WinVN Users Guide

A Topic Based Client Network News
Reader for Microsoft Windows

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WinVN Users Guide Index

1.0 INTRODUCTION

1.1 Usenet News

The <u>Usenet</u> News, or Network News, system is a distributed <u>bulletin board system</u> that runs on hundreds of thousands of computers world-wide. Users of Usenet News exchange views and information by writing <u>articles</u> or <u>items</u> which are then transmitted automatically between computers in the network.

Articles are organized by topics into <u>newsgroups</u> and there are currently over 2000 of these newsgroups on the <u>Usenet</u>. New newsgroups are created automatically by the network (after a vote of the network population) and old newsgroups are automatically deleted. Newsgroups are organized by topics into a hierarchy that resembles a tree structure and the distribution of each newsgroup can be controlled by the <u>newsmanager </u>at each site.

Network News has many similarities to electronic mail (E-Mail) but differs in the way it organizes and distributes information. E-Mail systems are typically used to send person-to-person mail to an individual or group of individuals. When the group of users become too large or too dynamic to easily administer over electronic mail, Network News is the system of choice. The information is sorted by subject and you only need to read the subjects you find interesting. You can think of Network News as a collection of very specialized magazines or journals that you can use to search for information or discuss topics.

The software that comprises the Network News system consists of <u>News Servers </u>and <u>News Clients</u>. Servers communicate with other servers and provide disk space to store the actual messages. They also communicate with clients and provide lists of available newsgroups. A client can request a server to return a list of articles for any newsgroup or can request the actual text for an article. The client formats and displays information from the server in a form suitable to the user interface on the client machine.

The actual format of the messages exchanged between hosts follow the Internet Standard for Interchange of USENET Messages (Internet Standard RFC-1036) and transfers these messages via the Network News Transfer Protocol - NNTP (Internet Standard RFC-977).

1.2 Overview of WinVN

WinVN is a Microsoft Windows-based <u>news reader</u>. Like other news readers, it can be used to select, view, and write <u>Usenet News articles.</u> Articles can also be cut into the Windows Clipboard and then inserted into any Windows based electronic mail system.

WinVN offers a more visual approach to Usenet News than most other news readers. WinVN allows you to easily navigate amongst <u>newsgroups</u> and articles via its point-and-click interface.

In normal operation, WinVN displays three types of windows: the <u>main window,</u> which displays a list of all newsgroups; one or more <u>group windows,</u> each of which displays a list of the articles in a newsgroup; and one or more <u>article windows,</u> which each displays an article. Double-clicking on a newsgroup or article name causes that item to be displayed in a separate window.

When you want to write an article, WinVN displays a <u>posting window </u>for that purpose (See <u>Posting an Article.)</u> WinVN also offers a number of configuration options; (see <u>Options Menu Commands </u>) and

extensive Online Help.

1.3 Usenet Etiquette ("Netiquette")

The ease of posting Usenet News articles causes many inappropriate articles to be sent to the network. An article can be inappropriate if it:

- -- Is devoid of useful information or ideas.
- -- Is sent to inappropriate newsgroup(s).
- -- Is really intended for a particular individual, rather than the entire Usenet community.
- -- Contains rude or insulting remarks.

Please compose your articles thoughtfully and be polite and considerate of others. Remember that most people on the network will know you only by what you say and how well you express yourself in writing. Strive to insure that your articles are factual and will not embarrass you later. There is even a news group called **NEWS.ANNOUNCE.NEWUSERS** that provides information to new users on how to conduct themselves on the network.

Consider sending an electronic mail message rather than posting an article, if appropriate. Carefully select the proper newsgroup by looking at the newsgroup charter or previous messages. Read the newsgroup for a number of days before you make your first post. This will give you a flavor for the types of questions that are asked. Most newsgroups will periodically post an FAQ (Frequently Asked Questions) article. This contains a summary of questions and answers that are asked by novice users. Many long time readers of newsgroups get tired of answering the same questions over and over so read any FAQ articles before making your first post. There is even a news group called **NEWS.ANSWERS** that contain the latest FAQ's for most newsgroups.

You should never post any E-Mail that someone may have sent to you in a News message unless they have explicitly given you permission to redistribute it. Be aware of the fact that many sites pay long-distance telephone charges to receive your article. Also be aware of the fact that some of the popular newsgroups have tens of thousands of readers. For example, 10,000 people each reading your article for 20 seconds spend a total of 55 hours reading your article.

At the end of most articles there is usually a small blurb called a signature or sig. This usually comes from a file in the person's login directory and is appended automatically to the message by the operating systems.   Some people get carried away with their signature and place complex ASCII drawings or cute sayings at the bottom of their messages. These signatures bother most people and it is considered poor "netiquette" to have signatures larger than about 4 lines. Since WinVN currently doesn't provide any automatic mechanism to add a signature, long signatures will usually not be a problem with this implementation.

Many new users wish to test their ability to post before they actually say anything of any interest to anyone. Don't post test type messages to an active newsgroup. This will interrupt quite a number of people and is considered poor "netiquette". There are usually a number of "Test" newsgroups (they usually have the word "TEST" in their name) that can be used to verify that posting from your host will be successful.

The "NEWSGROUPS" line in a news header isn't limited to just one group. If a note makes sense to more than one area you can cross-post it to other newsgroups by just separating the newsgroups with a comma on the Newsgroups line. It is considered poor "netiquette" to cross-post to more than three or four newsgroups.

When posting new articles to News, please remember that News runs on many different hosts and operating systems. In fact, since WinVN is one of the first useable News readers for Microsoft Windows, the majority of posts from the <u>Usenet</u> are read using a non-DOS/Windows operating system. Inserting graphics or non ASCII text (such as different fonts, underlining, color changes etc.) in an article will appear as unintelligible garbage to everyone almost everyone else.

See <u>Posting an Article</u>

1.4   History of WinVN

WinVN was written at home as an own-time project by Mark Riordan, a systems programmer at Michigan State University. The program and its source code have been placed in the public domain. WinVN is not a product of MSU or any other institution.

Serious development of WinVN began in September 1989. It continued in fits and starts. A Macintosh version was developed, but it is no longer in sync with the latest Windows version and is not being distributed. The recent release of a number of good Macintosh news readers has stopped the development of a version of WinVN for the Mac.

In April of 1992, WinVn was picked up by Sam Rushing of NASA and was reworked to support the Windows TCP/IP Sockets standard. The user interface was revamped to included additional information in each WinVN sub menu.

You can correspond with the authors of WinVN at the email addresses:
      Original Author: riordanmr@clvax1.cl.msu.edu
      Enhancement Author: rushing@titan.ksc.nasa.gov

  NOTE: WinVN is distributed free of charge and the latest version is available via
         anonymous FTP from TITAN.KSC.NASA.GOV.

2.0 TYPES OF WINDOWS

2.1   Main Window

The main window, initially in the upper left corner of the screen, displays a list of newsgroups. Double-clicking on a newsgroup name causes WinVN to display a list of subjects of available articles in that newsgroup in a group window.

Clicking on a newsgroup name "selects" that newsgroup and displays it in reverse video (light on dark). Selecting a newsgroup is useful only for subscribing to it; see Subscribing to Newsgroups. Subscribed groups appear in black; unsubscribed groups appear in blue. In this display, there were 1951 total newsgroups, of which 38 were subscribed.

The first character of each newsgroup line in the main window gives information about that newsgroup:

Space	WinVN has no information on the status of this group, or no new articles have appeared in this group since your last WinVN session.
>	This newsgroup has been selected as the result of the previous **Find** operation.
*	New articles have appeared in this newsgroup since your last WinVN session.

The number between the first character and the newsgroup name is an estimated number of articles in the newsgroup. This is calculated by subtracting the oldest article number from the latest article number. This number is only an estimate since a newsgroup manager may have deleted some articles in the group.   If you select a newsgroup, this number will be updated to reflect the actual number of articles available.

The final item in the Main window is the actual name of the newsgroup. Newsgroup names of registered or subscribed groups are sorted by the user and are not maintained in alphabetical order. Newsgroups that are unsubscribed are sorted and displayed in alphabetical order.

See Group Menu Commands, Options Menu Commands and Help Menu commands for actions that can be done via the Menu bar on the Main Window.

2.1.1   Group Menu Commands

Find   Searches the main window for a newsgroup name that contains a specified text string. Find brings up a dialog   box into which you enter the string for which you want to   search. Click on OK to start the search, or Cancel if you   decide not to search after all.If a newsgroup is found   which contains the specified string, the main window will   be scrolled so that the newsgroup name is visible. The   selected newsgroup name will be marked with a ">". If   no such newsgroup can be

found, WinVN says so via a   message box.

Find Next   Continues the search started by the previous Find... or
                                           Find Next. The next newsgroup name containing
the   string, if any, is displayed.

Subscribe selected groups   Subscribes to the currently-selected newsgroups.
                                 See <u>Subscribing to Newsgroups</u>.

Unsubscribe selected groups Unsubscribes from the currently-selected newsgroups.

Move selected groups to Top Subscribes to the currently-selected newsgroups if they
                                 are not already subscribed, and moves them to the
                                 bottom of the subscribed newsgroup list.

Deselect all   Clears all newsgroups in the <u>main window</u>, so that no
                                           newsgroups are currently selected.

