



# O'Reilly UK User Group Programme

## NEWSLETTER

### Issue 09-05

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## NEWS FROM O'REILLY AND BEYOND

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### General News

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#### \*\*\*E3 2005: War of the Consoles...Almost

E3 is the world's largest video game trade show, which means a lot of networking and deal brokering. However, E3 is also the first chance for the average gamer to get a sneak peek at the video games in development. In a hardcore gamer's world, the flashy and elaborate E3 exhibits are like Christmas morning—only in May. Stephen Cawood offers this report on E3 2005.

<<http://www.oreillynet.com/pub/a/network/2005/05/23/E3expo.html>>

#### \*\*\*Mapping the 802.11 Protocol

A trip to London and a bit of unique inspiration gave Matthew Gast the ideas that would lead to the first draft of a visual map describing the relationship between the various components of the 802.11 standard and related security standards. Matthew details the road he took to the final version of his 802.11 protocol map. Matthew is the author of "802.11: The Definitive Guide, 2nd Edition."

<<http://www.oreillynet.com/pub/a/wireless/2005/05/20/80211map.html>>

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### Open Source

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#### \*\*\*Rendering Everything as Text

Ah, the days of plain-text everything are long gone, what with media files (hooray!) and encumbered binary blobs (boo!). Is the solution to give up your comfortable, efficient, and effective text-based tools? No way. Philip Hollenback proposes that you can render any data format to meaningful text for mail reading, indexing, and more. Here's how.

<<http://www.linuxdevcenter.com/pub/a/linux/2005/05/26/textonly.html>>

#### \*\*\*A Simpler Ajax Path

After years of hacks, tricks, and workarounds, there's finally a cross-browser, cross-platform way to communicate between client and server in web applications. Matthew Eernisse demonstrates how to send and receive structured data with XMLHttpRequest and shows off some tricks to make debugging and error handling easier.

<<http://www.onjava.com/pub/a/onjava/2005/05/18/swingactions.html>>

#### \*\*\*Rexx: Power Through Simplicity

The P-languages get most of the press these days, but they're not the only dynamic languages in the world. Arguably, Rexx is the grandfather of them all. It's received little attention in the open source world, despite several good open source implementations. Howard Fosdick shows off some of the features of the language with practical examples.

<<http://www.onlamp.com/pub/a/onlamp/2005/05/26/rexx.html>>

#### \*\*\*Learning Lab: Linux/Unix SysAdmin Certificate Special

Learn system administration skills online and receive certification from the University of Illinois Office of Continuing Education. Courses include: The Unix File System, Networking and DNS, Unix Services (including email and web servers), and Scripting for Administrators with Sed, Awk, and Perl. It's all at the O'Reilly Learning Lab. Enroll and save 40%.

<<http://www.oreilly.com/redirector.csp?link=UASys&type=news>>

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## Mac

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### \*\*\*An Introduction to Tiger Terminal

Now that you've had a chance to enjoy all of the GUI goodies in Mac OS X 10.4, you might be ready to check out what's happening with the Terminal app. This article will introduce you to Tiger's Terminal app and CLI (command-line interface).

<<http://www.macdevcenter.com/pub/a/mac/2005/05/20/terminal1.html>>

### \*\*\*Japan Primer for the Mac Techno-Tourist

Many of us believe that Japan is the land of geek nirvana. If you're contemplating a visit to the gadget promise land, you'll enjoy Todd Ogasawara's report on everything from cell phone coverage to buying Mac accessories.

<<http://www.macdevcenter.com/pub/a/mac/2005/05/27/japan.html>>

### \*\*\*20 Cool Tiger Features You Might Not Have Heard About

Even though Tiger has been out for a while now, many of its major features have nuances that haven't received much press—and there are a zillion minor tweaks to discuss. Scott Knaster takes you on a tour of clever, and sometimes even obscure Tiger goodies.

