Banks of the Boneyard

the journal of the association for computing machinery university of illinois student chapter

May, 1994

Volume 12, Issue 7

Last issue this semester

INSIDE

Page 2 The Transfer of Power—Duff's Out, Alan's In—a joint article from our Chairs.

Page 3 SIGMicro's year in review. It's BosleyB's last SIG update article!

Page 7 Keep on Truckin' Alan, Ryan and Chris get stranded in Monee.

Net Censorship

Carl Kadie of the Department of Computer Science will discuss the principles of academic and intellecutal freedom on the Internet.

Thu, 28 April, 1994
5pm, 1320 DCL

Ben's Not-So-Complete Metalist of Ways to Get Internet Access Once You can No Longer Leech It From the University

by Ben Gross

After collecting many lists and trying to extract all the service providers, I realized that this would be about as useful as trying to maintain a comprehensive list of all the HTTP servers. So I have made a list of pointers to other lists, which may in turn point to still more lists, but either way, with a little time and effort you should be able to figure out how to get a Net connection wherever you may end up. I have only listed a few specific service providers and that is only if they are unique in some aspect or other.

This information is brought to ACM members on the provision that you leave your new Net address with us so we can keep you updated through our new alumni chair (and so you can send us vast sums of money and donate your spare RISC machines once you become rich out in the real world).

Remember: Start looking before you leave, so you can pass out your email address and get all your .forwards straight.

Nixpub
Public/Open Access UNIX (*NIX) Sites [both Fee and No Fee]
Anonymous ftp: vfl.paramax.com as /pub/pubnet/{nixpub.long,nixpub.short}

The Public Dialup Internet Access List (PDIAL)
Peter Kaminski <kaminski@netcom.com>
The Information Deli

A list of public access service providers offering dialup access to outgoing Internet connections such as FTP and telnet.

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Reflections on a Co-Op²

by Doug Beeferman and Ed Burns

Disclaimer: The opinions expressed are not necessarily those of IBM or Microsoft.

1. With which company are you interning, and where?

Doug: Microsoft in Redmond, WA.

Ed: *I'm co-oping with IBM Networking Systems Division in the Computer Aided Telephony Systems (CATS group). We are located in Research Triangle Park, North Carolina.*

2. Describe your group and job title, and your primary job responsibilities.

I'm a research intern in the MS Speech Research Group, and am working on various components of their voice recognition systems, doing things ranging from coding to experimentation to data collection.

My department is one of a handful of departments that make up the CATS product area. There are about 11 people in my department. As a group, CATS makes products for people who need to interface computers and telephones. A good example is your average telemarketing company, or a catalog

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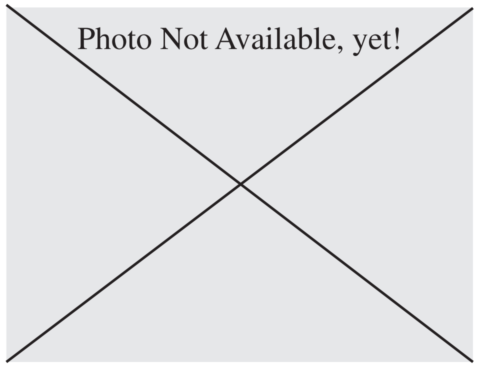
From The Chair

by Mike **DUFF** (old chair)

and Alan **Braverman** (new chair)



Duff: Quit screwing around and write something down.

Alan: I don't know what I'm going to write about.

Duff: Just write about what you're going to do this year.

Alan: That's boring. I need a good idea.

Duff: Just tell me what you're gonna do and then maybe we can come up with something to write about.

Alan: I want to write something with some substance!

Duff: Yeah, well you can include your plans for the upcoming year in that.

Alan: You've got everything running so smoothly, I didn't think I'd have to change a thing.

Duff: That's a load of bull.

Alan: Well, I could write something about this community service idea I was tossing around.

Duff: Why don't we, like, write a real article and have subconscious thoughts strewn in there, like in parentheses. And we can make it funny.