Exit   Terminates WinVN, and writes a record of your activity
                                           to <u>the NEWSRC file</u>.

Quit; don't save NEWSRC   Terminates WinVN, and leaves the NEWSRC file
                                           unchanged.

2.1.2   Options Menu Commands

Configure Comm   Configure communications parameters

Configure Personal Info   Customize User information

Configure Miscellaneous   Customize WinVN preferences

2.1.3   Help Menu Commands

Index   Starts the Help system with WinVN's main Help index.

About   Displays a dialog box containing WinVN version info.

2.2   Newsgroup Window

Group windows contain a list of subjects of <u>articles</u> in a given <u>newsgroup</u>. Double-clicking on the subject line of an article causes that article to be retrieved into an <u>article window</u>.

Group windows initially appear in the upper right area of the screen. It is possible to have up to 4 group windows open at any one time. See <u>Options Menu Commands</u>.

The first character of each subject line in a group window gives information about that article:

Space	WinVN has no information on the status of this article, or that this article was available in a previous WinVN session and you chose not to view it.
>	This article has been selected as the result of the previous **Find** operation.
s	This article has already been seen. It will also show up as a different color.
n	This article is new since your last WinVN session.

The other fields in the window are:

Article Number: A number used to help a user locate a particular article.   You should never refer to this number when responding to an article   since this number will most likely differ from server to server.

Article Date: The date the article was posted to the server.

Author's Name: The network E-Mail address of person posting the article.

Article Size: The number of lines in the article.

Article Title: The title of the article.

2.2.1 Articles Menu Commands

New Posting   Creates a <u>Posting window</u> for the purpose of composing a new article for
this <u>newsgroup</u>.

Exit   Closes this <u>Group Window</u>.

2.2.2 Search Menu Commands

Find...   Searches the <u>article</u> subjects in this <u>Group Window</u> for an article whose
subject line contains a specified text string. Find brings up a dialog
box   into which you enter the string for which you want to search. Click
on   OK to start the search, or Cancel if you decide not to search after all.

Find Next   Continues the search started by the previous Find... or Find Next. The
next article containing the previously-set subject string is displayed if
it   can be found.

If an article is found whose subject contains the specified string, the
window will be scrolled so that the subject line is visible. The selected
article subject will be marked with a ">". If no such article can be
found,   WinVN says so via a message box.

2.3   Article Window

An article window displays the text of an <u>article</u>. The article is initially positioned in the scrollable window to the beginning of the article text, with the article <u>header</u> scrolled out of sight. (If you scroll the window manually during the short time that the article is being retrieved from the <u>news server</u>, the article is not repositioned.)

2.3.1   File Menu Commands

Save   Saves the <u>article</u> in this <u>Article Window</u> to a file. The filename from the most recent **Save As...** is used. If no **Save As...** has been done in this session, **Save** acts just like **Save As...**.

Save As...   Brings up a dialog box asking the user for a file name to which the current article should be saved. The dialog box also contains a check box labeled **Append to this file**. If this box is checked, WinVN will write the article to the end of the specified file. Otherwise, WinVN will overwrite the file with the article.

Press **OK** to actually save the article; press **Cancel** if you have changed your mind about saving the article.

Exit   Closes this window.

2.3.2 Search Menu Commands

Find...   Searches the <u>article</u> subjects in this <u>Group Window</u> for an article whose
                          subject line contains a specified text string. Find brings up a dialog
box   into which you enter the string for which you want to search. Click
on   OK to start the search, or Cancel if you decide not to search after all.

Find Next   Continues the search started by the previous Find... or Find Next. The
                          next article containing the previously-set subject string is displayed if
it   can be found.

                          If an article is found whose subject contains the specified string, the
                          window will be scrolled so that the subject line is visible. The selected
                          article subject will be marked with a ">". If no such article can be
found,   WinVN says so via a message box.

2.3.3   View Menu Commands

Next Article Causes WinVN to fetch and display the next article in this <u>newsgroup</u>. If
                  there is no next article, WinVN says so.

Next with same Subject

                  Causes WinVN to search the subsequent articles in this newsgroup for
                          an article with the same subject as the current article. (Leading "Re:"
                          notations are ignored.) If a matching article is found, it is retrieved
and   displayed in the current <u>Article Window</u>. Otherwise, WinVN informs
you   that there are no more articles with that subject.

2.3.4   Respond Menu Commands

Follow-up Article   Creates a <u>Posting Window</u> with the appropriate <u>header</u> and text to
                          compose an article that responds to the <u>article</u> in the current <u>Article
                          Window</u>. See <u>Posting an Article</u>.

2.4   Posting Window

The posting window allows you to compose and then <u>post</u> an <u>article</u> to the network. You will notice when replying to an article, WinVN will automatically prefix each line in the original article with a ">" and place a reference identifier and author in the file. When reading articles, you can click the mouse on this identifier and jump right to the original article. See <u>Posting an Article</u>.

2.41   **Posting Menu Commands**

Post completed article
> Sends your completed <u>article</u> in this <u>Posting Window</u> to the <u>news server</u> for propagation throughout the network.

Cancel
> Closes this window. If you haven't already posted this article, its contents are lost.

2.42   **Edit Menu Commands**

Undo   Reverses the effects of the most recent change to this window.

Cut   Deletes the selected text and saves it in the clipboard.

Copy   Copies the selected text into the clipboard.

Paste   Retrieves the text most recently copied or cut to the clipboard into the
                current   window. The text is inserted at the current cursor position.

Clear   Deselect all text in the current window.

Select All   Selects all text in the current window. Generally used just prior to a
                Copy operation to save the contents of the window to the clipboard.

3.0 PROCEDURES

3.1 Configuring WinVN

WinVN offers a number of configuration options. All are accessible from the **Options** menu of the main window. The **Configure Comm...** option allows you to set communications parameters. These parameters must be set properly for WinVN to work.

The **Configure Personal Info...** and **Configure Miscellaneous...** options allow you to specify information about yourself and to set WinVN preferences. This information is not vital to the proper operation of WinVN.

WinVN stores the options you select on the Options menu into a file called WINVN.INI.   This file is usually customized for each user and stored on a networked drive unique to that user. WinVN finds this file by looking for an environment variable called WINVN.   To configure WINVN to find this file in the proper place add the following line to either your AUTOEXEC.BAT or the login script of your network login command:

> **SET WINVN=C:\WINVN**   (or whatever directory you have your WINVN.INI)

A sample WINVN.INI looks as follows:

3.1.1 Options Menu Commands

3.1.2 Configure Comm...

Brings up a dialog box allowing you to select communications options. You must choose between a TCP/IP network connection, and serial communication. Click on the appropriate button. TCP/IP operation requires that you have an implementation of the Windows Sockets
Standard dynamic link library (DLL) from the vendor of your networking software. This usually requires that you have a file called WSOCKETS.DLL in your windows directory and that the SOCKTSR and TCP/IP TSR's are loaded before starting windows.

Serial support is implemented primarily for the benefit of the author, for development purposes. Serial support requires that you have a link to a computer which has telneted to a news server's NNTP port (typically 119). The connection must be set up by some other communication package, before WinVN is started. Serial support is recommended only for experts and is not normally included in the standard software distribution.

If TCP/IP operation is selected, you must fill in the IP address or name of a <u>news server</u>.   Obtain this information from your system administrator. You must also fill in the TCP port number of the news server program. Typically this is 119; other values can be used if your local news server is so configured.

See <u>Saving Configuration Information</u>.

3.1.3 Configure Personal Info...

Brings up a dialog box allowing you to specify personal information: your name, electronic mail address, and organization name. The organization name is typically the name of your employer or educational institution. This information is used to construct <u>headers</u> for <u>articles</u> and <u>electronic mail messages</u> that you write.

See <u>Saving Configuration Information</u>.

3.1.4 Configure Miscellaneous...

Brings up a dialog box allowing you to specify miscellaneous preferences regarding the operation of WinVN.

If **New window for each group** is checked, WinVN will attempt to create a new <u>group window</u> for each <u>newsgroup</u> selected from the <u>main window</u>. If this option is not checked, WinVN will reuse an existing group window to display newly-requested newsgroups.

If **New window for each article** is checked, WinVN will attempt to create a new <u>article window</u> for each <u>article</u> selected from the <u>main window</u>. If this option is not checked, WinVN will reuse an existing article window to display newly-requested articles.

Checking **Append saved articles** affects what WinVN does when you attempt to save the contents of an article to an existing file. If this box is checked, WinVN will append the article to the file. Otherwise, it will ask you what to do. See <u>File Menu Commands</u>.

The **Check for new groups on startup** option determines whether WinVN queries the <u>news server</u> for newly-created <u>newsgroups</u>. Checking for new newsgroups also allows WinVN to determine which groups have received new articles since the last WinVN session. The **Yes** and **No** options are self-explanatory; **Ask** means that WinVN will ask the user whether to check for new groups every time it starts up. The **Yes** option is recommended for Ethernet-attached PCs. Checking for new groups can take a very long time on serially-attached PCs, though. If you select **Yes** a menu similar to the one below will popup when new newsgroups are created by the network.

See <u>Saving Configuration Information</u>.