<[http://www.macdevcenter.com/pub/a/mac/2005/05/13/tiger\\_tips.html](http://www.macdevcenter.com/pub/a/mac/2005/05/13/tiger_tips.html)>

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## Windows/.NET

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### \*\*\*Refactoring Support for Visual Basic 2005

Microsoft recently announced that they have teamed up with Developer Express Inc. to release Refactor! for Visual Basic 2005 Beta 2, a free plugin for Visual Studio that enables Visual Basic developers to simplify and restructure source code inside of Visual Studio 2005. Wei-Meng Lee walks you through the new refactoring.

<<http://www.ondotnet.com/pub/a/dotnet/2005/05/31/vbrefactoring.html>>

### \*\*\*Ferretting Out Near-Identical Records in Access

Working with lists of contacts is a common database activity, but as a list grows, so do the chances for duplicate records. Ken Bluttman shows one technique for ferretting out these near-identical records in Access using the InStr function to find when one value in one field is inside the value of the same field in another record. Ken is the author of "Access Hacks."

<<http://www.windowsdevcenter.com/pub/a/windows/2005/05/24/accesshacks.html>>

### \*\*\*Building Web Parts, Part 1

Web sites today contain a wealth of information; so much that a poorly designed site can easily overwhelm users. To better help users cope, portal web sites today (such as MSN) often organize their data into discrete units that support a degree of personalization. In this first of three articles, Wei-Meng Lee discusses how to use Web Parts for user customization in your ASP.NET 2.0 web sites.

<[http://www.ondotnet.com/pub/a/dotnet/2005/05/23/webparts\\_1.html](http://www.ondotnet.com/pub/a/dotnet/2005/05/23/webparts_1.html)>

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## Java

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### \*\*\*Constructing Services with J2EE

Web services are a popular means of deploying service-oriented applications, and the standards in J2EE 1.4 make it easier to develop services that are portable and interoperable. Debu Panda shows you how, and takes a look at how things will get easier in J2EE 5.0.

<<http://www.onjava.com/pub/a/onjava/2005/05/25/j2ee-services.html>>

### \*\*\*Wire Hibernate Transactions in Spring

The proper handling of transactions across multiple data stores, supporting multiple application flows, is the kind of heavy lifting J2EE servers were built for. But what if you're using the lighter-weight Spring framework? Binildas C.A. shows how you can wire Spring and Hibernate together to achieve the transaction support you desire.

<<http://www.onjava.com/pub/a/onjava/2005/05/18/swingxactions.html>>

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## Digital Media

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### \*\*\*Look Ma—Hands! Choosing and Using MIDI Controllers

If you really want to play today's wonderful software instruments, drop that mouse and grab a dedicated MIDI controller. In this MP3-enhanced tutorial, you'll hear the dramatic difference controllers make in musical expressivity, then get buying and usage tips.

<<http://digitalmedia.oreilly.com/2005/06/01/controller1.html>>

### \*\*\*Steve Turnidge: Turning Weed into Green

Go behind the scenes with the co-founder of Weedshare.com, the service that pays you—and the original artist—to share music. Driven by ex-Microsoft and Real Networks employees, Weed is totally legal, and even supports surround sound.

<<http://digitalmedia.oreilly.com/2005/05/25/weed.html>>

### \*\*\*Consumer Camera Time-Lapse Movies

Pocket digicams are great for still photos, and some of them even record quality video. But you can push the envelope even further with these devices. Here's how two photo novices created their first time-lapse production.

<<http://digitalmedia.oreilly.com/2005/05/18/timelapse.html>>

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## MAKE

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### \*\*\*MAKE: Audio

The MAKE Team thought it would be fun to talk with pal Richard Giles in Australia. They chatted about MAKE Volume 02, E3, Astromechs, VoIP for the Nintendo DS, NASA's O2 challenge, the XBOX 360, Broadcast Flag part 2, and more. Next up, they interview Jordan Kanarek and Jim Garretson from roadcasting.org. What's roadcasting? Interactive, collaborative, mobile radio stations for cars. It could be a glimpse of what's to come for our daily commutes!

<[http://www.makezine.com/blog/archive/make\\_podcast/](http://www.makezine.com/blog/archive/make_podcast/)>

### \*\*\*MAKE Flickr

Join the MAKE Flickr photo pool today. You never know what you'll see or what we'll be giving away next! Where else can you see a potato cannon in action?