Alan: I dunno. Maybe we can, uh, make it look like an e-mail message from me to you with all the headers and stuff. And it can say something like "Ha ha, our plan is working perfectly. Now we just have to bump off that Grant kid."

Duff: And I'll be Duff, aka Colonel Klink.

Alan: How about we make it look like a talk session?

Duff: How would you know which lines correspond with each other? Maybe if it was IRC or something...

Alan: I don't know; talk should be divided vertically.

Bosley: Snore! Snore! Snore!

Duff: We should have Bart and Lisa talking to each other.

Alan: I don't want the Simpsons to have anything to do with it. But you should have seen this post on alt.tv.simpsons the other week...

Bosley: Warning! Warning! Tangent! Tangent!

Alan: Don't you have some kind of goodbye you want to say in there?

Duff: Yeah, we'll work it in there somewhere. I'm going to write a poem.

Alan: An Emacs poem?

Duff: Already been done.

Bosleyb: Emacs II... Epoch—the poem!

Duff: Well, we can have our articles rhyme.

Alan: No, no, no, not this time.

Duff: Wow, I can't believe this year is over. It's been fun.

Alan: Sorry I could never keep my mouth shut during our meetings.

Duff: That's ok. We had a great year, had a great EOH. The exec board really put a lot of effort into ACM.

Alan: Remember to say that in your *From the Chair* article.

Duff: Let's just make a song.

Alan: How do you write a song in the newsletter?

Duff: Oh, and we have to do that morph.

Alan: Eh, Chris will do that.

Bosley: Gotta have scratch-n-sniff stickers of your "from the chair" pictures.

Ryan: Mmmmmm... Duff!

Alan: Duff, why are you stuffing those napkins into that glass?

Duff: I'm bored. This is my creative thinking process.

Alan: Well, someone give me an idea already!

Ryan: You've got five ideas there already!

Bosley: Why don't you just write down this conversation? We shoulda' taped it.

Duff: No, that's dumb.

Alan: Yeah...

Official ACM SigList

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SIGArch

By Jonathan Stark

The Special Interest Group for Computer Architecture has had a fantastic year. To recap some of our achievements:

We put the ACM Scrolling Sign on the Internet back in November, allowing people from all over the world to post messages outside of the ACM office through either the Unix mail interface or the Mosaic interface. The 64-bit I/O was designed and built, allowing experimenters to control and monitor external devices with their IBM or PC through the serial port.

SigArch also presented a fantabulous array of projects at Engineering Open House. The joint SigMicro/ Astronomy Club/SigArch Computer Aided Telescope won second place in the Lockmiller Robotics Contest. The ACE project placed fourth in the competition, and we also exhibited the sign and PGSI.

We are continuing into the summer with the second production of the PowerGlove Serial Interface. The Apropos Computational Engine (ACE) is still being constructed and will be exhibited at the next Engineering Open House.

SigArch meetings are 6pm on Thursdays in 1225 DCL. For more information, send email to sigarch@uiuc.edu

SigMicro

By Brian Bosley

The Year In Review

First I would like to thank everyone for making these past few years so much fun. I don't think I could have met a nicer bunch of folks anywhere. I will sure miss all of you when I am gone! But enough nostalgia...

This year was a great year. Almost all of my goals for SigMicro were accomplished. We had many workshops, which included the C programming (2 sets), the Macintosh programming, the Windows programming, the Emacs (before SigUnix was reborn), and the Internet Resource workshop. (A special thanks to Chuck, Jay, Chris, Alan, and Ben for their help with the workshops.) We took tours of the Supercomputing center and Beckman, as well as a field trip to the Motorola Urbana Design Center. And we had two award-winning EOH projects— the computer-controlled telescope and the Lego™ project. Whew!

Now comes the time to pass on the torch to a new chair, and may they have as much fun as I did. You can reach me or the new SigMicro chair at sigmicro@uiuc.edu. Meetings for the rest of this school year will continue to be Mondays at 8pm in 1102DCL. In closing, I'd just like to say, "A hard-boiled egg and some prune juice for our guest..."