3.1.5 Reset server protocol

Resets the state of the communications session between WinVN and the <u>news server</u>.   This option is used to work around problems with WinVN, the communications   connection, or the news server.

3.1.6 Saving Configuration Information

When you have finished specifying configuration information in one of the configuration dialog boxes, you must click on one of the three buttons in the dialog box:

OK & Save   accepts the changes that you have made, and records your preferences on hard disk. These changes will apply to future WinVN sessions as well as the current session (if applicable). This information is stored in your WINVN.INI file.

OK (no save)   accepts the changes that you have made for this session, but does not record them for future sessions.

Cancel   causes WinVN to ignore the changes you have made.

3.1.7   The NEWSRC File

In order to keep track of your viewing history, WinVN records information about <u>newsgroups</u> in a file named NEWSRC. This file contains a list of all newsgroups. For each newsgroup, WinVN records whether it is subscribed and which articles have been seen. The NEWSRC file must be located in the directory pointed to by the WINVN environment variable. Since this file contains information unique to each user, each user should have their own NEWSRC file.

Many UNIX-based <u>news readers</u> record this information in a file named **.newsrc**. WinVN uses the same file format to provide compatibility with these programs. If your PC is networked to a file server that services both DOS based files and UNIX or VMS based files, you can read news from many different systems and share a common NEWSRC file.

3.2   On-line Help

WinVN comes with extensive on-line help using the Windows on-line help facility. You can browse thru the help files with the mouse or search for subjects using the Search commands. Any underlined word is a cross-reference and will take you directly to the subject underlined.

3.3   Posting an Article

You can post an article either as a follow-up to a previous article, or as a "brand new" article. Note that often it is preferable to respond to an article via an electronic mail message rather than by another article; see Usenet Etiquette and Mailing a Message.

An article contains a header followed by the text of the article. Each article is directed to one or more newsgroups by a "Newsgroups:" line in the header. If you want to send an article to more than one newsgroup, type the names of the newsgroups on the "Newsgroups:" line, separated by commas. The text of an article is separated from the header by a blank line.

3.3.1   Follow-up Articles

A follow-up article has the same "Subject:" line as the article which inspired it. (The notation "Re:" is added.) This makes it easier for other Usenet News users browsing the newsgroup to follow the discussion. Also, a follow-up article typically selectively quotes the earlier article, again to make the discussion easier to follow.

You start composing a follow-up article by selecting the **Follow-up Article** option of an article window's **Respond** menu. (See Respond Menu Commands.) WinVN creates a posting window. The header of the article in this window is filled in with information taken from WinVN configuration options and from the header of the referenced article. (See Configuring WinVN.) The full text of the referenced article is also included in the posting window, with each line preceded by a ">" to indicate that another article is being quoted.

Fill in the text of your response. You should delete irrelevant quoted lines in your follow-up article.

3.3.2   New Articles

You start composing a "brand new" article by selecting the **New posting** option from the **Articles** menu of a group window. (See Articles Menu Commands.) WinVN creates a posting window for your new article. The "Newsgroup:" line contains the name of the newsgroup of the group window; you can edit this if necessary. Other information is based on the way you configured WinVN.

You must fill in an appropriate subject for the new article.

3.3.3   Sending the Article

When you have completed composing your article, you can send it to the network or cancel it. See Posting Menu Commands. After you have posted the article, you can close the posting window.

3.3.4 New Messages

You start composing a "brand new" message--one that does not reference an article--by selecting the **Compose mail message** option from the **Options** menu of the <u>main window</u>. (See <u>Options Menu Commands</u>.) WinVN creates a <u>mail window</u> for your new article. Your name and organization are filled in based on the way you configured WinVN.

You must fill in an appropriate subject for the new article on the "Subject:" line, and a recipient on the "To:" line.

3.3.5 Reply Messages

A reply message has the same "Subject:" line as the article which inspired it. (The notation "Re:" is added.)   Also, a reply message typically selectively quotes the article which inspired it, to give some context to the recipient.

You start composing a reply message by selecting the **via Mail** option of an <u>article window's</u> **Respond** menu. See <u>Respond Menu Commands</u>. WinVN creates a <u>mail window</u>. The <u>header</u> of the message in this window is filled in with information taken from WinVN configuration options and from the header of the referenced article. (See <u>Configuring WinVN</u>.) The full text of the referenced article is also included in this window, with each line preceded by a ">" to indicate that an article is being quoted.

Fill in the text of your message. You should delete irrelevant quoted lines.

3.3.6 Sending the Message

When you have completed composing your message, you can send it or cancel it. See <u>Mail Menu Commands</u>. After you have sent the message, you can close the mail window.

3.4   Subscribing to Newsgroups

3.4.1   What is "Subscribing"?

"Subscribing" to a <u>newsgroup</u> means telling a <u>news reader</u> that you are interested in tracking, selecting, and viewing articles in that group. Most news readers support the concept of "subscribing" to newsgroups as a means of simplifying the way that you interact with the news reader. There are probably over 1000 newsgroups in which you are not interested; if you are not subscribed to these newgroups, a news reader need not bother prompting you with information on these groups.

WinVN also supports the concept of subscribing to a newsgroup, but primarily as a means of providing compatibility with other news readers. WinVN's windowed, point-and-click interface makes it less necessary for it to resort to the somewhat artificial distinction between newsgroups in which you are interested and newsgroups in which you are not interested. You can always access any newsgroup simply by scrolling to its name and clicking on it.

3.4.2   Subscribing to New Newsgroups

When WinVN starts up, it can check the <u>news server</u> to see if any new groups have been created since your last session. (See <u>Configuring WinVN</u>.) If WinVN checks and finds that new newsgroups do exist, it displays their names in a scrollable list in a dialog box. You select the groups to which you want to subscribe by clicking on their names. When you have finished making your selections, click on the **OK** button. If you click the **OK** button and haven't made any selections, the new groups will be placed in your unsubscribed newsgroups list and you can subscribe to them later if you wish. Alternatively, you can click on the **Cancel** button and WinVN will ignore adding the new newsgroups for this session. The next time you start WinVN you will be reprompted to make a selection.

3.4.3   Subscribing to Existing Newsgroups

Newsgroups to which you are subscribed are displayed in black at the top of the <u>main window</u>. Following these groups are all of the unsubscribed group names, in blue and sorted alphabetically.

You subscribe and unsubscribe to newsgroups by selecting them in the main window and using <u>Group Menu Commands</u>. Select groups by clicking on their names. A selected group appears in reverse video (black background). The **Subscribe selected groups**, **Unsubscribe selected groups**, and **Move selected groups to Top** menu options operate on all currently selected newsgroups.

Subscribing to a newsgroup moves its name to the bottom of the list of subscribed groups in the top portion of the main window. Unsubscribing to a newsgroup causes it to be moved to its proper alphabetical place in the unsubscribed portion of the main window.

APPENDIX

A.1 DEFINITIONS

Article or Item

A message written by a Usenet News user and posted to the network. Articles are similar to electronic mail messages, but are not private. They are intended to be seen by potentially hundreds of thousands of people. Also called "postings".

Bulletin Board System (BBS)

An electronic system in which users participate in discussions by leaving public messages for each other. Most BBS's are run on personal computers and are accessible only by dialup modem. Many have additional features, such as on-line games and a file repository.

Usenet News is not a BBS in the usual sense of the word, but it provides the messaging features of a BBS on a much grander scale than found on any existing BBS.

Cross Reference

A type of hypertext link in Microsoft Help. A cross reference is a topic that appears in the Help window when you click on a term that appears in Help as green solid underlined text.

Definition

A type of hypertext link in Microsoft Help. A definition is a (usually) brief description of a term. Definitions appear when you press and hold the mouse button on a term that appears in Help as green text marked with a dotted underline.

The description disappears as soon as you release the mouse button.
Hence, it is not possible to access hypertext links within a definition. Some definitions contain hypertext links, however, because they are also available as cross-references. It is usually possible to reference a definition as a cross-reference via the Help **Search** button.

Electronic Mail Message

A message sent privately to one or more explicitly-named individuals. Electronic mail is not provided by Usenet News per se; electronic mail messages are not the same as news articles. However, many news readers provide the capability of sending (but usually not receiving) electronic mail because it is often desirable to respond privately to an article.

Header

A series of lines at the beginning of an <u>article</u> or <u>electronic mail message</u> that contain such information as the article's or message's author, its subject, its date and time of transmission, and so on. The header is separated from the actual text of the article or message by a blank line. When you are reading an article, normally WinVN starts displaying at the first line past the header. You can use the scroll bar to view the header.

Newsgroup

A collection of articles on a given topic. When you write an article, you specify to which group or groups it should be sent.

Each newsgroup has a hierarchical name which suggests the topic of that group. Names consist of several words separated by periods. The first word in the newsgroup name states the general category covered by that group; the second, a sub category of that general category, and so on.

For instance, the newsgroups **sci.chem** and **sci.math** are scientifically-oriented groups which are dedicated to chemistry and mathematics, respectively. **soc.culture.indian** is sociologically-oriented group devoted to the culture of India, and so on.

News Manager

The person or person's responsible for running the news feed at each site. They define the type of newsgroups received by each site and determine whether news from particular newsgroups is transmitted to other sites. Based on local system resources, your news manager also determines how many days of news traffic can be kept for each newsgroup.

