

# 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 would prefer) and we will 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 are 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 [pcw@vnu.co.uk](mailto:pcw@vnu.co.uk).

## Workshop

### **Build your own PC 238**

DIY with a difference. Roger Gann introduces his new workshop — creating the home-brewed PC — with advice on parts, pitfalls, pros and cons.



## Operating Systems

### **Windows 95 241**

Tim Nott shows how to thread a banana through a pretzel — using clipart, of course. Moving swiftly on, he deals with fonts, phones, fixes and FAQs.



### **Windows 3.1 244**

Do you get low-memory messages after an upgrade? Panicos Georghiades and Gabriel Jacobs explain why the first megabyte is the most important.



### **Windows NT 247**

Following on from showing how LAN users can get on the net, Dale Strickland-Clark looks to the skies for help from the heavenly host on global email.



### **Unix 251**

Heavy vetting, good technique and the joy of X? Whatever next. Chris Bidmead lets his hair down with some Linux books and the installation of X.



### **OS/2 254**

Help is at hand from resident OS/2 guru, Terence Green. A multitude of reader wrinkles are smoothed over, concerning Warp, ISPs and the *PCW* CD.



### **Macintosh 290**

Mac-tricide, if you should choose that path, is a non-punishable offence. Apart from kicking yourself, that is! Howard Oakley is in Rhapsody.



## Applications

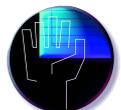
### **Word Processing 263**

Tim Nott talks about accents and multinational alphabets. He saves many from falling into the Autosave trap and leaves no Word margin for error.



### **Spreadsheets 266**

He feels the need... the need for speed. Yep! Stephen Wells gives it some welly. How to tamper with Excel for optimum performance.



### **Databases 269**

Mark Whitehorn isn't a man to shirk his duties, so he returns, as promised, with the low-down on client-server computing.



### **3D Graphics 277**

Around the world in a week? No need for a rucksack, as Benjamin Woolley returns to build a 3D globe. But is it a wonderful world?



### **Graphics & DTP 274**

File formats: there are many to choose from. Gordon Laing visits the gallery with good advice.



### **Sound 279**

Steven Helstrip gets down to bass-ics with 303 program clones. He reviews the Creative AWE-64 Gold and eyeballs a couple of MIDI books.



## Programming

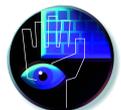
### **Numbers Count 262**

Venture if you dare into the Numbers Count version of the X Files, as Mike Mudge invites you to investigate those Unsolved Problems.



### **Visual Programming 282**

Tim Anderson discovers Sax appeal when Webster lets him drop a browser into an application. The hi-hacker tackles Windows 95.



## Miscellaneous

### **Hardware 272**

Oh yes, it's drive time again! Time to move on from CD-ROM to CD-R. Roger Gann deals with it.



### **Networks 287**

Mark Baynes samples suspect software.