<<http://www.flickr.com/groups/make/pool/>>



**\*\*\*MAKE del.icio.us**

On the MAKE bookmark page, there are over 1,500 links to hacks, mods, DIY projects, and all-around tinkering goodness. Be a MAKE voyeur and read what we're reading.

<<http://del.icio.us/makemagazine>>

This week's faves include:

**Artificial Intelligence: A Modern Approach**

<<http://aima.cs.berkeley.edu/>>

**Abusing Amazon Images**

<<http://aaugh.com/imageabuse.html>>

**WSJ on Gaming**

<[http://www.oreilly.com/go/wsj\\_on\\_gaming](http://www.oreilly.com/go/wsj_on_gaming)>

**How to Stock Your Bar for a Party**

<<http://www.degraeve.com/howto/stock-your-bar.php>>

**\*\*\*The MAKE blog is available at:**

<<http://www.makezine.com/blog/>>

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## BOOK NEWS

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**\*\*\*Latest books available for review**

**.NET Gotchas** <<http://www.oreilly.com/catalog/netgotchas/>>

The ultimate guide for pain-free coding, .NET Gotchas from O'Reilly contains 75 common .NET programming pitfalls—and ace on how to avoid them. Now you can steer away from application performance problems, or tainted code that just doesn't work right. It's the ideal resource for .NET developers yearning for a more productive, stress-free existence.

**Assembling Panoramic Photos: A Designer's Notebook**

<<http://www.oreilly.com/catalog/assemblingadn/>>

Eight expert French photographers reveal their secrets using Photoshop and other applications to create extraordinary panoramic photos. Part art book, part how-to guide, this Designer's Notebook sits you down next to renowned digital artists as they work step-by-step to create high-quality panoramas and 360-degree virtual reality scenes. It's a goldmine for any digital artist who wants to learn new Photoshop techniques and exploit them for maximum effect.

**Classic Shell Scripting**

<<http://www.oreilly.com/catalog/shellsrptg/>>

An essential skill for Unix users and system administrators, shell scripts let you easily crunch data and automate repetitive tasks, offering a way to quickly harness the full power of any Unix system. This book provides the tips, tricks, and organized knowledge you need to create excellent scripts, as well as warnings of the traps that can turn your best efforts into bad shell scripts.

**Designing Embedded Hardware, 2nd Edition**

<<http://www.oreilly.com/catalog/dbhardware2/>>

Designing Embedded Hardware steers a course between those books dedicated to writing code for particular microprocessors, and those that stress the philosophy of embedded system design without providing any practical information. Loaded with real examples, this book also provides a roadmap to the pitfalls and traps to avoid. If you want to build your own embedded system, or tweak an existing one, this invaluable book gives you the understanding and practical skills you need.



### **Essential Mac OS X Server Administration**

<<http://www.oreilly.com/catalog/macxserver/>>

If you've ever wondered how to safely manipulate Mac OS X Panther Server's many underlying configuration files or needed to explain AFP permission mapping—this book's for you. From the command line to Apple's graphical tools, the book provides insight into this powerful server software. Topics covered include installation, deployment, server management, web application services, data gathering, and more.

### **Essential SharePoint**

<<http://www.oreilly.com/catalog/essentialsp/>>

This comprehensive guide covers all the key topics for getting you started with Microsoft SharePoint. Learn everything there is to know about creating a team-oriented web site—how to turn it on, set it up, and set your applications to work with it. It's ideal for anyone who wants to improve his or her productivity through information sharing and document collaboration.

### **Killer Game Programming in Java**

<<http://www.oreilly.com/catalog/killergame/>>

This comprehensive guide has everything you need to program Java games. It offers the most thorough coverage of Java 3D available, and clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. This practical book is a must-have for anyone who wants to create adrenaline-fueled games in Java.

### **Learning Java, 3rd Edition**

<<http://www.oreilly.com/catalog/learnjava3/>>

With more changes than any previous version, Java 5.0 makes it easier to develop safe, powerful code. But it isn't any easier to learn. That means the bestselling hands-on tutorial Learning Java takes on greater significance, delivering a no-nonsense approach to Java 5.0 features, such as "generics," and looks into the popular Eclipse IDE. The accompanying CD includes the Java 5.0 SDK for Windows, Linux and Solaris.