S.I.G. Graph

by Ryan Grant

SigGraph, the Special Interest Group for Computer Graphics, and SigVR are going to bring you a new campus, one squeezed through random access memory. We'll be out this summer modeling some buildings and then working with them in a VR toolkit. If all goes well we may demo the project in some larger hardware.

DataRace, our real-time 3-D networked cyberpunk game, is still moving along. The idea behind DataRace is to place players in a network of cyberspace, and let them fend for themselves against other players. Come to a meeting for more details.

Our next workshop will be on learning Autodesk's 3D Studio, a design and animation package for PC's (date and time currently unscheduled).

SigGraph meets every Friday at 4:30 in 1102 DCL. For more information, write siggraph@uiuc.edu or look for the SigGraph home page at http://www.acm.uiuc.edu/siggraph

S I G S o f t

by Alan Braverman

SigSoft is the Special Interest Group dedicated to Software Development. We program primarily in C and C++, on several different platforms, including the IBM-compatible family, Apple Macintosh, and Unix running X Windows. Current projects include games and utilities, and we are always open to new project ideas. Feel free to stop by any SigSoft meeting, Wednesdays at 6pm in the ACM office, or send me e-mail at sigsoft@uiuc.edu. Look for us on the uiuc.acm.sigsoft newsgroup or at the following URL: http://www.acm.uiuc.edu/sigsoft/

ordering operation. We'll call these things a "telephony environment".

My department develops and maintains an Application Programming Interface (API) that enables vendors to easily write software to implement a telephony environment without worrying about what kind of switch hardware is at the other end of the computer. The need for this API is created by the telephone switch industry's lack of standardization of communications protocols and switch instruction sets. Every vendor's switch uses a different, proprietary protocol and architecture. Sometimes several switches from the same vendor are completely different from every other vendor's switches and even from switches manufactured by the same vendor. (Get a clue guys, STANDARDIZE! Proprietary software sucks!) So, we write software so that other people may write software:

| Telephone Switch |<—>| Our API |<—>| customer software |

In co-oping with IBM it has been my experience that co-ops are used for a variety of tasks. In previous assignments I have been a tester, an instructor, and now I'm just a UNIX C hacker, with some OS/2 toboot (HA!). People in the department come to me (or summon me, really) with a problem description. We chat and I write up a small spec if necessary. Then I just go and code up the solution. I have also been dealing with defects as the development cycles progress. I must say I'm pretty happy with my responsibilities this time around the co-op cycle (I get to use GNU Emacs on the Job; see the December issue for a poem about my love of emacs).

3. How frequently are you in contact with your manager? To what extent do you interact with other members of your group?

Fairly frequently. It's a small group (7 people), and we're in close proximity, so it's never a problem for me to ask questions of any given co-worker.

We have weekly department meetings at which our manager lays it down for all to see. These are good and give a nice sense of family since no holds are barred. The meetings get everyone in sync about the whole department's activity.

My interaction with other group members is usually a one-on-one thing: "Ok Ed, we have these misbehaving IPC routines; please write some cleanup," and so on. There are other co-ops, but I haven't had to work on the same programming task with any of them yet.

4. Have you found work to be more or less demanding than school?

On the whole, probably as demanding. On one hand the focus on a single project makes things less stressful; on the other hand working with large amounts of code (as compared to, say, CS 225 MPs) in a single project was intimidating at first.

I have to say that work is DEFINITELY less demanding. I think this stems more from my dislike of school-style tests than from anything else. On the job, you're judged by your whole output and approach and even attitude. At school, it usually comes down to a midterm or two, or maybe a project if you're lucky. I think work provides a higher bandwidth evaluation scheme than school.

5. Do you find that you've applied anything you've learned at UIUC to your job?

I've been very surprised by how frequently issues from 373 and 375 have popped up. Were it not for these two courses and the intro courses they're based upon, I'd probably be very confused right now.

