

February 2009

The PADD

Star Trek Online BLOWOUT

Upgrade Your PC
For Star Trek Online!



USF Simulation Tips is
BACK

Remembering Majel
With Eric Praethen

Hello Everyone!

A little late again, sorry, we apologize. Simply busy with our schools and work we are over here at the PADD central command! On the bright side, Star Trek news has certainly picked up in the past few months... though not all of it is bright I should say. But as the weeks go on, our editors and contributors contrive more thoughtful ideas for articles to tickle your trekkie taste buds! Do read all of it. You heard me. Everything. That way, you will get the full PADD experience! Talk about the PADD with your friends, even! Why? Well that way you can deduce who does and doesn't get the PADD, and then send them on over to sector001.com/padd to download the latest issue! We truly are quite fortunate that the cold weather is almost over, but... oh, why do I even bother with the segues anymore.

Stay Frosty,

Commander Havraha cha'AAnikh

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Star Trek News

CBS Adds New Partners For 'Star Trek' Merchandising

By T'Bonz @ TrekNation http://www.trektoday.com/news/290109_01.shtml

CBS Consumer Products announced that it would be expanding its *Star Trek* merchandising program, and *Star Trek* fans will be the beneficiaries, with plenty of new and exciting products to be offered.

As reported by [CBS Consumer Products](#), CBS Consumer Products is aiming at the same new generation that *Star Trek XI* is and will have plenty of products ranging from games and toys to home decor. "The momentum is building for the 'Star Trek' brand as we approach the new feature film this May," said Liz Kalodner, executive vice president and general manager of CBS Consumer Products. "We are excited to continue our focus on expanding the 'Star Trek' universe and bringing the whole franchise to a new generation."

Toys will be offered by current partners and by two new ones. Mattel will be offering a line of Barbie collector dolls, a Scene It? DVD game and a 20Q Star Trek trivia game. New partners USAopoly and Fundex will offer Trek-themed products. USAopoly will create a *Star Trek* Monopoly edition and Fundex will offer *Star Trek* UNO, Scrabble, Magic 8 Ball, Phase 10 and All About Trivia.



In addition to toys, other products to be made available include apparel, fragrance, accessories, jewelry, home decor and gifts. Below is a list of the companies and products to be offered:

- Vandom: cookie jars, salt and pepper sets, mugs, clocks, magnets, lights and more.
- Funko: bobbleheads, vinyl figures
- Briefly Stated: sleepwear, loungewear
- E.S. Originals: kids footwear, bags, accessories
- AME: sleepwear for children
- York/Roommates: peel-and-stick wall art and décor including life-sized wall murals.
- Rabbit Tanaka: lighting, wall art
- Trends International: Posters
- GenkiWear, LLC: trio of fragrances (Tiberius, Pon Farr, Red Shirt fragrances)
- Cufflinks.com: silver-plated cufflinks
- Bradford Exchange: leather jackets, laptop bags, patches pins, flags
- MBI/Danbury Mint: jewelry such as men's and women's rings.

Trek Stars At Phoenix ComiCon

By T'Bonz @ TrekNation http://www.trektoday.com/news/280109_04.shtml

Four different *Star Trek* actors hosted Trek panels at the Phoenix ComiCon which was held last weekend at the Mesa Convention Center in Arizona.

As reported by [TrekMovie.com](#), *Star Trek* fans were in for a treat as several Trek actors hosted panels, entertained and answered questions for fans in attendance at the Phoenix ComiCon last weekend.

Wil Wheaton (Wesley Crusher) "geeked out," played Rock Band 2 and performed material from some of his books for fans. Castmate Marina Sirtis (Deanna Troi) hosted a "Meet Marina" panel where she chatted with fans. *Deep Space Nine*'s Chase Masterson (Leeta) hosted a showing of *Yesterday Was a Lie*, her new film, which was followed by a question and answer session.

The Next Generation fans were in for a treat as Wheaton, Sirtis and Brent Spiner (Data) shared the stage on Saturday for a *Next Generation* panel, where they talked, answered questions and joked around with each other.

Wil Wheaton hosted a Friday evening "Rock Out With Wil" event, where fans came up to join him in playing Rock Band 2 onstage.

In other *Star Trek* news, as reported by [Star Trek Cruise.com](http://www.startrek.com), a *Star Trek Cruise Adventure* is planned for October and will last for seven days, beginning in Los Angeles and visiting Cabo San Lucas, Mazatlan and Puerto Vallarta, Mexico. Several *Star Trek* actors will be aboard, including Tim Russ (Tuvok), Garrett Wang (Harry Kim), Chase Masterson (Leeta) and Alan Ruck (Captain John Harriman, *Star Trek: Generations*.)

Fans will be able to meet the *Star Trek* celebrities, attend autograph sessions, see an exclusive screening of *Star Trek: Of Gods and Men* and be part of a *Star Trek Murder Mystery*, helping to solve the crime. Some fans may become part of the cast!

Roddenberrys Headed To Space

By T'Bonz @ TrekNation http://www.trektoday.com/news/280109_03.shtml

The remains of Gene Roddenberry and his wife Majel Barrett-Roddenberry will be sent together into space next year.

As reported by [Yahoo! News](#), the creator of *Star Trek* and his wife will be sent into space next year courtesy of Celestic Inc., a company that specializes in "memorial spaceflights."

The remains will be sealed into specially made capsules designed to withstand the rigors of space travel. These capsules will be sent along with digitized tributes from *Star Trek* fans. The spacecraft and remains will travel into space and are not expected to return to earth, according to a company spokesperson.

Barrett-Roddenberry commissioned Celestic to launch part of her husband's remains into space in 1997. Gene Roddenberry passed away in 1991 and his wife followed last December.

Star Trek Online

Star Trek Online Character Creation Video

Gamers eager to add to the Star Trek Online world with their own character or even their own user created species will be excited to watch this trailer that shows various combinations for your characters within the game. It's a must see!

<http://www.youtube.com/watch?v=zw8mu7hmNQk&eurl=http://startrekonline.com/node/172>

Next up, The Path to 2409 continues as the fate of the Enterprise-E and her crew is unveiled, the Klingons close off their borders, and the Romulan Star Empire reunites after Praetor Tal'aura is assassinated and Empress Donatra takes matters into her own hands.

The Path to 2409: 2385

Starfleet Command announces it has completed its re-evaluation of all of its post-Dominion War assets and resources and that it will be refocusing some ships that have been assigned to defense and diplomacy to exploration and scientific discovery.

