

Hands On Contents

■ Hands On is the place where readers can contribute to *PCW*, and as always we'll pay for anything we use. Macros, sections of code, and hints and tips will be rewarded with a £20 book or record token (please say which you'd prefer) and we'll pay hard cash for longer, more involved pieces. Please include relevant screenshots in .GIF format.

All submissions should be emailed to the author of the appropriate section or snailmailed to Hands On, Personal Computer World Editorial, VNU House, 32-34 Broadwick Street, London W1A 2HG. Questions and short hints and tips can be faxed on 0171 316 9313.

We're constantly working to improve the contents of Hands On. If you have any suggestions, send them to the Editor at the address above, or email them to: editor@pcw.ccmil.compuserve.com

Workshop

SQL 246

In the second part of his SQL tutorial, Mark Whitehorn looks at some of the tricks this versatile language has up its sleeve.

Operating Systems

Windows 95 250

What a load of rubbish! Tim Nott rummages in the Recycle Bin.

Windows 3.1 253

When the going gets weird in Windows 3.1, Tim Nott is on hand to sooth some furrowed brows.

Windows NT 256

Extended console commands and multiple serial ports come under Dale Strickland-Clark's scrutiny.

Unix 260

There's a row going on over Windows NT Workstation. Chris Bidmead steps in.

OS/2 280

OS/2 has been caught in the net. Terence Green looks at the opportunities for web warpers.

Applications

Word Processing 266

The marriage of long documents and word processors can now be a happy one. Tim Phillips witnessed this happy event.

Spreadsheets 270

How are your sea legs? Stephen Wells takes to choppy waters to calm an old sea dog down.

Databases 274

What do you do when one is not enough? Mark Whitehorn advises on improving a company database system.



3D Graphics 292

Benjamin Woolley's got a clucking good joke to tell about real-time graphics.

Graphics & DTP 294

Why does the image you devoted so much time and hard work to, look so bad in print? Gordon Laing cleans things up.



Multimedia 298

Corel's Click & Create comes under the watchful gaze of Panicos Georghiades and Gabriel Jacobs.



Sound 303

A great new card, a mountain of press releases and a sorry tale of life on the road. Steven Helstrip takes it from the top.



Programming



Numbers Count 285

Square root algorithms and rational approximations: why not kick-start your latent maths abilities? With Mike Mudge.



Visual Programming 308

Can you ignore the internet? Do you have to be web-literate? Tim Anderson believes we're all in this together.



and the rest...



Hardware 286

Out with the toolkit — it's time for a motherboard swap. With Roger Gann.



Networks 315

Stephen Rodda customises a highway code for networks.



Macintosh 324

Howard Oakley went to visit Apple in California and was pleasantly surprised.

