## 2008 Q3 link clearance: Microsoft blogger edition



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Raymond Chen

It's that time again: Sending some link love to my colleagues.

- <u>James O'Neill</u> tells a story about <u>a very strange design for an award from the British Safety Council</u>.
- <u>The Security Vulnerability Research & Defense blog</u> contains "bonus information" about security bulletins. Think of it as the director's commentary track.
- Yes, we know things are rainy in Seattle, but <u>the mountain's name is pronounced ray-NEER</u> even though it does look like something else.
- <u>John Guin</u> confirms: "<u>All the stories you hear about tech support calls are true. All of</u> them."
- <u>Eric Lippert</u> reminds us that <u>string hashes are not for cryptographic purposes</u>.
- <u>Mark Brown's Virtual Earth Blog</u> pays a visit to <u>the people who fly the UltraCam</u>, that thing that gets those high resolution aerial images. See the software they use to control the camera, and if you ask nicely, they might even take you for a ride. Mark also has <u>a nice picture of the UltraCam itself</u>.
- On <u>The Debugging Toolbox</u>, Roberto Farah takes a break from cooking up <u>PowerDbg</u> <u>scripts</u> to show some <u>fancy tricks you can play with the dv command</u>. Plenty of other debugging tips on that site, so check it out. <u>Doug Stewart</u> has his own <u>collection of links</u> <u>to debugging resources</u>.
- <u>Michael Howard</u> goes into more detail about <u>what sort of heap corruption is treated as fatal</u> if you <u>set HeapEnableTerminationOnCorruption</u>. Of course, this list may change as new types of corruption-detection are added, but it's a start.
- <u>Terry Zink</u> blogs about the world of email spam, including a massive <u>18-part series on</u> backscatter.
- Dennis Middleton, the self-proclaimed *NTFS Doctor*, explains <u>why the Size on disk and Used space appear to disagree</u>.
- The <u>Environment</u> folks have their own blog for computing and the environment, titled <u>Software Enabled Earth</u>. <u>Nick Mayhew</u> calls out <u>some of his favorite parts</u>.
- The <u>Live Search Webmaster Center Blog</u> introduces you to the basics of <u>seeing how Live</u> <u>Search crawls your site</u> and what steps you can take to help it do a better job.

- <u>James Whittaker</u> tackles the thorny question, <u>If Microsoft is so good at testing, why does your software suck?</u>
- <u>Better than epoxy</u>: <u>Chris Chalmers's e-Discovery</u> covers new group policies to give administrators better control over USB thumb drives.
- <u>Adrian Vinca</u> has shared a personal programming project written just to learn about XNA, but it sounds useful in its own right: <u>Zune Clock 1.5</u>. (<u>Earlier versions</u> also available.)
- <u>Alfred Thompson</u> helps us <u>find old Office commands on the new ribbon</u>.
- <u>Tom Mertens points to</u> an instructional video showing <u>how to write your own Windows</u> <u>Live Messenger agent</u>. Now I'm tempted to write one, even though I have nothing for my agent to do... (Smarter people than me have created a <u>.</u>)
- The Office Natural Language Team explain how you can remove a word from Office's speller dictionary. Earlier this year, there was also an article in the local newspaper on the day-to-day decisions by the people who maintain the list of words in the spell-check dictionary. Bonus reading: A run-down of the process, and reader feedback.
- Scott Hanselman shares the history of the Windows Template Library (WTL).
- Joseph Conway explains what the WINSXS directory is, and why it's so huge.
- If you aren't subscribed to the <u>Engineering Windows 7</u> blog, then stop right now and go subscribe. I'll wait.

Okay, you're back. There's bucketloads of awesome stuff in there, in particular Ryan Haveson's second follow-up on <u>high DPI</u> points out why vectors don't solve everything.

[Raymond is currently away; this message was pre-recorded.]

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