Among the ships that will be assigned to new duties is the *U.S.S. Enterprise-E*. "The flagship of Starfleet is not a warship," says Commander Marie Durant, a spokesperson for Starfleet Command. "The *Enterprise* and her crew are the pinnacle of Federation achievement. We need them out on the edge of explored space, making new contacts and reaching out in friendship to races across the Galaxy."

The Enterprise's final mission before returning to Earth for reassignment is to assist the population of Khitomer. On Stardate 62230.13, the Klingon Empire announces it is expelling all non-Klingon residents of the planet as a "safety measure." It gives the residents 14 standard days to leave the planet, but Chancellor Martok agrees to extend the deadline after speaking to Captain Jean-Luc Picard. The *Enterprise-E* leads a contingent of ships to Khitomer, assists in the evacuation, and the former residents are safely settled on Federation colonies.

That mission becomes the legendary captain's final one for Starfleet as well. After a personal request from the president of the Federation and a great deal of personal reflection, Captain Picard resigns his commission with Starfleet. After a three-month sabbatical in France, Picard takes his place as the Federation ambassador to Vulcan.

He is not the only senior staff member of the *Enterprise* to be moving on to other projects. Chief Medical Officer Beverly Crusher accepts the position of captain of the *U.S.S. Pasteur*, an *Olympic*-class ship. Her first task will be to assist efforts to rebuild hospitals and medical facilities on Cardassia Prime.

Chief Engineer Geordi La Forge requests a long-term leave of absence from Starfleet to work on personal projects, including a plan to build and test his own starship designs. But his first project is to assist the team at the Soong Foundation studying the Soong-type android B-4. With his help, on Stardate 62762.91 the team unlocks what it calls the "Data matrix," successfully accessing the personality, knowledge and memories of Data, who had downloaded this information into B-4 before his destruction in the Battle of Bassen Rift.

The Data persona asserts itself over B-4's more primitive programming, and the android is able to assist the Soong Foundation team to upgrade the positronic brain and recreate the emotion chip invented by Dr. Noonien Soong. The team is confident that their work will be completed in months.

And Worf, son of Mogh, also resigns his commission to Starfleet. Worf believes that with the recent strains in relations between the Federation and the Klingons, he will best be of service in a diplomatic role. He returns to Qo'noS to take up the post of lead ambassador, and a few months later begins a tentative relationship with Grilka, the leader of a Klingon noble house whom he had met while serving on Deep Space 9.

With much of the senior staff off ship and its role in flux, the *Enterprise-E* is assigned to the shipyards of Utopia Planitia for an extensive refit. The Starfleet Corps of Engineers reports that the refit will take at least a year to complete because they are going to use the ship as a testing ground for new technology. Among the new equipment will be the advanced sensor array first tested on *Luna*-class starships, which has been approved for retrofitting onto other classes of ships.

Elsewhere in Starfleet, after more than two years with no reports of Borg activity in Federation space, Starfleet Command has decided to dismantle its Borg task force and use those resources elsewhere. "We can't keep waiting for something that may never happen," says Durant. "And most of our analysts now agree that *Voyager* dealt them a bigger blow in the Delta Quadrant than we initially believed."

One Federation expert on the Borg who does not agree with Starfleet Command's decision is former task force leader Annika Hansen, formerly known as Seven of Nine. She leaves her role with Starfleet in protest of the decision and accepts an offer to continue her research at the Daystrom Institute. When pressed by the Federation News Service for comment, the former Borg said "The Borg will return. If the Federation is not prepared, it will be their end."

In diplomatic news, Bajoran hardliners still calling for the prosecution of Cardassians for war crimes have expanded their demands to include the surrender of colony worlds granted to the Cardassians in the Federation-Cardassian Treaty of 2370. Both the Cardassians and the Federation Council support leaving the boundaries as drawn, however, and the movement is expected to have little effect.

In Romulan space, what began as a tumultuous year after the assassination of Praetor Tal'aura has settled down into what could be a long-term solution, and both Starfleet and the Klingon Empire have pulled back some ships from the borders of Romulan space.

In the weeks following Tal'aura's death, her proconsul, Sela, stepped in to take the reins of control in the government. Granted temporary executive powers by the Senate as an emergency measure, Sela uses them to replace more than two dozen of Tal'aura's "populist" senators with representatives of noble houses who had opposed Tal'aura's rule. Among Sela's appointees is the influential noble Chulan of the Line of Tellus.

The backing of the nobles gives Sela the clout she needs to run the government, but she does not have the support of the military or the Tal Shiar and her regime is generally expected to be short-lived.

Rehaek, the leader of the Tal Shiar, makes a rare public appearance to announce that he will personally lead the investigation into the assassination of Praetor Tal'aura. "There are certain things which may seem expedient but which honor abhors. We cannot allow this crime to go unanswered."

And Empress Donatra of the Imperial Romulan Empire wins hearts among the people of Romulus by offering food shipments to non-military settlements.

Federation experts fear a three-way struggle for control of Romulus, but instead Donatra meets with Sela and Rehaek on Romulus to find a peaceful solution. The three begrudgingly agree to put their personal disputes aside for the good of the Empire, and the worlds of the Imperial Romulan State are folded back into the Romulan Star Empire. Donatra holds onto the reins of power of the military, and keeps much of her forces safely off-world in case the peace does not hold.

With the threat of civil war averted, the Senate opens debate on who to elect the new praetor. Sela, as Tal'aura's proconsul, is one of the leading candidates, and she makes a play for the position. But rumors of her possible involvement in the plot to assassinate Tal'aura dog her campaign, and when Donatra declines Sela's request for an endorsement Sela's defeat is almost assured.

After an extensive debate, Senator Chulan is chosen to be the new praetor. He is a compromise candidate who is acceptable to, but not strongly supported by, any of the major powers. Federation analysts predict that without the backing of a coalition of factions, Chulan will be a weak leader.

Donatra, who most agree was the broker of this newfound peace, travels to Remus to meet General Xiomek of the Remans. She offers the Remans full citizenship in the empire and representation in the Romulan Senate in exchange for their support. While Sela opposes the plan, which she sees as rewarding the Remans for a violent uprising, Praetor Chulan will not go against Donatra's military might.

The physical strength of the Remans, as well as their supplies of dilithium and heavy metals, adds to Donatra's formidable military strength, and she re-opens shipyards and munitions plants closed since Shinzon's revolt. And as resources flow back to Romulus from Remus and the worlds Donatra controlled, energy rationing and food lines become a thing of the past.