### **Learning Unix for Mac OS X Tiger**

<<http://www.oreilly.com/catalog/ltigerunix/>>

Thoroughly revised and updated for Mac OS X Tiger, this new edition introduces Mac users to the Terminal application and shows you how to navigate the command interface, explore hundreds of Unix applications that come with the Mac, and—most important—how to take advantage of both the Mac and Unix interfaces. If you want to master the command-line, this gentle guide to using Unix on Mac OS X Tiger is well worth its cover price.

### **Mac OS X Tiger for Unix Geeks**

<<http://www.oreilly.com/catalog/macxtigerunix/>>

This is the book for Mac command-line fans. Completely revised and updated to cover Mac OS X Tiger, this new edition helps you quickly and painlessly get acclimated with Tiger's familiar-yet foreign-Unix environment. If you're a Unix geek with an interest in Mac OS X, you'll find this clear, concise book invaluable.

### **MAKE: Technology on Your Time Volume 02**

<<http://www.oreilly.com/catalog/makemag05v2/>>

If you like to tweak, disassemble, re-create, and invent cool new uses for technology from home entertainment systems to in-car computers you'll love MAKE, our new quarterly publication for geeks and do-it-yourselfers. Inspired by our bestselling Hacks books, MAKE is a mook. It combines the unexpectedness and visual appeal of a magazine with the permanence and the in-depth instructiveness of a how-to book. Visit MAKE's web site: [make.oreilly.com](http://make.oreilly.com) <<http://make.oreilly.com>>.

### **Ship it!**

<<http://www.oreilly.com/catalog/0974514047/>>

Ship It! provides a wealth of solid, practical advice in an easy, approachable format that fixes many of the common problems facing software developers today. It provides a concise introduction to the tools a successful team has to use, and how to use them well. Developers will get quick, easy-to-follow advice on modern techniques and when they should be applied.



### **SSH, The Secure Shell: The Definitive Guide, 2nd Edition**

<<http://www.oreilly.com/catalog/sshtdg2/>>

SSH is a popular protocol for securing your network connections. It's reliable, robust, and reasonably easy to use, and both free and commercial implementations are widely available for most operating systems. Everything you want to know about SSH is in our second edition of SSH, The Secure Shell: The Definitive Guide. This updated book thoroughly covers the latest SSH-2 protocol for system administrators and end users.

### **Toad Pocket Reference for Oracle**

<<http://www.oreilly.com/catalog/toadpr2/>> (Second Edition)

This new edition, revised for Toad for Oracle V8.0 and V8.5, provides a quick reference to this very popular interactive environment tool. It covers new features (e.g., CodeXpert and Script Debugger), shortcut keys and productivity tips. If you're a developer needing to streamline code development or a DBA trying to simplify day-to-day administrative tasks, this pocket-sized guide is the one book to have by your side.

### **\*\*\*\* Coming Soon**

- \* Advanced Perl Programming <<http://www.oreilly.com/catalog/advperl2/>> (Second Edition)
- \* ASP.NET 2.0: A Developer's Notebook <<http://www.oreilly.com/catalog/aspnetadn/>>
- \* Astronomy Hacks <<http://www.oreilly.com/catalog/astronomyhks/>>
- \* Digital Video Hacks <<http://www.oreilly.com/catalog/digitalvideohks/>>
- \* eBay Hacks <<http://www.oreilly.com/catalog/ebayhks2/>> (Second Edition)
- \* Exchange Server Cookbook <<http://www.oreilly.com/catalog/exchangeckbk/>>
- \* JBoss: A Developer's Notebook <<http://www.oreilly.com/catalog/jbossadn/>>
- \* Knoppix Pocket Reference <<http://www.oreilly.com/catalog/knoppixpr/>>
- \* Mac OS X Tiger Pocket Guide <<http://www.oreilly.com/catalog/mactigerpg/>>
- \* MAKE: Technology on Your Time Volume 02 <<http://www.oreilly.com/catalog/makemag05v2/>>
- \* Mapping Hacks <<http://www.oreilly.com/catalog/mappinghks/>>
- \* Programming .NET Components <<http://www.oreilly.com/catalog/pnetcomp2/>> (Second Edition)
- \* Project 2003 Personal Trainer <<http://www.oreilly.com/catalog/projectpt/>>
- \* SharePoint Office Pocket Guide <<http://www.oreilly.com/catalog/sharepointpg/>>
- \* Swing Hacks <<http://www.oreilly.com/catalog/swinghks/>>
- \* Switching to VoIP <<http://www.oreilly.com/catalog/switchingvoip/>>
- \* UML 2.0 in a Nutshell <<http://www.oreilly.com/catalog/umlnut2/>>
- \* Web Mapping Illustrated <<http://www.oreilly.com/catalog/webmapping/>>
- \* Word Annoyances <<http://www.oreilly.com/catalog/wordannoyances/>>