Definitely. UIUC's CS department and CCSO's widespread network infrastructure have prepared me well for the wide range of work I have done in my various co-op assignments. I have used semaphores and other things I learned in CS323, and orthogonal lists and other aspects of CS225. I'm still waiting to do my first paid NP completeness proof however.

I would also like to point out that a good deal of my experience comes from being in ACM. One thing I noticed is how valuable ACM@uiuc is as a source of technical vitality. You won't become obsolete if you hang out with and contribute to the ACM.

6. How flexible are your hours?

They're quite flexible. The emphasis here seems to be more on getting things done than on simply showing up for 40 hours a week. The campus is open all the time, and so I find myself working at very strange hours occasionally.

Pretty flexible. IBM pays its co-ops hourly, so depending on your workload, you may be spending lots of time there and reaping the benefits. I do have to get in at 0800 (+-2 hours). And the dress is "business casual.". This means I can wear my Birkenstocks, but not my tie-dye's.

7. To what extent are interns at your company treated like permanent employees?

Interns seem to be given the same kinds of responsibilities that permanent hires are given, and maybe even the same level of respect. Contractually, of course, there are big differences.

There is a definite distinction. For one thing, on the Big Blue mainframe, co-ops get a userid of N$<your_choice>. But since I live on a UNIX machine and only use the mainframe to fill out my time card, I can forgo the $ since it would cause some mayhem in the mailer. (Yes I know, you'd only have to escape it, but it's still a bother). We have a different color ID badge too. In past co-op terms I have experienced some justified reluctance to let co-ops have big responsibility since they'll be gone in 8 months anyway. This term, however, I am happy to find myself on a more level playing field with the others. Your mileage may vary.

8. Has this company met the expectations you were given by their recruiting efforts?

Sure, it has exceeded my expectations.

Hmmm. I was recruited such a long time ago (Fall 91!) that I don't remember. I think so. My expectations came more from what I had heard from other co-ops and from the general net scuttlebutt about IBM. There is a definite hierarchy, and there are processes for things like getting a band-aid for a paper cut. On the other hand, I have been fortunate enough to have worked for managers that have been very flexible in empowering me to do my own job, sometimes with a description as vague as "create value for the department."

9. Do you feel that your experience has better prepared you for whatever you'll face after college, be it graduate school or the job market? Does this company have a policy of favoring former interns for permanent employment?

I'll know in a year, though I'm pretty sure the answer is yes. As for the second question, I don't know.

Definitely. I'm planning to enter industry for 5 years or so after undergrad and then return to grad school. I think my experience has given me a definite leg-up on the graduating competition. By the time I graduate I will have two whole years of industry experience. I'm not taking anything for granted about getting a job, but it's nice to have a full experience section on your resumé.

It used to be that co-ops at IBM were pretty much assured of an offer after graduation. Many co-workers begin sentences with "When I was a co-op..." The co-op program here has been scaled back, along with the hiring, so I don't know if I should pursue an offer. I think working for IBM is certainly a plus if you're planning to return to IBM for full-time employment.

10. Do you like the surroundings in which you live?

The Seattle area is very beautiful and offers scenery that easily beats the CU area's, Boneyard and all. But it's all very wet. Before I arrived I had read religion from the local chamber of commerce claiming that Seattle's average rainfall ranks only 30th in the United States. I now believe that Redmond, Bellevue, Kirkland, and 26 other Seattle suburbs rank 1st through 29th.

Most definitely. I'm living in Chapel Hill, NC, basically living and playing amidst the students here. It's a nice town. They have HILLS here and it's a lot warmer too. I think my timing for leaving Illinois was right on the money this semester, as I missed all that nasty coldness. There are several good coffee-houses and clubs here. You can find out more about IBM at Chapel Hill through my web home page on the ACM webserver, where I have a pointer to the local Web down here.

11. What kind of net access does your group/company give you? Do you think your company views the Net, and offering services on it, as an important area of business concentration? Are your fellow employees aware of the resources of the net and how to use them?