Newsreader

A computer program through which you interact with the Usenet News system. News readers allow you to select and read articles written by others, and to write and post articles of your own.

A number of news readers have been written over the years, many of them for computers running the UNIX operating system. The best-known news readers are probably rn, vn, nn, and xrn.

News Server

A computer that runs special software to exchange news <u>articles</u> with other computers in the <u>Usenet</u> network, and makes these articles available to local users. <u>News readers</u> require access to a news server, but they do not require you to have an account on a news server.

Posting

The act of sending an article to the Usenet network, to be seen by potentially hundreds of thousands of individuals. Also, a synonym for "article".

Reference

Each news article contains a computer generated reference identifier that makes an article unique. This identifier looks something like *<1993Jan21.214833.25109@titan.ksc.nasa.gov>*.
Identifiers may appear a number of times in an article when someone quotes or references another article.

Threads

A way of organizing and displaying the sequence of articles that make up a conversation. The News protocol and many news readers have built-in support for this mode of operation. WinVN currently does not have direct support for threads but you can move down to the next article on the same subject by selecting Find Next Article Same Subject.   There is also a hypertext support of accessing news reference headers. You can click the mouse on a news reference header and WinVN will fetch that article and display it for you.

Usenet

A loosely-organized network of perhaps 100,000 computers worldwide. These computers are linked in a number of ways, including modem and TCP/IP. The best known service provided by Usenet is Usenet News.

A.2   Error Messages

Bad Parity

WinVN is being setup to run in serial mode and the Parity portion of the CommString   variable in WINVN.INI is something other than N (none) or E (Even).

COM Port must be 1 or 2

WinVN is being setup to run in serial mode and a CommString parameter in the
WINVN.INI file specifies a communication port other than COM1: or COM2:

Cannot allocate memory for text

You have requested WinVN to do an operation that would take more system memory   than Windows currently has available. Close some other applications and then retry the   operations or increase your windows SWAPFILE.

Can't Setup Socket, Initialization Error

WinVN is unable to communicate to the Windows TCP/IP socket interface. Check to see
if your WSOCKETS.DLL is properly installed in your windows directory.

Can't Open new Window

You have too many article or group windows open. You must close one of your windows
before you can create another. If you get this error often you may want to consider
unselecting the option *New Window for Each Article* from the CONFIGURE
MISCELLANEOUS OPTIONS menu. This will reuse existing article windows instead of
creating new ones each time.

Could not connect to News Server

WinVN could not establish an NNTP (Network News Transport Protocol) session with the
News server specified in the WINVN.INI file. Check to see if the NNTPort number is set
to 119 or whoever is valid for your News Server. Call your system manager and insure   that your News Server is up and that you have the proper privileges to run the News   protocol. Some servers restrict the times, hours or number of users allowed on the   server host. If WinVN has previously worked, try selecting RESET SERVER   PROTOCOL from the Options menu.

Could not write to File

WinVN was requested to save an article or configuration file and received an error   message from the operating system. Check the disk to see if it is full and delete   unnecessary files.

Could Not resolve Hostname

WinVN could not produce an Internet address from the host name specified in the NNTPhost entry of the WINVN.INI file. Check to see if the host name is misspelled or if the DNRTSR network driver is not loaded before windows is started.   Attempt to replace the name with the valid Internet address for that host.

Environment variable WINVN not set

WinVN could not find your WINVN.INI or NEWSRC file. WinVN looks for these files in the directory specified by the WINVN environment variable. WinVN uses environment variables so that it does not have to hardcode a location for these files. Since these files can contain information unique to an individual user and potentially more than one user can use a PC, this environment variable should point to a different disk location for each user. The preferred way to set this variable is to include a default value for WINVN in your DOS AUTOEXEC.BAT file. Then, if you have a multi-user network setup on your   computer, place an additional SET command in each users LOGIN and LOGOUT   scripts. The name of these scripts will change from vendor to vendor.

DOS Startup	AUTOEXEC.BAT	**SET WINVN=C:\WINVN**
Network Login Script	USERINIT.BAT	**SET WINVN=U:\DOSFILES\NEWS**
Network Logout Script	EXITUSER.BAT	**SET WINVN=C:\WINVN**

Error Finding Next Window

WinVN thinks there are more article or group windows but is unable to locate them. This is an internal system error and some of WinVN's data structures are inconsistent. Exit   WinVN and restart.

Error Parsing xxx

WinVN is having trouble understanding information specified in your WINVN.INI initialization file. Look at the line identified in the error message and examine the   contents of the WINVN.INI file for any errors.

Error Building COM1x DCB

WinVN is being setup to run in serial mode and the program gets an error when attempting to create a device control block. Check your serial hardware board or check for possible system conflicts with your serial devices.

Error in WhatLine, Hit end of Document

WinVN prematurely encountered the end of an article while attempting to calculate the line number of text being displayed. This should never happen but may be possible if   internal windows memory gets corrupted. Close the Article window and Group window   and reselect.

Group Window is Gone

This error message is possible if you are in the article window and for some reason have closed the parent group window. To use any of the Find and Find Next Article functions, the original group window must still be around. Close the article window and then reopen the Group window from the Main window. You can have up to 4 Group windows open at any time.

Line too long in PutCommLine

One or more lines of your article was rejected by the News Server because it contained too many characters. Try reposting your response and pressing the Enter key between   lines.

Must be COM port

WinVN is being setup to run in serial mode and a CommString parameter in the WINVN.INI file specifies a communication port other than COM1: or COM2:

Non-numeric COM speed

WinVN is being setup to run in serial mode and a CommString parameter in the WINVN.INI file specifies a communications speed that is not a valid baud rate.

No Such Newsgroup

The newsgroup you requested has been removed from the News Server between the   time you requested a list of newsgroups and requested articles from the group.   Newsgroups are not removed from a News Server very often so this may indicate a   problem with your networks News Server. Contact your News Server system   administrator.

Out of Memory Error

You have requested WinVN to do an operation that would take more system memory   than Windows currently has available. Close some other applications and then retry the   operations or increase your windows SWAPFILE.

Posting Failed

Your posted response to an article failed and was not accepted by the server. Check   with your News Server administrator to insure you have posting permissions on the   server. Also make sure you have not corrupted any required system headers at the start   of your message.

Socket Failed, Have you loaded the network?

WinVN was unable to open a TCP/IP socket connection. This can happen if the networking software on your PC is misconfigured. Make sure there is a WSOCKETS.DLL in your Windows directory and that the SOCKTSR and TCP/IP drivers are loaded.

<u>Sorry, I am already busy retrieving information from the Server</u>

WinVN has not completed a previous operation and the user is requesting another one. This can happen if a very large newsgroup is being requested or if the network or server   crashes during an operation. Wait a bit longer and if the operation fails to complete, go   to the Main Window and select the RESET SERVER PROTOCOL option from the Options menu. This will force WinVN to abort the previous request and start a new one.

<u>Unable to open the NEWSRC file</u>

WinVN is unable to open your NEWSRC file. WinVN stores all of your newsgroup information in the NEWSRC file and it will not automatically create one of these files for you. If you don't have such a file, store an empty file by the name NEWSRC in the same directory where your WINVN.INI file is located or copy the sample NEWSRC from the distribution disk. If you are using a networked mounted disk to share your NEWSRC file between multiple systems or even operating systems, insure that you are not logged in   on the other system with the NEWSRC file locked.

A.3   POPULAR NEWS ACRONYMS

If you use Network News for any length of time you will probably encounter a number of acronyms that are used without any explanation. This is a short list of some commonly used acronyms on the USEnet that may be helpful.

BTW	By the way
FWIW	For what it's worth
FYI	For Your Information
IAE	In any event
IANAL	I Am Not A Lawyer, also IANA... such as CPA
IMO	In my opinion
IMHO	In my humble opinion
IMCO	In my considered opinion
IOW	In other words
NRN	No Reply Necessary
OTOH	On the other hand
ROFL	Rolling on floor laughing.
RSN	Real Soon Now [which may be a long time coming]
RTFM	Read the manual
SITD	Still in the dark
TANSTAAFL	There Ain't No Such As A Free Lunch
TIA	Thanks In Advance (also AtDhVaAnNkCsE)
TIC	Tongue in cheek
TLA	Three Letter Acronym (such as this)
WRT	With Respect To

A.4   NEWSGROUP CREATION GUIDELINES

(posting from Greg Woods in **NEWS.ANNOUNCE.NEWUSERS**)

These are guidelines that have been generally agreed upon across USENET as appropriate for following in the creating of new newsgroups in the "standard" USENET newsgroup hierarchy. They are NOT intended as guidelines for setting USENET policy other than group creations, and they are not intended to apply to "alternate" or local news hierarchies. The part of the namespace affected is comp, news, sci, misc, soc, talk, rec, which are the most widely-distributed areas of the USENET hierarchy.   Any group creation request which follows these guidelines to a successful result should be honored, and any request which fails to follow these procedures or to obtain a successful result from doing so should be dropped, except under extraordinary circumstances. The reason these are called guidelines and not absolute rules is that it is not possible to predict in advance what "extraordinary circumstances" are or how they might arise.   It should be pointed out here that, as always, the decision whether or not to create a newsgroup on a given machine rests with the administrator of that machine. These guidelines are intended merely as an aid in making those decisions.