The Romulan Senate is reluctant to deal with the Remans but is swayed by popular support for Donatra, and it reluctantly allows Xiomek to take a seat in the Senate and extends citizenship to the Remans. In common practice, however, most Romulans continue to treat Remans as second-class citizens, and the Remans have been reluctant to openly move to Romulan settlements. >

Planet Description Contest Winner is Unveiled!

Simmers who participated in the Star Trek Online contest to describe a planet depicted in a screen shot will be happy to learn that a winner has indeed been decided on!

Contest Winner - Thalasi

This is the extinct planet of Venthrak IX.

Its indigenous people, known to themselves as Thrak, were a race of xenophobes, capable of warp drive but shunning it nonetheless preferring instead to keep to themselves. To that end they devoted the whole of their technological might to the development of powerful weapon systems to punish any aliens that



would dare invade their space.

When a species known as the Vosi attempted settlement of Venthrak IX's lone moon, which was uninhabitable to the Thraks, a horrible war ensued. The Vosi, while not by nature a warlike people were more than capable of defending themselves and dug in to their new home in the hopes of wearing down the Thrak through a war of attrition.

The Thrak soon grew impatient and planned to release the culmination of two centuries of weapons development on what was dubbed an infestation on the purity of the Ventrak system. The weapon, officially known as the Simultaneous Deep Core Exponential Discharge Mine(or as "The Lava Bomb" to the people), had the ability to start a massive chain reaction in a planetary core that forced all internal magma to the surface over the course of mere minutes. The intent of the device was to cause global destruction thereby scouring the alien plague from the surface. In a grave miscalculation the high level of magnesite ore in the core resulted in a cataclysmic explosion that fractured the moon into dozens of pieces.

The people of Venthrak IX were initially overjoyed to have destroyed the menace even at the cost of their own moon but their jubilation was to be short lived. As gravitational forces pulled the debris of the the former moon into a loose ring it began having adverse effects on its host planet. It started with tidal waves resulting in frequent and unpredictable flooding and soon came to include a constant withering storm that engulfed the planet. Eventually the worst was realized with the breakdown of the magnetosphere resulting in heavy bombardment of solar winds which would go on to burn off much of the atmosphere and liquid from Venthrak IX, leaving it a husk of its former self. The Thrak were unable to evacuate their homeworld in the midst of this disaster due to a generally low number and ships coupled with their neglected propulsion technology. The few that did survive have not been officially heard from since and while rumors persist that the Romulans have sought Lava Bomb technology there is no evidence that either the technology or the people still exist.

Today the planet Venthrak IX is a dry and dusty place covered with the dilapidated ruins of a once great civilization. Because of the intense radiation and strong winds no life remains on what was a lush paradise. Its story is still told at Starfleet Academy as a warning to those who would fear or hate that such a thing is often as destructive for yourself as it is for others.

Thalasi's entry won him/her a guaranteed spot on the Star Trek Online beta and the description and planet included in the game. Upset you didn't win? Don't worry, you have another shot! Next up, the new Star Trek Online contest!

Alien Identification Contest Announced!

It's that time again, where we give you a chance to use your creativity to win yourself a guaranteed beta slot for Star Trek Online. This time around however, we're asking you to give us a description of the Alien pictured on the [Contest Page](#).

Like last time, you will email you entry of 300 words or less to contest@crypticstudios.com

Let the creativity begin!



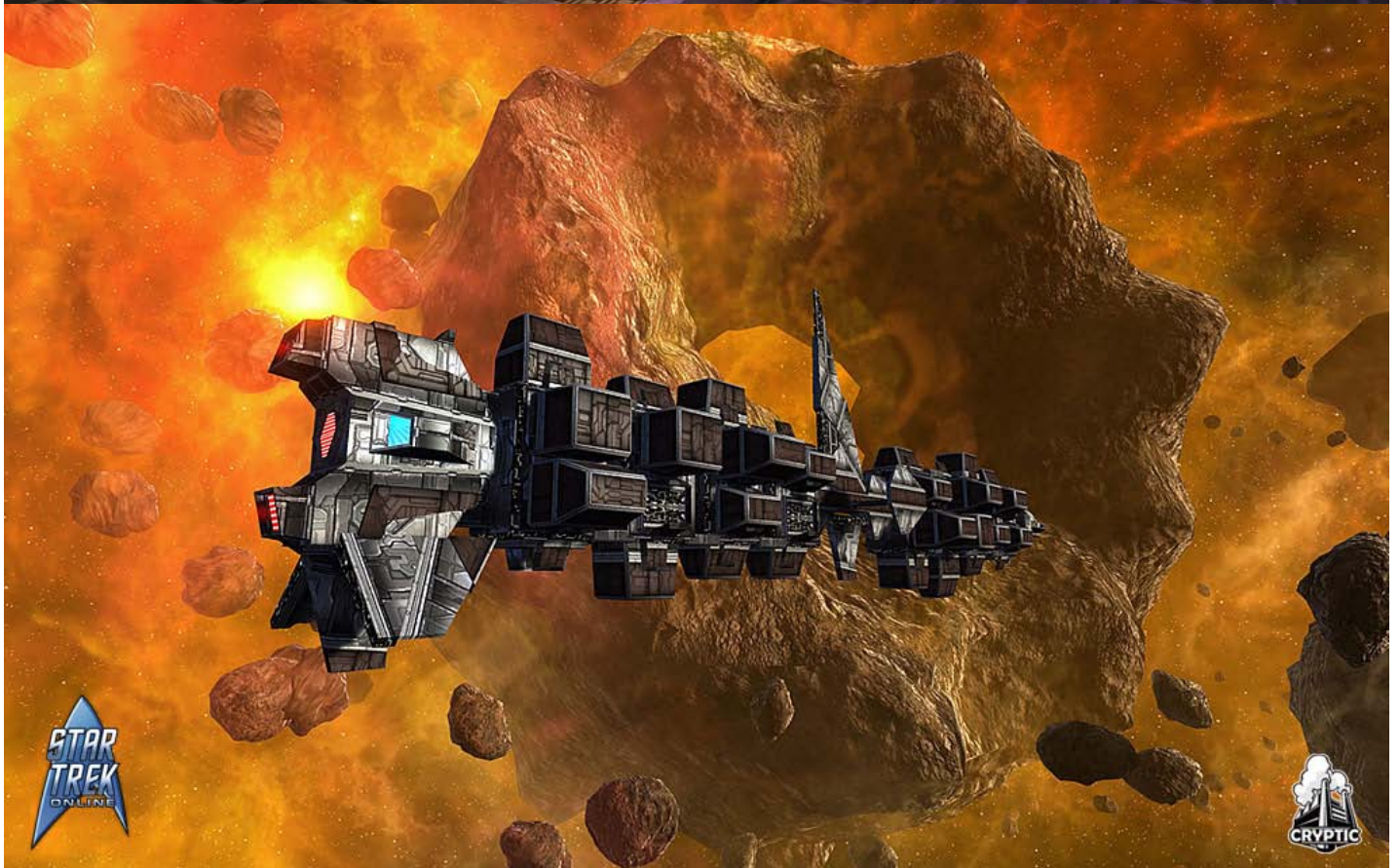
Screenshot Blowout!

