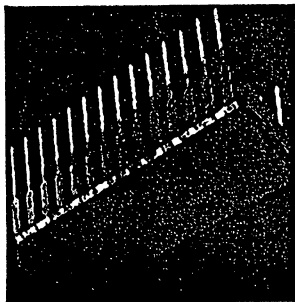
<http://cc.ysu.edu/~s0176111/trumcug.html>

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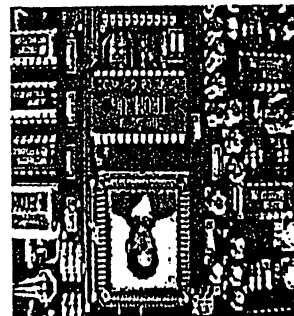
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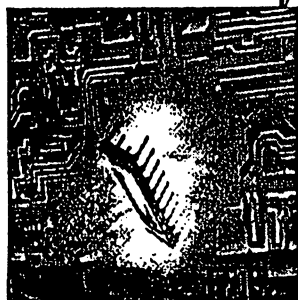


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Warren branch
Cortland Bank
Elm Road-Warren, Ohio

Computer meeting on the
3rd Wednesday of each month at 7:00PM
(except July and August)



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