The Discussion

1) A request for discussion on creation of a new newsgroup should be posted to
   news.announce.newgroups, and also to any other groups or mailing lists at
   all related to the proposed topic if desired. The group is moderated, and
   the Followup-to: header will be set so that the actual discussion takes
   place only in news.groups. Users on sites which have difficulty posting to
   moderated groups may mail submissions intended for news.announce.newgroups
   to announce-newgroups@uunet.uu.net.

   The article should be cross-posted among the newsgroups, including
   news.announce.newgroups, rather than posted as separate articles. Note that
   standard behaviour for posting software is to not present the articles in
   any groups when cross-posted to a moderated group; the moderator will handle
   that for you.

2) The name and charter of the proposed group and whether it will be moderated
   or unmoderated (and if the former, who the moderator(s) will be) should be
   determined during the discussion period. If there is no general agreement on
   these points among the proponents of a new group at the end of 30 days of
   discussion, the discussion should be taken offline (into mail instead of
   news.groups) and the proponents should iron out the details among
   themselves. Once that is done, a new, more specific proposal may be made,
   going back to step 1) above.

3) Group advocates seeking help in choosing a name to suit the proposed
   charter, or looking for any other guidance in the creation procedure, can
   send a message to group-advice@uunet.uu.net; a few seasoned news administrators
   are available through this address.

The Vote

1) AFTER the discussion period, if it has been determined that a new group is
   really desired, a name and charter are agreed upon, and it has been
   determined whether the group will be moderated and if so who will
   moderate it, a call for votes may be posted to news.announce.newgroups and
   any other groups or mailing lists that the original request for discussion
   might have been posted to. There should be minimal delay between the
   end of the discussion period and the issuing of a call for votes.
   The call for votes should include clear instructions for how to cast
   a vote. It must be as clearly explained and as easy to do to cast a
   vote for creation as against it, and vice versa. It is explicitly
   permitted to set up two separate addresses to mail yes and no votes
   to provided that they are on the same machine, to set up an address
   different than that the article was posted from to mail votes to, or
   to just accept replies to the call for votes article, as long as it
   is clearly and explicitly stated in the call for votes article how
   to cast a vote. If two addresses are used for a vote, the reply
   address must process and accept both yes and no votes OR reject
   them both.

2) The voting period should last for at least 21 days and no more than 31
   days, no matter what the preliminary results of the vote are. The exact
   date that the voting period will end should be stated in the call for
   votes. Only votes that arrive on the vote-taker's machine prior to this
   date will be counted.

3) A couple of repeats of the call for votes may be posted during the vote,
   provided that they contain similar clear, unbiased instructions for
   casting a vote as the original, and provided that it is really a repeat
   of the call for votes on the SAME proposal (see #5 below). Partial vote
   results should NOT be included; only a statement of the specific new
   group proposal, that a vote is in progress on it, and how to cast a vote.
   It is permitted to post a "mass acknowledgement" in which all the names
   of those from whom votes have been received are posted, as long as no
   indication is made of which way anybody voted until the voting period
   is officially over.

4) ONLY votes MAILED to the vote-taker will count. Votes posted to the net
   for any reason (including inability to get mail to the vote-taker) and
   proxy votes (such as having a mailing list maintainer claim a vote for
   each member of the list) will not be counted.

5) Votes may not be transferred to other, similar proposals. A vote shall
   count only for the EXACT proposal that it is a response to. In particular,
   a vote for or against a newsgroup under one name shall NOT be counted as
   a vote for or against a newsgroup with a different name or charter,
   a different moderated/unmoderated status or (if moderated) a different
   moderator or set of moderators.

6) Votes MUST be explicit; they should be of the form "I vote for the
   group foo.bar as proposed" or "I vote against the group foo.bar
   as proposed". The wording doesn't have to be exact, it just needs to
   be unambiguous. In particular, statements of the form "I would vote
   for this group if..." should be considered comments only and not

counted as votes.

7) A vote should be run only for a single group proposal. Attempts to create
   multiple groups should be handled by running multiple parallel votes rather
   than one vote to create all of the groups.

The Result

1) At the completion of the voting period, the vote taker must post the
   vote tally and the E-mail addresses and (if available) names of the voters
   received to news.announce.newgroups and any other groups or mailing lists
   to which the original call for votes was posted. The tally should include
   a statement of which way each voter voted so that the results can be
   verified.

2) AFTER the vote result is posted, there will be a 5 day waiting period,
   beginning when the voting results actually appear in
   news.announce.newgroups, during which the net will have a chance to
   correct any errors in the voter list or the voting procedure.

3) AFTER the waiting period, and if there were no serious objections that might
   invalidate the vote, and if 100 more valid YES/create votes are received
   than NO/don't create AND at least 2/3 of the total number of valid votes
   received are in favor of creation, a newgroup control message may be sent
   out. If the 100 vote margin or 2/3 percentage is not met, the group should
   not be created.

4) The newgroup message will be sent by the news.announce.newgroups moderator
   at the end of the waiting period of a successful vote. If the new group is
   moderated, the vote-taker should send a message during the waiting period to
   Gene Spafford <spaf@cs.purdue.edu> and David C. Lawrence <tale@uunet.uu.net> with
   both the moderator's contact address and the group's submission address.

5) A proposal which has failed under point (3) above should not again be
   brought up for discussion until at least six months have passed from the
   close of the vote. This limitation does not apply to proposals which never
   went to vote.

A.5   CURRENT NEWSGROUP LIST

The newsgroups distributed worldwide on the Usenet are organized in a tree hierarchy with eight broad classifications at the root. Each of these classifications is organized into groups and subgroups according to topic.   Not all groups actually enjoy equal distribution, however. Some sites take only a selected subset of the more "technical" groups, and controversial "noise" groups are often not carried by many sites (these groups are often under the "alt", "talk" and "soc" classifications). Many sites maintain their own local or regional newsgroups that also apear as roots of the newsgroup tree but do not get distributed world-wide.

"alt"   An unmoderated and uncontrolled portion of the news tree
          that alows an alternative way to create special interest newsgroups
          that would most likely not be created if voted on by the Usenet
          population. Many sites do not carry this tree.

"comp" Topics of interest to both computer professionals and
          hobbyists, including topics in computer science, software
          source, and information on hardware and software systems.

"sci"   Discussions marked by special and usually practical knowledge,
          relating to research in or application of the established
          sciences.

"misc"   Groups addressing themes not easily classified under any of the
            other headings or which incorporate themes from multiple
            categories.

"soc"   Groups primarily addressing social issues and socializing.

"talk"   Groups largely debate-oriented and tending to feature long
           discussions without resolution and without appreciable amounts
            of generally useful information.

"news"   Groups concerned with the news network and software themselves.

"rec"   Groups oriented towards the arts, hobbies and recreational
           activities.

The following is a list of currently active USENET newsgroups (as of 1 Feb 1993) under the COMP, SCI and NEWS branches. For a complete listing, refer to the list posted to **NEWS.ANNOUNCE.NEWGROUPS** newsgroup.

Newsgroup	Description
comp.admin.policy	Discussions of site administration policies.
comp.ai	Artificial intelligence discussions.
comp.ai.fuzzy	Fuzzy set theory, aka fuzzy logic.
comp.ai.genetic	Genetic algorithms in computing.
comp.ai.neural-nets	All aspects of neural networks.
comp.ai.nlang-know-rep	Natural Language and Knowledge Representation. (Moderated)
comp.ai.philosophy	Philosophical aspects of Artificial Intelligence.
comp.ai.shells	Artificial intelligence applied to shells.
comp.answers	Repository for periodic USENET articles. (Moderated)
comp.apps.spreadsheets	Spreadsheets on various platforms.
comp.arch	Computer architecture.
comp.arch.bus.vmebus	Hardware and software for VMEbus Systems.
comp.arch.storage	Storage system issues, both hardware and software.
comp.archives	Descriptions of public access archives. (Moderated)
comp.archives.admin	Issues relating to computer archive administration.
comp.archives.msdos .announce	Announcements about MSDOS archives. (Moderated)

comp.archives.msdos.d	Discussion of materials available in MSDOS archives.
comp.bbs.misc	All aspects of computer bulletin board systems.
comp.bbs.waffle	The Waffle BBS and USENET system on all platforms.
comp.benchmarks	Discussion of benchmarking techniques and results.
comp.binaries.acorn	Binary-only postings for Acorn machines. (Moderated)
comp.binaries.amiga	Encoded public domain programs in binary. (Moderated)
comp.binaries.apple2	Binary-only postings for the Apple II computer.
comp.binaries.atari.st	Binary-only postings for the Atari ST. (Moderated)
comp.binaries.ibm.pc	Binary-only postings for IBM PC/MS-DOS. (Moderated)
comp.binaries.ibm.pc.d	Discussions about IBM/PC binary postings.
comp.binaries.ibm.pc.wanted	Requests for IBM PC and compatible programs.
comp.binaries.mac	Encoded Macintosh programs in binary. (Moderated)
comp.binaries.ms-windows	Binary programs for Microsoft Windows. (Moderated)
comp.binaries.os2	Binaries for use under the OS/2 ABI. (Moderated)
comp.bugs.2bsd	Reports of UNIX* version 2BSD related bugs.
comp.bugs.4bsd	Reports of UNIX version 4BSD related bugs.
comp.bugs.4bsd.ucb-fixes	Bug reports/fixes for BSD Unix. (Moderated)
comp.bugs.misc	General UNIX bug reports and fixes (incl V7, uucp)

comp.bugs.sys5	Reports of USG (System III, V, etc.) bugs.
comp.cad.cadence	Users of Cadence Design Systems products.
comp.client-server	Topics relating to client/server technology.
comp.cog-eng	Cognitive engineering.
comp.compilers	Compiler construction, theory, etc. (Moderated)
comp.compression	Data compression algorithms and theory.
comp.compression.research	Discussions about data compression research.
comp.databases	Database and data management issues and theory.
comp.databases.informix	Informix database management software discussions.
comp.databases.ingres	Issues relating to INGRES products.
comp.databases.oracle	The SQL database products of the Oracle Corporation.
comp.databases.sybase	Implementations of the SQL Server.
comp.databases.theory	Discussing advances in database technology.
comp.dcom.cell-relay	Forum for discussion of Cell Relay-based products.
comp.dcom.fax	Fax hardware, software, and protocols.
comp.dcom.isdn	The Integrated Services Digital Network (ISDN).
comp.dcom.lans.ethernet	Discussions of the Ethernet/IEEE 802.3 protocols.
comp.dcom.lans.fddi	Discussions of the FDDI protocol suite.