We've been a little slow posting all the images that have been released for Star Trek Online. But that's only because there's so many! Here, for your pleasure, are the latest and greatest!

















Klingon Empire Vessel Revealed – Raptor Class

Those simmers who look forward to joining the Klingon Empire get to see some in depth specifications of one of the ships available to the faction! So get reading, you p'tahk!

Raptor Class Specifications

Dimensions:

- Overall Length: 240 meters
- Overall Draft: 32 meters
- Overall Beam: 88 meters
- Displacement: 88,000 metric tons

Velocity:

- Cruising: Warp Factor 7
- Maximum: Warp Factor 9.8

Offensive Systems:

- Disruptor Pulse Cannon
- Twin Disruptor Beam Banks
- Fore and Aft Photon Torpedo Launchers
- Fore and Aft Disruptor Beam Arrays
- Emergency Power Reserves

Defensive Systems:

- Class 6 Cloaking Device
- Particle Dampeners
- Paratrinic Shield Generators
- Ablative Tetraburnium Alloy Hull Plating



Destroyer; Commissioned: 2397

After the Dominion War, the Klingon Empire embarked on an aggressive period of starship design and construction to replace ships lost during the war and subsequent conflicts.

Facing the increasing demands of Chancellor Martok and the Klingon High Council to create more ships in less time, the design teams at the shipyards of Ty'Gokor looked to the past for inspiration for new ships for the Empire.

The Raptor class of the 22nd century was a small frigate intended for use as a scout ship. Its limited weapons and small crew compliment made it a ship for hit-and-run raids rather than extended conflicts. It was, according to lead designer Kurak of the House of Palkar, "capable of winning a battle, but not a war."

The new Raptor shares the basic geometry of its ancestor but is larger and packs a much more powerful punch. The ship is classified as a destroyer and is fast, maneuverable and armed to the teeth.

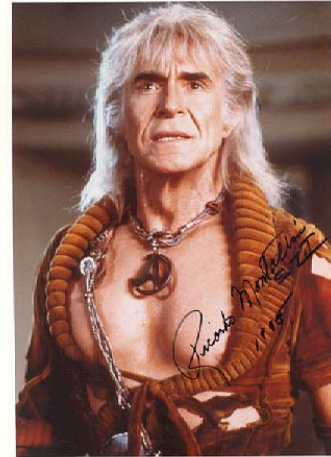
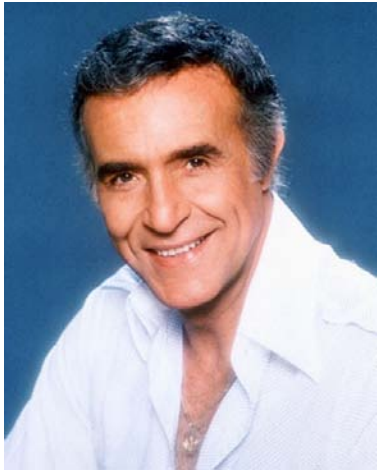
An improved cloaking device allows it to travel at warp six or higher without radiating a subspace variance detectable by Federation sensors and particle dampeners limit the Raptor's emissions of tetryon particles. Ablative tetraburnium alloy hull plating adapted from captured Federation technology allows the ship to fight longer and harder.

Fore and aft torpedo launchers and disruptor beam arrays give the Raptor the ability to take on multiple foes at once, and a disruptor cannon and twin disruptor beam banks make it a dangerous opponent. While many of the weapons on the Raptor class are designed for a frontal attack, it can deal damage from almost any angle and then turn quickly for a decisive strike against a wounded foe.

The Klingon Defense Force is assigning some of its most aggressive and ambitious captains to the new Raptor vessels, and they have scored some impressive victories against Federation and Romulan targets. Captains of Raptor class ships are fond of overcharging their weapon banks for greater effect, and Federation ships facing a Raptor are warned to be prepared for these devastating attacks.

If the Raptor class ships have a weakness, it is that so much of the available space in the ships is taken up by weapons and shield generators that the limited medical facilities are ill-equipped to deal with large numbers of wounded crew. When asked, Kurak retorted that this was not a failing of the Raptor class, rather it was a reflection of the Klingon warrior ideal to fight with honor, to strive for success and, if necessary, to die in glorious battle. "Klingon warriors do not need healers to lick their wounds. Klingon warriors fight only one way – to the death."

Ricardo Montalban Dies



On January 18th, 2009, Ricardo Montalban died in his home in Los Angeles, California. Although the cause of death is not yet officially stated, his son has said that it was due to complications with advanced age.

Montalban is best known to Star Trek fans for playing the role of Khan Noonien Singh, a cryogenically frozen "superman" whose people, lost adrift in space, were discovered and reawakened by the crew of the Enterprise during the original series episode "Space Seed". Nearly besting the crew of the Enterprise, Khan was eventually taken into custody and willingly put into exile.

Montalban reprised the role in the second motion picture Star Trek: The Wrath of Khan, widely considered by many fans as the best of the films. The Online Film Critics Academy voted the character as one of the top ten greatest film villains of all time.

In recent years his popularity has boosted on the internet, specifically the humor website YTMND, where the short clip of the character Captain Kirk screaming "Khan!" angrily has been used over and over again in various "fads". Upon hearing of his death, a YTMND site was made to honor him here -- <http://khanfuneral.ytmnd.com/>

Outside of film, Montalban helped found the Nosotros Foundation to improve the image of Latin Americans in film and to help prevent stereotypical casting roles for Latino actors.

This marks the second notable Star Trek cast member to die in a period of two months, with Majel Roddenberry, wife of series creator Gene Roddenberry and portrayer of two characters throughout the franchise history, passing due to old age in December.

Ricardo Montalban died at the age of 88.

