

**NR\_key\_name:** A8487B84AC301EA6852565840073A865

**SendTo:** Timothy\_Fenton@Chafee.Senate.Gov@internet@interliant;DaveHaley @ juno.com @ internet @ interliant;Kevin\_Maude\_at\_Cantor-NY-3 @ Cantor.com @ internet @ interliant

**CopyTo:**

**DisplayBlindCopyTo:**

**BlindCopyTo:** CN=R ecord/O=ARRB

**From:** CN=Jessica DiFrisco/O=ARRB

**DisplayFromDomain:**

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**Subject:** Life in the 20th Century...

>>>> I've been running the latest version of GirlFriend and I've>been>>>> having some problems lately. I've been running the same version of>>>> DrinkingBuddies 1.0 forever as my primary application, and all the>>>> GirlFriend releases I've tried have always conflicted with it. I>hear>>>> that DrinkingBuddies won't crash if GirlFriend is run in background>>>> mode and the sound is turned off. But I'm embarrassed to say I>can't>>>> find the switch to turn the sound off. I just run them separately,>>>> and it works okay. Girlfriend also seems to have a problem>>>> co-existing with my Golf program, often trying to abort Golf with>some>>>> sort of timing incompatibility.>>>> I probably should have stayed with GirlFriend 1.0, but I thought>I>>>> might see better performance from GirlFriend 2.0. After months of>>>> conflicts and other problems, I consulted a friend who has had>>>> experience with GirlFriend 2.0. He said I probably didn't have>enough>>>> cache to run GirlFriend 2.0, and eventually it would require a Token>>>> Ring to run properly. He was right - as soon as I purged my cache,>it>>>> uninstalled itself.>>>> Shortly after that, I installed GirlFriend 3.0 beta. All the>>>> bugs>>>> were supposed to be gone, but the first time I used it, it gave me a>>>> virus anyway. I had to clean out my whole system and shut down for a>>>> while.>>>> I very cautiously upgraded to GirlFriend 4.0. This time I used>a>>>> SCSI>>>> probe first and also installed a virus protection program. It worked>>>> okay for a while until I discovered that GirlFriend 1.0 was still in>>>> my system. I tried running GirlFriend 1.0 again with GirlFriend 4.0>>>> still installed, but GirlFriend 4.0 has a feature I didn't know about>>>> that automatically senses the presence of any other version of>>>> GirlFriend and communicates with it in some way, which results in the>>>> immediate removal of both versions.>>>> The version I have now works pretty well, but there are still>some>>>> problems. Like all versions of GirlFriend, it is written in some>>>> obscure language I can't understand, much less reprogram. Frankly I>>>> think there is too much attention paid to the look and feel rather>>>> than the desired functionality. Also, to get the best connections>>>> with your hardware, you usually have to use gold-plated contacts.>And>>>> I've never liked how GirlFriend is totally "object-oriented.">>>> A year ago, a friend of mine upgraded his version of GirlFriend>> to>>>> GirlFriendPlus 1.0, which is a Terminate and Stay Resident version of>>>> GirlFriend. He discovered that GirlFriendPlus 1.0 expires within a>>>> year if you don't upgrade to Fiancee 1.0. So he did, but soon after>>>> that, he had to upgrade to Wife 1.0, which he describes as a huge>>>> resource hog. It has taken up all his space, so he can't load>anything>>>> else. One of the primary reasons he decided to go with Wife 1.0 was>>>> because it came bundled with FreeSexPlus.>>>> Well, it turns out the resource allocation module of Wife 1.0>>>> sometimes prohibits access to

**Body:**

**recstat:** Record

**DeliveryPriority:** N

**DeliveryReport:** B

**ReturnReceipt:**

**Categories:**