comp.dcom.lans.misc	Local area network hardware and software.
comp.dcom.modems	Data communications hardware and software.
comp.dcom.servers	Selecting and operating data communications servers.
comp.dcom.sys.cisco	Info on Cisco routers and bridges.
comp.dcom.sys.wellfleet	Wellfleet bridge & router systems hardware & software.
comp.dcom.telecom	Telecommunications digest. (Moderated)
comp.doc	Archived public-domain documentation. (Moderated)
comp.doc.techreports	Lists of technical reports. (Moderated)
comp.dsp	Digital Signal Processing using computers.
comp.edu	Computer science education.
comp.emacs	EMACS editors of different flavors.
comp.fonts	Typefonts -- design, conversion, use, etc.
comp.graphics	Computer graphics, art, animation, image processing.
comp.graphics.animation	Technical aspects of computer animation.
comp.graphics.avs	The Application Visualization System.
comp.graphics.explorer	The Explorer Modular Visualisation Environment (MVE).
comp.graphics.gnuplot	The GNUPLOT interactive function plotter.
comp.graphics.opengl	The OpenGL 3D application programming interface.

comp.graphics.research	Highly technical computer graphics discussion. (Moderated)
comp.graphics.visualization	Info on scientific visualization.
comp.groupware	Software and hardware for shared interactive environments.
comp.human-factors	Issues related to human-computer interaction (HCI).
comp.infosystems	Any discussion about information systems.
comp.infosystems.gis	All aspects of Geographic Information Systems.
comp.infosystems.gopher	Discussion of the gopher information service.
comp.infosystems.wais	The Z39.50-based WAIS full-text search system.
comp.internet.library	Discussing electronic libraries. (Moderated)
comp.ivideodisc	Interactive videodiscs -- uses, potential, etc.
comp.lang.ada	Discussion about Ada*.
comp.lang.apl	Discussion about APL.
comp.lang.c	Discussion about C.
comp.lang.c++	The object-oriented C++ language.
comp.lang.clos	Common Lisp Object System discussions.
comp.lang.dylan	For discussion of the Dylan language.
comp.lang.eiffel	The object-oriented Eiffel language.
comp.lang.forth	Discussion about Forth.

comp.lang.fortran	Discussion about FORTRAN.
comp.lang.functional	Discussion about functional languages.
comp.lang.hermes	The Hermes language for distributed applications.
comp.lang.idl-pvwave	IDL and PV-Wave language discussions.
comp.lang.lisp	Discussion about LISP.
comp.lang.lisp.mcl	Discussing Apple's Macintosh Common Lisp.
comp.lang.logo	The Logo teaching and learning language.
comp.lang.misc	Different computer languages not specifically listed.
comp.lang.modula2	Discussion about Modula-2.
comp.lang.modula3	Discussion about the Modula-3 language.
comp.lang.objective-c	The Objective-C language and environment.
comp.lang.pascal	Discussion about Pascal.
comp.lang.perl	Discussion of Larry Wall's Perl system.
comp.lang.pop	Pop11 and the Plug user group.
comp.lang.postscript	The PostScript Page Description Language.
comp.lang.prolog	Discussion about PROLOG.
comp.lang.scheme	The Scheme Programming language.
comp.lang.sigplan	Info & announcements from ACM SIGPLAN. (Moderated)

comp.lang.smalltalk	Discussion about Smalltalk 80.
comp.lang.tcl	The Tcl programming language and related tools.
comp.lang.verilog	Discussing Verilog and PLI.
comp.lang.vhdl	VHSIC Hardware Description Language, IEEE 1076/87.
comp.laser-printers	Laser printers, hardware & software. (Moderated)
comp.lsi	Large scale integrated circuits.
comp.lsi.testing	Testing of electronic circuits.
comp.mail.elm	Discussion and fixes for ELM mail system.
comp.mail.headers	Gatewayed from the Internet header-people list.
comp.mail.maps	Various maps, including UUCP maps. (Moderated)
comp.mail.mh	The UCI version of the Rand Message Handling system.
comp.mail.mime	Multipurpose Internet Mail Extensions of RFC 1341.
comp.mail.misc	General discussions about computer mail.
comp.mail.mush	The Mail User's Shell (MUSH).
comp.mail.sendmail	Configuring and using the BSD sendmail agent.
comp.mail.uucp	Mail in the uucp network environment.
comp.misc	General topics about computers not covered elsewhere.
comp.multimedia	Interactive multimedia technologies of all kinds.

comp.newprod	Announcements of new products of interest. (Moderated)
comp.object	Object-oriented programming and languages.
comp.org.acm	Topics about the Association for Computing Machinery.
comp.org.decus	Digital Equipment Computer Users' Society newsgroup.
comp.org.eff.news	News from the Electronic Frontiers Foundation. (Moderated)
comp.org.eff.talk	Discussion of EFF goals, strategies, etc.
comp.org.fidonet	FidoNews digest, official news of FidoNet Assoc. (Moderated)
comp.org.ieee	Issues and announcements about the IEEE & its members.
comp.org.issnnet	The International Student Society for Neural Networks.
comp.org.sug	Talk about/for the The Sun User's Group.
comp.org.usenix	USENIX Association events and announcements.
comp.org.usenix.roomshare	Finding lodging during Usenix conferences.
comp.os.coherent	Discussion and support of the Coherent operating system.
comp.os.cpm	Discussion about the CP/M operating system.
comp.os.linux	The free UNIX-clone for the 386/486, LINUX.
comp.os.linux.announce	Announcements important to the Linux community. (Moderated)
comp.os.mach	The MACH OS from CMU & other places.
comp.os.minix	Discussion of Tanenbaum's MINIX system.

comp.os.misc	General OS-oriented discussion not carried elsewhere.
comp.os.ms-windows .advocacy	Speculation and debate about Microsoft Windows.
comp.os.ms-windows .announce	Announcements relating to Windows. (Moderated)
comp.os.ms-windows.apps	Applications in the Windows environment.
comp.os.ms-windows.misc	General discussions about Windows issues.
comp.os.ms-windows .programmer.misc	Programming Microsoft Windows.
comp.os.ms-windows .programmer.tools	Development tools in Windows.
comp.os.ms-windows .programmer.win32	Windows NT and 32-bit Windows programming interfaces.
comp.os.ms-windows.setup	Installing and configuring Microsoft Windows.
comp.os.msdos.apps	Discussion of applications that run under MS-DOS.
comp.os.msdos.desqview	QuarterDeck's Desqview and related products.
comp.os.msdos.misc	Miscellaneous topics about MS-DOS machines.
comp.os.msdos.pcgeos	GeoWorks PC/GEOS and PC/GEOS-based packages.
comp.os.msdos.programmer	Programming MS-DOS machines.
comp.os.os2.advocacy	Supporting and flaming OS/2.
comp.os.os2.apps	Discussions of applications under OS/2.