In Memory of Majel Roddenberry

By Fleet Captain Eric Praethen



Years ago, I remember when Gene Roddenberry died. I felt, like so many in the Star Trek community, a huge loss. The man I had admired and never known, the man who had created Star Trek and had stuck so valiantly to keeping to a vision of humanity greater than it is was gone. I was too far away to attend any memorial for him. So when Majel passed, I was struck by the sadness of losing this woman that had meant so much to him, for I know in my life the women I've loved contribute greatly to my spirit and my vision. They not only provide clarity and joy, but at times they are the lens to my raw energy. I can only assume Majel was this to Gene, and after attending her memorial, I'm sure of it.

I wasn't actually sure that I was going to go, until I realized that for every person that was in the position to go, but undecided like me, there were a hundred more who would want to wish her well and couldn't. I realized I could act, however unofficially, as an envoy for all of the fans of Star Trek that read this publication. Besides, the Forest Lawn Memorial Cemetery was only a 7 minute drive from where I live.

The family requested that the service not be photographed or video recorded as this was meant for saying goodbye, and yet I expect they'd make an exception for sharing this experience with the readers here so that they too, in some small way, might say goodbye. In that spirit, I invite you to join me as I recount the Memorial of the strong-willed, caring, funny, and lively Majel Barrett Roddenberry.

The funeral grounds overlook Warner Brother studios and much of Burbank and rest right up against the north side of the Hollywood Hills. It's a beautiful and tranquil location, nestled away from the surrounding bustle of Los Angeles. Driving through the large cemetery to the back, I arrived at a large building, The Hall of Liberty, with an auditorium inside. As a "member of the public", I had to wait in line on the side of the building with many others, across the street were loosely spaced rows of tombstones. Many in line with me were Star Trek fans, but also people who had known Majel personally.

Walking toward the building, I glimpsed Nichelle Nichols riding in a car, it hadn't struck me that anyone from Star Trek would be there. I figured there would have been a private service for them to attend, wouldn't want fans and fame to mix, but apparently this wasn't her way. It made me feel a slight twinge as I considered myself being just a gawker. I felt as if I might be intruding on this personal and private experience, after-all, I had never known her personally. But then I realized they had purposefully exposed her services just for people like me, publishing it on her website and inviting us, the fans, which she obviously adored, to come.

The gentleman behind me recounted the story of Majel's first TV show audition. He had an audition to go to and she had been helping him run lines. He asked her to go with her (against the auditioning rules) and they ended up both being cast in the respective roles. From there, she met Gene and the rest is history. So many people had personal connections to her, some had met her at conventions and some through the entertainment industry.

Standing in line, I watched George Takei accidentally end up on the "public" side of the building with his companion as they tried to figure out which way to go in. He was grabbed and stopped by the news cameras, which had set up shop out front. The line wasn't nearly as long as they had expected, but I think that was more due to the holidays and lack of publication than lack of love.

It was a beautiful Sunday morning. The air was crisp and slightly cool, but the sun, before it was blocked by one of the many large trees, warmed us nicely. Shortly after 10 am the doors opened, and we were allowed to enter. I moved to the front of the auditorium, more out of consideration for my less-than-perfect eyesight than a desire to sit closer. I ended up in an open seat in a row behind George Takei and with a man in full Star Trek Mess-Dress in the row behind me.

The large auditorium had seven beautiful portraits of Majel in various stages of life on display.. One in particular, of her sticking her tongue out in a nurse's uniform, couldn't help but make you chuckle. This woman knew how to have fun. My favorite, and perhaps the most striking for its unique nature, was her at a much younger age than we usually see her. She was holding a small dog and smiling; she was beautiful, truly striking.



The service began with the ceremony director, Pam Vetter, giving a biography of the intractable Majel. Born in the era of the Great Depression and losing her father at age 17, a Police Officer killed in a train accident. She moved to New York to work as an actress and "had to choose between food, bus fare and rent. Being a lover of food, she chose food."

She ended up in Los Angeles and working in Television as an actress, there she met Gene. Their relationship bloomed, and they were married.

Unfortunately, I made no notes and no recordings, out of respect so I can't recount the full biography, except to say the most striking moment was discovering that she had quite the tongue. She was blunt and wasn't afraid to use the most vulgar of words when it suited her. As explicit as you might expect from a soldier in the field, it was so very amusing and totally unexpected.

I was also struck by the love. This woman truly loved these people, and in turn, they reflected her love of them. She hid it so well, by all accounts, and yet it is clear she loved those around her so deeply. She cared so much about seeing their smiles, about seeing the souls around her living life to the fullest. She wanted to see them enjoying life. She was a mother to many and in a way a mother to Star Trek, helping it become the entity that we all love and know.

One of the most striking quotes of Majel was one from a friend she recounted when she went to a funeral with Majel for an acquaintance that Majel had known. Majel said, "The goal is to die young, but as late as possible."

The first speaker, Richard Arnold, was a Star Trek convention organizer at the first Star Trek Convention in 1972. Majel came up to meet them in the evening before the convention accompanied by what he assumed was "Mr Barrett" - not quite entirely inaccurate, he soon discovered who the "Mr" was and a friendship was formed which lasted until their deaths. He recounted many worthy stories of Majel and notable for us fans was when he called her up to see what she thought about Paramount trying to charge money for fans in Australia. Oh, what do you think she thought? She called up Paramount and let them have it. For some reason, it seems that Paramount scraped that idea.



She was an ardent defender of fans and truly adored them. He spoke of how she'd sit at conventions, never charging for her autograph and staying hours and hours to sign as many autographs as possible, looking each fan in the eye and taking a genuine interest. His tone spoke deeply to his appreciation of her.

Second speaker was the business manager and CPA, Mort Kessler. He spoke about meeting Majel for the first time, he was informed that Majel wanted a new specific new car but didn't care which exact model, a 400 model or a 500, whichever (I can't recall the name). So being an accountant, he immediately went for the least expensive option and as Gene had already approved, got it for her. However, only a few days passed before she called up and complained that as she was driving the passenger door was suddenly just swinging open, just pop open as she'd make a turn. It was horrid, and so they took it back to the dealer, who checked it out and couldn't find anything at all, and so she protestingly took the car back. Soon thereafter, she called him back up to complain that it was doing it again. He just couldn't believe it, they had just checked it out! So, she put it to

him. "You listen here, Mort, if that door swings open when I'm driving and Gene flies out the door, it'll be your fault!" - They took the car back and got the 500; its door had no door problems.