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## **CONFERENCE NEWS**

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### **\*\*\*Registration is Open for the O'Reilly Open Source Convention, Portland, OR—August 1-5**

OSCON 2005 explores three deep trends affecting open source: the commoditization of software, network-enabled collaboration, and software customisability. Join us at this essential gathering of open source leaders and practitioners of every persuasion to exchange ideas and push the boundaries of vital open source technologies. This year, we introduce the Open Source Business Review, along with a host of other exciting presentations and events.

<<http://conferences.oreilly.com/oscon/>>

User Group members who register before June 20, 2005 get a double discount. Use code "os05grpusr" when you register, and receive 15% off the early registration price.

To register for the conference, go to: <[http://conferences.oreillynet.com/cs/os2005/create/ord\\_os05](http://conferences.oreillynet.com/cs/os2005/create/ord_os05)>



### \*\*\*Where 2.0 Conference Registration Open, San Francisco, CA—June 29-30

Join us at the first OâEUR(tm)Reilly Where 2.0 Conference. Location-based services and mapping are becoming mainstream technologies. Meanwhile, innovative new software makes it possible to apply the wealth of new data to old business problems. Come explore the emerging consumer and enterprise ecosystems around location-aware technologies that increasingly impact the way we work and play.  
<<http://conferences.oreilly.com/where/>>

Use code "whereug" when you register, and receive 15% off the registration price.

To register for the conference, go to:

<[http://conferences.oreillynet.com/cs/where2005/create/ord\\_where](http://conferences.oreillynet.com/cs/where2005/create/ord_where)>

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## YOUR BOOK REVIEWS

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\*\*\*SIForge.org reviewed - The Art of Project Management -  
<<http://www.siforge.org/articles/2005/06/05-artprojectmgmt.html>>

\*\*\* Nordest Perlmongers reviewed - 802.11 Wireless Networks -  
<<http://www.massainforme.it/blog/archives/000035.html>>

\*\*\* Java User Group Trento reviewed - Java in a Nutshell 5e -  
<<http://www.jugtrento.org/trewiki/?/jug/libri/JavaNutshell>>

\*\*\* Scottish Coldfusion User Group reviewed - Head First Java, 1e -  
<<http://www.scottishcfug.com/go/hfj-bmcg/>>

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## YOUR NEWS and more

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\*\*\* Italian Perl Mongers and the Pisa.pm group are proud to announce the 2nd edition of the Italian Perl Workshop, at the Polo Fibonacci, Pisa, June 23-24, 2005.  
For more information: on the Web, at the address <<http://www.perlworkshop.it>>  
<<http://www.perl.it/workshop/>>

\*\*\*The HP User Group - Seminars: Further information from [admin@hpug.org](mailto:admin@hpug.org)  
<<mailto:admin@hpug.org>>

"TCP/IP Update": - 28th June - Reading

"Conference & Expo 2005": - 30th May to 1st June - Copenhagen

*The O'Reilly User Group Newsletter is posted on the web by The Developers Group,  
incorporating the DotNET Developers Group and the Borland User Group  
courtesy of webmaster Bob Swart.*