comp.os.os2.misc	Miscellaneous topics about the OS/2 system.
comp.os.os2.networking	Networking in OS/2 environments.
comp.os.os2.programmer	Programming OS/2 machines.
comp.os.os9	Discussions about the os9 operating system.
comp.os.research	Operating systems and related areas. (Moderated)
comp.os.vms	DEC's VAX* line of computers & VMS.
comp.os.vxworks	The VxWorks real-time operating system.
comp.os.xinu	The XINU operating system from Purdue (D. Comer).
comp.parallel	Massively parallel hardware/software. (Moderated)
comp.patents	Discussing patents of computer technology. (Moderated)
comp.periphs	Peripheral devices.
comp.periphs.scsi	Discussion of SCSI-based peripheral devices.
comp.programming	Programming issues that transcend languages and OSs.
comp.protocols.appletalk	Applebus hardware & software.
comp.protocols.ibm	Networking with IBM mainframes.
comp.protocols.iso	The ISO protocol stack.
comp.protocols.kerberos	The Kerberos authentication server.
comp.protocols.kermit	Info about the Kermit package. (Moderated)

comp.protocols.misc	Various forms and types of FTP protocol.
comp.protocols.nfs	Discussion about the Network File System protocol.
comp.protocols.ppp	Discussion of the Internet Point to Point Protocol.
comp.protocols.tcp-ip	TCP and IP network protocols.
comp.protocols.tcp-ip.ibmpc	TCP/IP for IBM(-like) personal computers.
comp.realtime	Issues related to real-time computing.
comp.research.japan	The nature of research in Japan. (Moderated)
comp.risks	Risks to the public from computers & users. (Moderated)
comp.robotics	All aspects of robots and their applications.
comp.security.misc	Security issues of computers and networks.
comp.simulation	Simulation methods, problems, uses. (Moderated)
comp.society	The impact of technology on society. (Moderated)
comp.society.cu-digest	The Computer Underground Digest. (Moderated)
comp.society.development	Computer technology in developing countries.
comp.society.folklore	Computer folklore & culture, past & present. (Moderated)
comp.society.futures	Events in technology affecting future computing.
comp.society.privacy	Effects of technology on privacy. (Moderated)
comp.soft-sys.khoros	The Khoros X11 visualization system.

comp.soft-sys.matlab	The MathWorks calculation and visualization package.
comp.software-eng	Software Engineering and related topics.
comp.software.licensing	Software licensing technology.
comp.sources.3b1	Source code-only postings for the AT&T 3b1. (Moderated)
comp.sources.acorn	Source code-only postings for the Acorn. (Moderated)
comp.sources.amiga	Source code-only postings for the Amiga. (Moderated)
comp.sources.apple2	Source code and discussion for the Apple2. (Moderated)
comp.sources.atari.st	Source code-only postings for the Atari ST. (Moderated)
comp.sources.bugs	Bug reports, fixes, discussion for posted sources.
comp.sources.d	For any discussion of source postings.
comp.sources.games	Postings of recreational software. (Moderated)
comp.sources.games.bugs	Bug reports and fixes for posted game software.
comp.sources.hp48	Programs for the HP48 and HP28 calculators. (Moderated)
comp.sources.mac	Software for the Apple Macintosh. (Moderated)
comp.sources.misc	Posting of software. (Moderated)
comp.sources.reviewed	Source code evaluated by peer review. (Moderated)
comp.sources.sun	Software for Sun workstations. (Moderated)
comp.sources.testers	Finding people to test software.

comp.sources.unix	Postings of complete, UNIX-oriented sources. (Moderated)
comp.sources.wanted	Requests for software and fixes.
comp.sources.x	Software for the X windows system. (Moderated)
comp.speech	Research & applications in speech science & technology.
comp.specification	Languages and methodologies for formal specification.
comp.specification.z	Discussion about the formal specification notation Z.
comp.std.c	Discussion about C language standards.
comp.std.c++	Discussion about C++ language, library, standards.
comp.std.internat	Discussion about international standards.
comp.std.misc	Discussion about various standards.
comp.std.mumps	Discussion for the X11.1 committee on Mumps. (Moderated)
comp.std.unix	Discussion for the P1003 committee on UNIX. (Moderated)
comp.sw.components	Software components and related technology.
comp.sys.3b1	Discussion and support of AT&T 7300/3B1/UnixPC.
comp.sys.acorn	Discussion on Acorn and ARM-based computers.
comp.sys.acorn.advocacy	Why Acorn computers and programs are better.
comp.sys.acorn.announce	Announcements for Acorn and ARM users. (Moderated)
comp.sys.acorn.tech	Software and hardware aspects of Acorn and ARM products.

comp.sys.alliant	Info and discussion about Alliant computers.
comp.sys.amiga.advocacy	Why an Amiga is better than XYZ.
comp.sys.amiga.announce	Announcements about the Amiga. (Moderated)
comp.sys.amiga.applications	Miscellaneous applications.
comp.sys.amiga.audio	Music, MIDI, speech synthesis, other sounds.
comp.sys.amiga.datacomm	Methods of getting bytes in and out.
comp.sys.amiga.emulations	Various hardware & software emulators.
comp.sys.amiga.games	Discussion of games for the Commodore Amiga.
comp.sys.amiga.graphics	Charts, graphs, pictures, etc.
comp.sys.amiga.hardware	Amiga computer hardware, Q&A, reviews, etc.
comp.sys.amiga.introduction	Group for newcomers to Amigas.
comp.sys.amiga.marketplace	Where to find it, prices, etc.
comp.sys.amiga.misc	Discussions not falling in another Amiga group.
comp.sys.amiga.multimedia	Animations, video, & multimedia.
comp.sys.amiga.programmer	Developers & hobbyists discuss code.
comp.sys.amiga.reviews	Reviews of Amiga software, hardware. (Moderated)
comp.sys.apollo	Apollo computer systems.
comp.sys.apple2	Discussion about Apple II micros.

comp.sys.apple2.gno	The AppleIIgs GNO multitasking environment.
comp.sys.atari.8bit	Discussion about 8 bit Atari micros.
comp.sys.atari.st	Discussion about 16 bit Atari micros.
comp.sys.atari.st.tech	Technical discussions of Atari ST hard/software.
comp.sys.att	Discussions about AT&T microcomputers.
comp.sys.cbm	Discussion about Commodore micros.
comp.sys.concurrent	The Concurrent/Masscomp line of computers. (Moderated)
comp.sys.convex	Convex computer systems hardware and software.
comp.sys.dec	Discussions about DEC computer systems.
comp.sys.dec.micro	DEC Micros (Rainbow, Professional 350/380)
comp.sys.encore	Encore's MultiMax computers.
comp.sys.hp	Discussion about Hewlett-Packard equipment.
comp.sys.hp48	Hewlett-Packard's HP48 and HP28 calculators.
comp.sys.ibm.pc.digest	The IBM PC, PC-XT, and PC-AT. (Moderated)
comp.sys.ibm.pc.games	Discussion about games for the IBM PC
comp.sys.ibm.pc.hardware	XT/AT/EISA hardware, any vendor.
comp.sys.ibm.pc.misc	Discussion about IBM personal computers.
comp.sys.ibm.pc.rt	Topics related to IBM's RT computer.

comp.sys.ibm.pc.soundcard	Hardware and software aspects of PC sound cards.
comp.sys.ibm.ps2.hardware	Microchannel hardware, any vendor.
comp.sys.intel	Discussions about Intel systems and parts.
comp.sys.isis	The ISIS distributed system from Cornell.
comp.sys.laptops	Laptop (portable) computers.
comp.sys.m6809	Discussion about 6809's.
comp.sys.m68k	Discussion about 68k's.
comp.sys.m68k.pc	Discussion about 68k-based PCs. (Moderated)
comp.sys.m88k	Discussion about 88k-basssed computers.
comp.sys.mac.advocacy	The Macintosh computer family compared to others.
comp.sys.mac.announce	Important notices for Macintosh users. (Moderated)
comp.sys.mac.apps	Discussions of Macintosh applications.
comp.sys.mac.comm	Discussion of Macintosh communications.
comp.sys.mac.databases	Database systems for the Apple Macintosh.
comp.sys.mac.digest	Apple Macintosh: info&uses, but no programs. (Moderated)
comp.sys.mac.games	Discussions of games on the Macintosh.
comp.sys.mac.hardware	Macintosh hardware issues & discussions.
comp.sys.mac.hypercard	The Macintosh Hypercard: info & uses.

comp.sys.mac.misc	General discussions about the Apple Macintosh.
comp.sys.mac.oop.macapp3	Version 3 of the MacApp object oriented system.
comp.sys.mac.oop.misc	Object oriented programming issues on the Mac.
comp.sys.mac.programmer	Discussion by people programming the Apple Macintosh.
comp.sys.mac.system	Discussions of Macintosh system software.
comp.sys.mac.wanted	Postings of "I want XYZ for my Mac."
comp.sys.mentor	Mentor Graphics products & the Silicon Compiler System.
comp.sys.mips	Systems based on MIPS chips.
comp.sys.misc	Discussion about computers of all kinds.
comp.sys.ncr	Discussion about NCR computers.
comp.sys.next.advocacy	The NeXT religion.
comp.sys.next.announce	Announcements related to the NeXT computer system. (Moderated)
comp.sys.next.bugs	Discussion and solutions for known NeXT bugs.
comp.sys.next.hardware	Discussing the physical aspects of NeXT computers.
comp.sys.next.marketplace	NeXT hardware, software and jobs.
comp.sys.next.misc	General discussion about the NeXT computer system.
comp.sys.next.programmer	NeXT related programming issues.
comp.sys.next.software	Function, use and availability of NeXT programs.