Another recollection he recounted was how he had to tell her no to get a new house that she absolutely adored. The house sounded amazing, but he had marching orders to say no, that they weren't in the financial position to do it, and Majel, upon hearing this at a club where they had gone to have drinks, seemed to remark curtly "bull----". She did not mince words (and she happened to be right but orders are orders).

When *TNG* began Gene didn't want to become a Hollywood widower, leaving his wife to run the series. They had many fights on the subject of how involved she was going to be, to the point that he had the dubious distinction of sleeping on the couch some nights. That is until the role of Deanna Troi's mother was created by a writer. After thanking the writer for saving his marriage he said that Gene went home and proudly declared that she didn't have to worry any longer, they had the perfect role for her on the new series, "You don't even have to act!"

He also spoke of her generosity. When he was opening his own accounting firm, Gene happened to be his biggest client (and still is) with his old firm, and it meant the world that he stuck with him when he left his old firm. When Gene died, he offered his resignation because Majel and him had never gotten along particularly well, but she kept him, stating that Gene had trusted him and she trusted him. He was clearly moved by this show of support and went on to describe one last revealing story.

After Gene's death, there were lawsuits, about the will, about other topics, horrible lawsuits, he said. And in one case, the judge had said cruel and serious things about Mort. The judge had torn into him, and he had taken the remarks very seriously. He was sitting outside the courtroom when Majel had approached him, "Mort, don't be a wimp! He said way worse about me." They made it through those experiences and her spirit remained strong throughout.

The next speaker, Sue Anderson, spoke of how they'd meet every Tuesday and Thursday to golf. In addition to being a wonderful golfer, she described how Majel would use words she wasn't accustomed to hearing out of a lady's mouth. Clearly, there was such love and respect. She mentioned how she'd miss their wonderful holidays together and her absolute love of animals.



Our fourth speaker (listed as 5th speaker), Carroll Shelby, was an unlikely candidate for friendship. He spoke of meeting Majel after having a few drinks with Gene at the country club. He was doing pretty well, and Gene asked for a ride home, not having his car. The next day, when Majel saw him, she said, "You're the sunva----- that brought my husband home drunk? Did you know that he was a diabetic?" He didn't, but it was clear he had a new found respect for the woman who loved Gene. They too became friends.

A few years later she asked for some traps (he would sometimes trap coyotes that would come into his yard), so that she could catch these four cats she had seen running around the golf course. Presumably, to adopt them. So, she told the caddies that she'd give them \$25 for each cat they caught. "Well, she must not have known these caddies," he recounted, they ended up bringing every cat they could find, "must have been fifty to a hundred cats, and she never complained."

The last of the guest speakers, David Kirschner, a Producer of *Earth: Final Conflict* (though program notes he was the #4 speaker but it being reversed). He had never known her as the "Maven of Star Trek", but gave an excellent example of her powerful force. From stopping in the middle of Sunset Blvd to pick up a stray animal to getting him drunk for the first time. Every time they were out together, though, she'd tell him to lighten up, have a drink, enjoy life. He recalled how he was quite proud that he had never succumb to peer pressure in High School, never getting drunk and still kept himself to half a glass of wine. That was, until one of Majel's birthdays. David explained how he made a point of journaling daily. Except for that night. The entry was blank. Majel was apparently quite persuasive because he had no memory after he started drinking.

Finally, Rod, the son of Gene and Majel, bravely took the stage. He spoke of their tenuous relationship. He was unexpectedly frank, and it was a gift. Almost everyone before him had spoken of how much they loved their son, of their caring for their joint creation. Yet, growing up, he hadn't been clear about it himself, taking to calling her Majel instead of Mother, because even though he knew there was love there, the love of a mother and a son, he didn't feel as close. It's hard to recount here, but it was so very poignant.



It was clear that it was very hard for him to take her jesting, and clearly sometimes her words felt brutal to him. Not intentionally so, but with that of a proud parent, who seemed to be unable to say how very proud she was herself. He said in these past few years, he was finally able to see that impish smile she'd give as he was leaving the room after she had just been mean in some way.

He said he really realized how much his mother loved him through these surrogates, these friends relaying how much she'd talk about her son, how much she loved him. Nichelle Nichols who was sitting down from me nodded quietly at this. Rod said the nurses would tell him how much she'd go on and on about him after he left. She couldn't say it to him but it clearly wasn't lost on him how much his mother loved him. One of the

other speakers had commented toward the beginning how Gene and Majel's greatest production was in fact, Rod, their son.

Throughout, many had spoken of how they knew her death was imminent. He was with his mother who was finally quiet enough to listen to him speak, to listen to what he had to say, and he told her he loved her. He gave her permission to go to whatever lay beyond this life, to go and be free, to be with his father. A couple minutes later, she stopped breathing.

He read a letter he had written to his father and mother. It was a reminder of love and thankfulness.

Finally, Rod introduced a video tribute to his mother. It was intense and clear they had worked very hard on it. It began with her early life, her as a child barely twice the size of small sheep, looking (to me) like it wanted to nibble her dress. Her with a dog quite easily her size and a few other animals. One might suspect this early experience with so many animals played a large role in her love of them later in life. One speaker commented on how she loved that animals love unconditionally.

The pictures continued; her youthful beauty nearly shocking me. She has always been a lovely woman, but I hadn't seen her so young. Her marriage to Gene and then video clips of her in a commercial for AJAX, then as number one, as nurse chapel, as Commander Chapel welcoming Spock back aboard in the *Star Trek the Motion Picture*. Her portrayal as the *Enterprise* Computer in *TOS*. More pictures led us through the series, and pictures with her son. One in particular, her with him as a baby, in between the two warp nacelles of the original series *Enterprise* with plenty of blankets.

More clips, from *Star Trek*, her introduction as Lawaxana, her interactions with Captain Picard, her numerous vocals as the computer voice, on *DS9*, on *Voyager*, and I believe she even had a role in *Enterprise*.

More pictures came, with her animals, with her son, on the sets that she produced, *Andromeda* and *Earth: Final Conflict*. She did it her way and if you didn't like it and were deserving, she had no problem telling you to "f--- off". What a grand woman. What a vibrant woman. What a charming woman.

The final video clip in the sequence was from the next generation to come in *Star Trek*, the upcoming movie. A parting kiss. Spoiler Alert. They showed the bridge of the new *Enterprise*, the crew of the new *Enterprise*, one we shall all see in a few months. The Captain gives the order (I believe to take her out) as Chekov tries to authorize their departure with the computer. It's a short exchange between this new crew and the historic old guard. Not just a tip of the hat to a new generation, but an actual request for the approval of a generation past and it's not just a lending of her voice. Majel grants her personal permission to take the *Enterprise* out.

