

Digital Times [®]

Digital Times is a "for eCommerce newsletter reporting on the development and/or availability of interactive products and services."

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Sandra Knowles, *Founding Editor*

AOL Fiasco



AOL has billed thousands of its users for products presented in pop-up ads after users clicked a "no thanks" button to refuse the offer, according to a lawsuit filed last week in U.S. District Court in San Francisco. The charges were made public Monday, February 26, 2002. Users insist that they did not mistakenly click "Yes" when they meant to click "No."

AOL steadfastly maintains there are no glitches in its shopping system that could have resulted in the erroneous charges and shipments. It is believed that persons hacked into AOL accounts using a password generator that matches a password to an AOL screen name. Once a hacker has a user's screen name and password, he/she can log on as the account user and order merchandise through AOL's shopping service. Products ordered through the service are automatically charged to the account holder's credit or debit card.

The best protection and deterrent is to use a healthy mixture of upper and lower case characters with numbers and even some symbols for your password, rather than an actual 'cool' word. AOL users are advised to visit the service's Neighborhood Watch section for security tips.

-editor

Quake the Scene!

By Staff Writer and 3D Modeler,
Vess Velikov

Nowadays, when we are all running around our elaborate FPS (First Person Shooter) levels, choosing among player classes to take advantage of our enemies' weaknesses or returning the enemies' flags to our own base in an intense game of CTF, neutralizing terrorists with high-tech space-age weaponry, donning the skin of our favorite movie villain, practicing our multiplayer skills offline with so-called "bots," or loading up the latest third-party modification to our favorite game, we tend to take all of these things for granted and forget where it all came from and how it got started.

Back around the year 1996, iD Software, who was known for more-or-less inventing the FPS genre with Wolfenstein 3D and then revolutionizing it with the smash-hit Doom, once again outdid themselves by releasing the game Quake. While it brought little to the traditional single player world, it spawned a multi-player revolution that has shaped the world of gaming today as we know it.

Part II in Subscription Version ...

Happy St. Patrick's Day



DEATH

by Sprint/Earthlink DSL

An important aspect of arranging our recent move from San Francisco, California to Las Vegas, Nevada was obtaining DSL service in Las Vegas. Sprint is the leader there, and has a service called FastConnect. On Dec. 12th I contacted Sprint from San Francisco, for the purpose of opening an account for phone and DSL service. They refused to send me a confirmation of services and quoted prices [a sign].

Their installation crew was scheduled for the outside wiring at my roommate's Las Vegas home within the week, to be followed by a crew for the inside wiring. A 'self-install DSL kit' was being expressed to my roommate's Las Vegas home. On December 27th I arrived in Las Vegas, and discovered

the

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Articles in the subscription version:

- . Quake the Scene! Part II
- . Death by Sprint/Earthlink DSL, Cont'd
- . DriveSavers for your PC
- . Featured product, 'Digitally Cool'

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