comp.sys.next.sysadmin	Discussions related to NeXT system administration.
comp.sys.novell	Discussion of Novell Netware products.
comp.sys.nsc.32k	National Semiconductor 32000 series chips.
comp.sys.palmtops	Super-powered calculators the palm of your hand.
comp.sys.pen	Interacting with computers through pen gestures.
comp.sys.prime	Prime Computer products.
comp.sys.proteon	Proteon gateway products.
comp.sys.pyramid	Pyramid 90x computers.
comp.sys.ridge	Ridge 32 computers and ROS.
comp.sys.sequent	Sequent systems, (Balance and Symmetry).
comp.sys.sgi.admin	System administration on Silicon Graphics's Irises.
comp.sys.sgi.announce	Announcements for the SGI community. (Moderated)
comp.sys.sgi.apps	Applications which run on the Iris.
comp.sys.sgi.bugs	Bugs found in the IRIX operating system.
comp.sys.sgi.graphics	Graphics packages and issues on SGI machines.
comp.sys.sgi.hardware	Base systems and peripherals for Iris computers.
comp.sys.sgi.misc	General discussion about Silicon Graphics's machines.
comp.sys.stratus	Stratus products, incl. System/88, CPS-32, VOS and FTX.

comp.sys.sun.admin	Sun system administration issues and questions.
comp.sys.sun.announce	Sun announcements and Sunergy mailings. (Moderated)
comp.sys.sun.apps	Software applications for Sun computer systems.
comp.sys.sun.hardware	Sun Microsystems hardware.
comp.sys.sun.misc	Miscellaneous discussions about Sun products.
comp.sys.sun.wanted	People looking for Sun products and support.
comp.sys.tahoe	CCI 6/32, Harris HCX/7, & Sperry 7000 computers.
comp.sys.tandy	Discussion about Tandy computers: new & old.
comp.sys.ti	Discussion about Texas Instruments.
comp.sys.transputer	The Transputer computer and OCCAM language.
comp.sys.unisys	Sperry, Burroughs, Convergent and Unisys* systems.
comp.sys.xerox	Xerox 1100 workstations and protocols.
comp.sys.zenith.z100	The Zenith Z-100 (Heath H-100) family of computers.
comp.terminals	All sorts of terminals.
comp.text	Text processing issues and methods.
comp.text.desktop	Technology & techniques of desktop publishing.
comp.text.frame	Desktop publishing with FrameMaker.
comp.text.interleaf	Applications and use of Interleaf software.

comp.text.sgml	ISO 8879 SGML, structured documents, markup languages.
comp.text.tex	Discussion about the TeX and LaTeX systems & macros.
comp.theory.info-retrieval	Information Retrieval topics. (Moderated)
comp.unix.admin	Administering a Unix-based system.
comp.unix.aix	IBM's version of UNIX.
comp.unix.amiga	Minix, SYSV4 and other *nix on an Amiga.
comp.unix.aux	The version of UNIX for Apple Macintosh II computers.
comp.unix.bsd	Discussion of Berkeley Software Distribution UNIX.
comp.unix.dos-under-unix	MS-DOS running under UNIX by whatever means.
comp.unix.internals	Discussions on hacking UNIX internals.
comp.unix.large	UNIX on mainframes and in large networks.
comp.unix.misc	Various topics that don't fit other groups.
comp.unix.osf.misc	Various aspects of Open Software Foundation products.
comp.unix.osf.osf1	The Open Software Foundation's OSF/1.
comp.unix.pc-clone.16bit	UNIX on 286 architectures.
comp.unix.pc-clone.32bit	UNIX on 386 and 486 architectures.
comp.unix.programmer	Q&A for people programming under Unix.
comp.unix.questions	UNIX neophytes group.

comp.unix.shell	Using and programming the Unix shell.
comp.unix.sys3	System III UNIX discussions.
comp.unix.sys5.misc	Versions of System V which predate Release 3.
comp.unix.sys5.r3	Discussing System V Release 3.
comp.unix.sys5.r4	Discussing System V Release 4.
comp.unix.ultrix	Discussions about DEC's Ultrix.
comp.unix.wizards	Questions for only true Unix wizards.
comp.unix.xenix.misc	General discussions regarding XENIX (except SCO).
comp.unix.xenix.sco	XENIX versions from the Santa Cruz Operation.
comp.virus	Computer viruses & security. (Moderated)
comp.windows.garnet	The Garnet user interface development environment.
comp.windows.interviews	The InterViews object-oriented windowing system.
comp.windows.misc	Various issues about windowing systems.
comp.windows.news	Sun Microsystems' NeWS window system.
comp.windows.open-look	Discussion about the Open Look GUI.
comp.windows.x	Discussion about the X Window System.
comp.windows.x.apps	Getting and using, not programming, applications for X.
comp.windows.x.i386unix	The XFree86 window system and others.

comp.windows.x.intrinsics	Discussion of the X toolkit.
comp.windows.x.pex	The PHIGS extension of the X Window System.

news.admin.misc	General topics of network news administration.
news.admin.policy	Policy issues of USENET.
news.admin.technical	Technical aspects of maintaining network news. (Moderated)
news.announce.conferences	Calls for papers and conference announcements. (Moderated)
news.announce.important	General announcements of interest to all. (Moderated)
news.announce.newgroups	Calls for newgroups & announcements of same. (Moderated)
news.announce.newusers	Explanatory postings for new users. (Moderated)
news.answers	Repository for periodic USENET articles. (Moderated)
news.config	Postings of system down times and interruptions.
news.future	The future technology of network news systems.
news.groups	Discussions and lists of newsgroups.
news.lists	News-related statistics and lists. (Moderated)
news.lists.ps-maps	Maps relating to USENET traffic flows. (Moderated)
news.misc	Discussions of USENET itself.
news.newsites	Postings of new site announcements.

news.newusers.questions	Q & A for users new to the Usenet.
news.software.anu-news	VMS B-news software from Australian National Univ.
news.software.b	Discussion about B-news-compatible software.
news.software.nn	Discussion about the "nn" news reader package.
news.software.notes	Notesfile software from the Univ. of Illinois.
news.software.readers	Discussion of software used to read network news.

sci.aeronautics	The science of aeronautics & related technology.
sci.aeronautics.airliners	Airliner technology. (Moderated)
sci.answers	Repository for periodic USENET articles. (Moderated)
sci.anthropology	All aspects of studying humankind.
sci.aquaria	Only scientifically-oriented postings about aquaria.
sci.archaeology	Studying antiquities of the world.
sci.astro	Astronomy discussions and information.
sci.astro.fits	Issues related to the Flexible Image Transport System.
sci.astro.hubble	Processing Hubble Space Telescope data. (Moderated)
sci.bio	Biology and related sciences.
sci.chem	Chemistry and related sciences.
sci.chem.organomet	Organometallic chemistry.

sci.classics	Studying classical history, languages, art and more.
sci.cognitive	Perception, memory, judgement and reasoning.
sci.comp-aided	The use of computers as tools in scientific research.
sci.cryonics	Theory and practice of biostasis, suspended animation.
sci.crypt	Different methods of data en/decryption.
sci.econ	The science of economics.
sci.edu	The science of education.
sci.electronics	Circuits, theory, electrons and discussions.
sci.energy	Discussions about energy, science & technology.
sci.engr	Technical discussions about engineering tasks.
sci.engr.biomed	Discussing the field of biomedical engineering.
sci.engr.chem	All aspects of chemical engineering.
sci.engr.civil	Topics related to civil engineering.
sci.engr.control	The engineering of control systems.
sci.engr.mech	The field of mechanical engineering.
sci.environment	Discussions about the environment and ecology.
sci.fractals	Objects of non-integral dimension and other chaos.
sci.geo.fluids	Discussion of geophysical fluid dynamics.

sci.geo.geology	Discussion of solid earth sciences.
sci.geo.meteorology	Discussion of meteorology and related topics.
sci.image.processing	Scientific image processing and analysis.
sci.lang	Natural languages, communication, etc.
sci.lang.japan	The Japanese language, both spoken and written.
sci.logic	Logic -- math, philosophy & computational aspects.
sci.materials	All aspects of materials engineering.
sci.math	Mathematical discussions and pursuits.
sci.math.research	Discussion of current mathematical research. (Moderated)
sci.math.stat	Statistics discussion.
sci.math.symbolic	Symbolic algebra discussion.
sci.med	Medicine and its related products and regulations.
sci.med.aids	AIDS: treatment,pathology/biology of HIV, prevention (Moderated)
sci.med.dentistry	Dentally related topics; all about teeth.
sci.med.nutrition	Physiological impacts of diet.
sci.med.occupational	Preventing, detecting & treating occupational injuries.
sci.med.physics	Issues of physics in medical testing/care.
sci.military	Discussion about science & the military. (Moderated)

sci.misc	Short-lived discussions on subjects in the sciences.
sci.nanotech	Self-reproducing molecular-scale machines. (Moderated)
sci.optics	Discussion relating to the science of optics.
sci.philosophy.tech	Technical philosophy: math, science, logic, etc.
sci.physics	Physical laws, properties, etc.
sci.physics.fusion	Info on fusion, esp. "cold" fusion.
sci.psychology	Topics related to psychology.
sci.psychology.digest	PSYCOLOQUY: Refereed Psychology Journal & Newsletter. (Moderated)
sci.research	Research methods, funding, ethics, and whatever.
sci.research.careers	Issues relevant to careers in scientific research.
sci.skeptic	Skeptics discussing pseudo-science.
sci.space	Space, space programs, space related research, etc.
sci.space.news	Announcements of space-related news items. (Moderated)
sci.space.shuttle	The space shuttle and the STS program.
sci.systems	The theory and application of systems science.
sci.virtual-worlds	Modelling the universe. (Moderated)
sci.virtual-worlds.apps	Current and future uses of virtual-worlds technology. (Moderated)