Richard, the first speaker, had spoken of going down to the set of Paramount, Stage 18 off Sunset Blvd, with her a few weeks before January (though I may have misheard, I thought filming had completed). He said they watched as JJ Abrams finished up with his actors. They were impressed, and Majel commented that he worked very well with his actors. Abrams brushed it off and said it was thanks to all the great actors and designers and the crew. They stopped JJ; it was a speech they had heard before. It was something they had heard Gene say, and Richard said Majel realized that *Star Trek* was in the right hands with JJ Abrams.

Finally, at the end of the service, I realized that we would be given the opportunity to pay our respects. There, off to the side, stood the urns of Majel and Gene. Dark and light swirls of Majel's urn, her ashes to the right of the golden urn of Gene's. Hers slightly larger than his. I stood there for a few moments and then quietly thanked them.

Any funeral is likely to make you think about your own life but hers made that difficult for me, someone who had never had the pleasure of knowing her, because it was clear she lived such a vibrant life. Hidden behind a camera sometimes, but also in front of it. You can see as you watch her performances, and they connect so deeply.

In the video tribute they had shown a clip when she was trapped in the turbolift. I'll never forget this moment; it was powerful in the series and more powerful after hearing about the woman. She took off her wig and hands it to Odo.

"No one's ever seen me like this."

"Why? It looks fine."

"It looks ordinary. I've never cared to be ordinary. So you see, Odo, even we non-shapeshifters have to change who we are once in a while."

"You are not at all what I expected."

"No one's ever paid me a greater compliment."

I can honestly say, she wasn't at all what I expected. She wasn't merely some muse to Gene Roddenberry, she was a torchbearer in her own right. She was a strong woman, who made so many contributions.

Roddenberry.com and the memorial requested, in lieu of gifts or flowers, donations to:

Precious Paws - www.preciouspaws.org - (818) 304-5595

C.A.R.E. - www.care4pets.org - (818) 685-9980

See more at <http://www.roddenberry.com/corporate-mbrmemorial> -- you can watch the edited video tribute (sans new movie moment)

For another perspective, including many pictures and a copy of the program see <http://trekmovie.com/2009/01/04/star-trek-fans-and-colleagues-say-goodbye-at-barrett-roddenberry-public-memorial/>

USF Simulation Tips

The Counselor

Okay.. Calling all counselors. I bet.. you have the most fun!!

The job of counselor on board a star ship is a very fun character to play. You are as good a counselor as your creative imagination can handle. It is by far the best role in developing your character, as well as creating great personal logs.

You are considered part of the Starfleet Medical department since you have official training in psychology. The counselor is likely to have a wide variety of responsibilities on board. The counselor is responsible for advising the captain and other command staff in dealing with different people and races. They assist crew members on board, with personal, psychological and emotional problems. And can often assist in the Medical department.

Being betazoid or having telepathic abilities helps this position a great deal, (not to mention the fun one can have in writing personal logs.)

Just like the medical doctor on board, the counselor can also run routine psych exams for all crew members as well as commanding officers.

Probing people's minds and those minds of future villains or species that the ship encounters can also be fun and rewarding. (Muwhaaa.. been there done that)

Remember any role can be played at its best. Something that you alone can make it yours.

The more time and effort you put into logs, the better your character development will advance. Have fun with logs, and have fun with personal issues on board. Be the Love guru for warring couples, interpret some dreams that a crew member might be having, or just create a deeply seated emotional problem for yourself. The sky is the limit here, and you can really have a ball with this position.



Upgrading for Star Trek Online

Part I: Who Cares About Cases?

Well, we've been covering the upcoming online PC game known as Star Trek Online for some time now, and I'm quite certain there's a hefty number of simmers who are anxious to play the game... but just as many of them are also pessimistic. How do I know that the game will even run on my computer? My computer is REALLY old. I just don't have the money in this kind of economy to buy a new one. Oh yeah, I know how you feel.

That's why I've decided to start up this article series. I've built computers many times before, so I've decided that as the months tick on and Star Trek Online's release slips ever closer, I'll teach you the ins and outs of finding out if your computer comes close to being able to play the new game. And if not? I'll teach you how to determine what parts you need, what parts you can use, and how to install them yourself to essentially upgrade your computer at a fraction of the cost of buying a new one.

For this article series to work, you need to download the free program Sandra (the lite version) here - <http://www.sisoftware.net/index.html?dir=&location=downandbuy&langx=en> . Sandra is a program that scans your computer and tells you all kinds of things you would normally have to pop open the case to find out - and some things that may just seem impossible to find out anyhow! It's absolutely mandatory if you're going to upgrade, because it's the first step in your detective research you need to do to find out what parts you can use.

Cases

Okay, so I guess we need to start at the case. Many people say "I definitely have a case. I don't need to upgrade my case." And you're right in that regard - as long as you play your cards right. You see, there are actually many different sizes of computer cases... and more confusingly, they're all called "ATX" for some reason. There's full-sized ATX, mini-ATX, and micro-ATX cases all popularly used. Mind boggling already? Don't be worried. Cases only determine really two things -

- 1.) What size motherboard you need to invest in, if you're actually going to upgrade your motherboard (which I only recommend doing as a last resort)
- 2.) And, what size computer parts will actually fit inside your computer. Some parts, like the most powerful graphics cards out today, are SO LONG that they barely fit inside full sized cases, and would never fit inside a micro or mini ATX case.

So what kind of case do you have? Well, here's some pictures below! Match up your computer tower's form factor with one of the pictures, and you have it made!

Here is a full ATX case.





This is called an ATX Mid-Tower Case. Notice the slightly more compact size?

Although this one may be called a Micro-ATX Mid-Tower Case, it looks to be the same size as the ATX Mid-Tower.



And if you happen to own one of the very tiny Micro-ATX Slim-Tower cases, well... good luck fitting any kind of large graphics card in there!

But how do you know what size the case REALLY is? Simple. Measure it. Many computer part's specifications sheets will tell you the dimensions of the parts themselves (the popular computer part website www.newegg.com has easily accessible tabs that say "specifications" that you can click on)... and guess what! If the dimensions are smaller than your case all around, I betcha it may fit! Just make sure to measure the interior of where things plug in at – a graphics card may butt-up too close to a hard drive holder and not fit! That's why measuring everywhere you can in your case is important.

But clearly, to get inside your case you may need some small screw drivers. Don't worry – they're easily available at your local Home Depot for a couple of dollars.