There is a dial-in providing telnet access that I can use from home. Fortunately, I can't connect from work! I would guess that most Microsoft developers have graduated from college within the last ten years, and that most, therefore, know what the Internet is all about.

I am very happy with the net access that IBM gives its employees. (At present they don't make a distinction between co-op and employees on this front.) I think it's pretty common big-industry practice to have a firewall machine. This means that the employees telnet from the internal IP net to a limited-access machine that has only telnet and ftp on it. From there you can go anywhere. There is still no way to effectively run Mosaic from behind the firewall, but the company is working to change this. I think ***UIUC graduates might want to consider asking this question*** *(11) of their prospective employers when interviewing. I find that once one gets accustomed to the full net access at uiuc, it's hard to accept anything less.*

1—Net Con'd

Information Deli FTP site:
ftp.netcom.com as /pub/info-deli/public-access/pdial

Contents:

-00- Quick Start!
-01- Area Code Summary: Providers With Many Local Dialins (1-800, PDN)
-02- Area Code Summary: US/Canada Metro and Regional Dialins
-03- Area Code Summary: International Dialins
-04- Alphabetical List of Providers
-05- What *Is* The Internet?
-06- What The PDIAL Is
-07- How People Can Get The PDIAL (This List)
-08- Appendix A: Other Valuable Resources
-09- Appendix B: Finding Public Data Network (PDN) Access Numbers
-10- Providers: Get Listed in PDIAL!

INDIVIDUAL ACCESS TO INTERNET
Compiled by James Milles <millesjg@sluvca.slu.edu>
Saint Louis University Law Library

Available via anonymous ftp.
Host: liberty.uc.wlu.edu
Directory: /pub/lawlib
File: internet.access

PART I Daniel Dern's Short Answer to "How do I get a list of Internet Service/Access Providers for Individual Accounts"
PART II NETWORK PROVIDER REFERRAL LIST, NSF Network Service Center (NNSC)
PART III Internet-access-providers-US.txt
PART IV Public Dialup Internet Access List (PDIAL)
PART V nixpub long listing—Open Access UNIX (*NIX) Sites

Zamfield's Wonderfully Incomplete, Complete Internet BBS List
Anonymous FTP at wuarchive.wustl.edu in the /pub directory. E-mail requests can be made to zamfield@dune.ee.msstate.edu. The list is also posted on alt.bbs.internet twice a month.

The Updated Internet Services List
Compiled By: Scott Yanoff
If you finger yanoff@csd4.csd.uwm.edu, Scott's plan will tell you a number of ways to find this list.

NOT ANOTHER LIST?!?!?!?!!!
Anonymous FTP on: aug3.augsburg.edu, as files/bbs_lists/nal007.tx

Contents:

1..Free BBSs on the net 77
2..Freenets and Public Access UNIX
3..For-Pay BBSs
4..Online stores
4..FTP sites
5..Other services and tips

Specific Vendors:

MCI Mail
(information provided by John Levine)

MCI Mail has a special pricing plan for students called College Mail. For $5 per month, you get up to 100 outgoing e-mail messages per month. Messages beyond that as well as their other services, such as fax and hardcopy messages, cost what they usually cost. Incoming messages are free. There is a one-time $10 sign-up fee and you have to have a credit card (Amex, MC, or Visa) which they can bill. Proof of student status—a photocopy of the ID—must be provided annually.

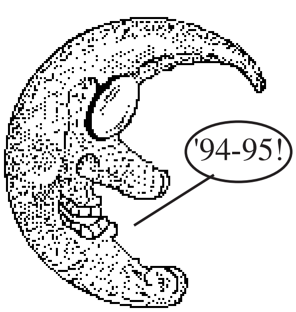
For students who don't have net access through their schools, this looks to be a very good deal, particularly considering MCI Mail's gateways to nearly every other e-mail system including the Internet.
MCI has a nationwide 800 access number, so I'd expect this to be particularly attractive to students at out-of-the-way little schools.