Next month, we'll tackle that burning question – What IS a power supply, why is it important, and how do I know mine is good enough to play games?

USF Photoshop Tutorials

Part VII: Self-Application to Uniforms

By Commander Havraha cha'AAnikh

My my my... do we have an interesting tutorial for you guys this month! My desperate plead for bio image material was answered by a fellow simmer last month. Some of you may know him, for he graces the coveted status of hostship as the XO of the USS Lothlorien, Commander Peter Schulte.

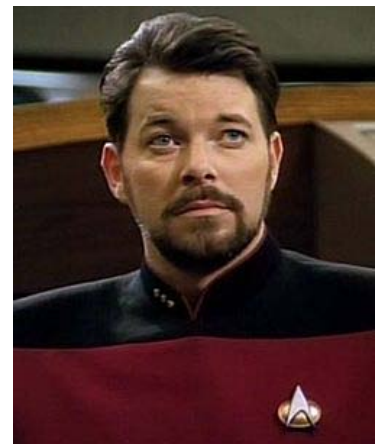
The Commander's situation is unusual for what most of us would probably be doing with our bio images, and that's taking OURSELVES and applying them to Starfleet uniforms. Oh sure, we all WANT to do it, but generally few of us think we're tip top material for being the Star Trek character of our dreams. Not so for the Commander!

What makes Commander Schulte's bio image difficult is that he's using a picture of himself which is, by default, probably not the cleanest thing that could be used. Few digital cameras really take very high quality images, and that goes less for camera phones. I even warned him several times in email that I might not be able to make this work, but the coloring worked in my favor, and all turned out good in the end.



Needless to say, this image is problematic. There's a serious weight to the yellow tones, the head is tilted, the body isn't angled in the right direction... a lot of things are going wrong for us here. Happily, Photoshop is a muscular program.

I asked Commander Schulte if he had a uniform he'd like to be used, and he did indeed supply one. Now granted, this is not the most modern uniform available, but it is a favorite style by many fans and few would actually think twice about seeing it used. It's a shame we'll be painting out that sexy hair.



Now, we've used our beloved **polygonal lasso tool** to select the head around Peter Schulte here. If you're unfamiliar how to go about doing this, do hark back to previous issues of USF

Photoshop Tutorial! If we repeated everything we went over, the series would be MASSIVE, after all. Having selected his head, we'll go to **Edit > Copy** and then move on over to our image of Commander Riker, patiently awaiting our arrival.

I love this image because, other than the freaky glowing disembodied head floating uncomfortably close to Riker's sexy man-beard, it also gives us a pretty good idea of how far off this head is from convincingly fitting into the scene. The tilt is wrong, the color is wrong, and the lighting is wrong. The only good thing working for us is that the heads are naturally about the same size, which means we won't be increasing the size of one or the other and potentially getting some pixilation issues.

Open the **Free Transform Tool** by pressing **CTRL + T** (Command + T, to all you Mac users) and rotate the head to the right a little bit by positioning your mouse pointer to just outside one of the box's corners and spinning right. This should be elementary to all you readers who have followed along with previous issues. We'll try to straighten out Peter's head this way. When finished, press **ENTER** to accept the changes.



Next step, we'll try and see if we can straighten out the color issues here. Making sure Peter's floating head layer is selected, go to **Image** up at the top and ... essentially, play around. If something is far off, be sure to go to **Edit > Step Backward** to undo what you did – you don't want to be stuck with something that looks worse, because all you do is make it worse with each step. What we're doing here is experimenting to see what kind of things we should do to this layer to make it more realistic looking. I did everything from going to **Image > Auto-Tone** (an option that may or may not exist in older version of Photoshop), to **Image > Adjustments > Hue/Saturation** and reducing the saturation to tone down the colors. I even went to **Image > Adjustments > Brightness/Contrast** to reduce things a tad. The result is a more realistic image, but that's only scratching the surface of our problems.

Despite the heads being relatively the same size, Riker's still shows through. Many new Photoshoppers get past this by blowing up the head they're trying to photoshop to make it bigger. **NEVER DO THAT.** What we're going to do is hide Peter's head layer by clicking on the eyeball next to it in the Layers Panel, and we'll click on Riker's image layer. It may be locked as the background layer, so just drag it down to the New Layer icon at the bottom of the Panel to create a duplicate you can work on. Get yourself the **Clone Stamp Tool** out of the toolbox to the left (it may be nested under other tools, remember to click and hold down on some tools if you can't find it) and prepare to decimate Commander Riker.

The Clone Stamp Tool works by sampling other parts of an image, so what you paint is literally what you've sampled from. The easiest way to understand is to simply experiment – press **ALT** and hold it down to get a new cursor – this targets your source. With alt held down, click where you want to "clone" from, and then let go of alt. You can then begin to paint on another part of Riker and essentially duplicate what was in the sampled spot. Of course, the sampling moves with you, so you need to constantly resample your target. The result! Poor poor Commander Riker looks mutated!



The cool thing is this gives us room to work with. Make Peter's Layer visible again by clicking the box where the eyeball use to be next to his layer, and we'll continue. I think the lighting is off, so we should go to **Edit > Transform > Flip Horizontal** to make the lighting on his head match more closely. From here, do what you were born to do. Line up that head well with the **Move Tool** and start erasing parts of his neck so it look like its coming out of the collar. Feel free to use the polygonal lasso tool to select the collar, and then press **DELETE** on the keyboard (while on Peter's layer, of course) to instantly delete all the parts of the neck overlapping the collar for a clean edge. Continue to take the **Eraser Tool** to the edges of the head to clean it up a little.

By this time you've probably LONG noticed that a piece of Peter's head has been missing. It's because the bill of his friend's hat was in the way. No biggie. Use that Clone Stamp Tool to copy some of his hair and paint it back in where it needs to be.

The final step? Get some dark gray paint and, on a new layer, paint it down there in the crest of the collar to give it some shadow. If it's too strong, you can adjust the **Opacity** of the layer from the layers panel, making it a weaker gray. Use the **Smudge Tool** from your toolbox to blend the paint in well. And the final result!



The Commander of the Lothlorien is finished and ready for duty! We went from terrible photo to awesome bio image that rivals some of the best out there, with just a little ingenuity! A special thanks goes out to Commander Schulte for putting up with my pessimistic emails long enough to help the USF Photoshop Tutorial series with a new article! And a reminder to anyone and everyone out there that if they want a bio image, send us an email at USFPADD@gmail.com ! Until next time, keep Photoshopping everyone!