Call MCI at 1-800-444-6245 for more info.

ACM Network Services
(excerpts from ACM NS ad)

ACM Network Services Mail Forwarding Accounts allow you to maintain an unchanging electronic mail address even when you change jobs or move to another university.

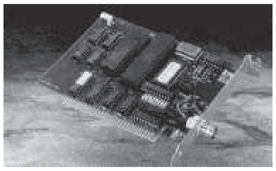
With your Mail Forwarding Account, you will receive your own personal e-mail address at ACM.org. Any mail sent to you at this address will be forwarded to 8



ACM Up All Night Crew

(partial listing)

Chair	Alan Braverman	alanb@uiuc.edu
Vice-Chair	Ed Burns	e-burns@uiuc.edu
Secretary	Amy Ryan	eighmi@uiuc.edu
Treasurer	Norbert Burger	nburger@uiuc.edu
Membership	Jeremiah Johnson	jjohnso4@uiuc.edu
Corporate Liaison	Brandon Long	blong@uiuc.edu
Newsletter	Doug Beeferman	dougb@uiuc.edu
Conference Chair	Norbert Burger	nburger@uiuc.edu
Social Chair	Jeff Thompson	jwthomp@uiuc.edu



SIGNet

By Jason Wessel

Wonderful World of Communication <–> Wheel

Have you ever just wanted to get some simple task done? I know I have, and I would say that this need has led to the creation of some of the most amazing inventions of all time. Somewhere down the line, someone invented the wheel. Just think how many millions of dollars have been invested to reinvent and build upon this single, simple design. Just as the wheel has evolved, so has communication.

Lets take some time to reflect on where we've been, where we are, and where we're going. Communication is anything that transfers some type of information from one person (or medium) to another. For centuries, people have communicated verbally, passing on interesting stories and facts. In order to provide information to more people and to save it for posterity, people eventually began to write things down. For several centuries, people worked on transmittal of written information by trying out every imaginable surface and material—from sidewalks to bathroom stalls. It was not until about 50 years ago, however, that communication began to take on a whole new nature.

Since the invention of the phone, the communication industry has learned two new words: integration and condensation. Integration means that in whatever we do, we should be able to more easily convey our thoughts and desires. Condensation means that the distance the information travels should not be a consideration. As of right now, if I wanted to convey some thoughts to my mom, I could call, mail, email, fax or actually visit her. In the near future, I might be able to interact with her through video or send sound through my computer. I may soon be able to sit in my office and have it seem like I am really at home. But the ultimate question still exists: Will any type of "virtual" communication ever be as good real human interaction?

Just wait to see what SigNet has to say about this next year at Quad Day. I guarantee we will surprise and delight you, as we continue our journey to forge the frontiers of the *Information Superhighway*.
For information about SigNet or its projects, contact jwessel@uiuc.edu

SIGBio

By Arwin Levinson

Are you interested in computers and biology???

If so, SigBio may be for you.

SigBio is the Special Interest Group for Computer Applications in Biology. It is being reactivated, and anyone interested in having a lot of fun while learning about computers in biology should **e-mail alevinso@uiuc.edu or jlasky@uiuc.edu** for more information. If there are any topics in which you are especially interested, please mention them in your email.

A Saturday Night Truck-Stop Adventure: (Almost) Bad Examples

by Chris Trimble

Coffee mugs and used packets of Sweet&Low were strewn on the table of the booth with a phone and coin-operated TV—tuned to the UHF—on the divider. I was finishing my grilled cheese and potato chips and Alan and Ryan were at the payphone across the room because we didn't think the one in the booth really worked. Alan was talking to the P's. Their dead car was in the parking lot of this twenty-four hour truck stop in Monee, whose name we really only noted because of the color-copied menus with a picture of a truck originally drawn by a local kid with a 64-box of Crayolas: the Windy City Truck Stop.

Sure, this was unplanned. We walked into this diner and the people at the booth kitty-corner to us immediately laughed at us: it might have just been that we were city-folk or that they could instantly tell we certainly weren't there just for the service. There was a broken car in our lives, yup. As we came up the hill to Route 57's fateful Exit 335, Monee/Manhattan, the Taurus decided to slip into passing gear and, since we were going eighty, I guess, proceeded to kill its transmission. The "D" gear didn't work anymore, but, for some reason, the "1" gear took us up to the top of the exit ramp and no further. Ryan and I pushed it to the East—

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◀6 — Net Con'd

your electronic mail address on another system's mail host. If your e-mail address at this host changes or you move to another host, simply contact ACM Network Services support and your Mail Forwarding Account will be updated to the correct e-mail address.

ACM Network Services lets you choose your own "name," therefore your e-mail address can be as easy to remember as you choose. The cost of a Mail Forwarding Account is $10.00 per year.

For more information about ACM Network Services Mail Forwarding Accounts, send e-mail to: Account-Info@ACM.org

Other places to check:

USENET
alt.bbs.internet
alt.bbs.lists
alt.internet.access.wanted
alt.online-service
ba.internet

Books
Connecting to the Internet: An O'Reilly Buyer's Guide
By Susan Estrada
1st Edition August 1993
188 pages, ISBN: 1-56592-061-9, $15.95
"This book provides practical advice on how to get an Internet connection. It describes how to assess your needs to determine the kind of Internet service that is best for you, and how to find a local access provider and evaluate the services they offer." — O'Reilly book description

For O'Reilly information, catalogs, and ordering, call: (1) 800-998-9938 or 707-829-0515 from 7 AM to 5 PM PST.

This is just a rough sampling of what is available. If you have any more questions regarding getting Internet access, feel free to mail me at bgross@uiuc.edu I can't guarantee anything, but I'll give it a shot.

Appropriately Placed Divider

So No One Gets Confused

◀7—Truck Stop Con'd

towards an unnamed truck stop owned by Union 76 that looked big and open and was possibly our only chance of surviving out there. It was eleven. We were going to miss the Bad Examples concert. We were Almost Bad Examples.

The waitress asked if I wanted a refill, I said sure. She was pretty nice to us, polite and quiet. Alan came back to the table. The verdict had been set: Alan's Dad said to leave it at the truck stop and find a way home. I felt relieved, at least we didn't have to wait for a tow and then wait for someone to take us home. I wondered if it was possible to get any VHF stations on that little TV; later, we lost that booth when we went to push the car into a parking spot and had to sit in a booth without a phone or a TV. While in the new booth, I noticed some guys had come in and actually put a quarter in another booth's TV and were getting reception. They just used it as background noise, though. I guess that's what they're for.

Brandon was our messiah with a car called a Sundance. He and Amy arrived shortly before two and looked confused when all three of the stranded came out of the Men's washroom together. We had just taken pictures of Ryan using the cologne machine in there (imitation Giorgio, Obsession, Drakkar, select with the knob, hold hand in front of nozzle and push plunger). Alan bought his "Heavy Hauler" t-shirt and I scared the cashier girl with my extreme close-up technique of picture-taking even though she knew I was going to shoot one of her ringing up the shirt.

On the way back we were listening to Satriani—Ryan will freak without a dose every six hours or so—and trying to find the middle star of Orion's Belt in the darkness. I said that I'm not an atheist anymore: there's a god and he wanted us to stop at the Windy City Truck Stop. Maybe he just wanted me to see the exit I make fun of every time I go past. ("can you believe we drove all the way to Manhattan to get to Chicago? ha ha") The phone in the booth did actually work, by-the-way. We told Bosley's machine to call us back and it never did—I guess they don't allow incoming calls. To the truck stop's booth. The truck stop that struck me as similar to the Hinsdale Oasis before we got too close to it. The truck stop that had a video in the mini-mart called "How to Strip for Your Man." The truck stop where Alan's Parent's Ford Taurus was dead and motionless.

Until the Auto Club came, that is.

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