Causing treble at the library

Instrument checkout now available

> **Karina Cazares**
> **Reporter**

Libraries aren't just for checking out books anymore. In January, the Lamar Public Library started accepting instrument donations, so library card holders are now able to check out instruments, too.

The library chose to do this because they wanted to give everyone the opportunity to learn how to play an instrument, regardless of their financial situation. Also, if anyone was thinking about buying an instrument, they hoped to give people the chance to test an instrument out before actually buying it.

"We know guitars will be the most popular so we will be most in need of those," Misty Warren, Interlibrary Loan/Cataloging Coordinator, said.

As of now the library is only accepting stringed instruments and has received donations of a banjo, violin/fiddle, and a ukulele. Volunteer, Larry Barlow, will be tuning the instruments.

To be able to check out an in-strument, people must first have a library card and ask to check out an instrument at the circulation desk where it should also be returned.

People are able to test out the instrument 28 days free of charge and should return it in its best condition.

The only limitations is that one person may only check out one instrument at a time and may not renew their instrument check out after the 28 days.

Like books, late instruments can also accumulate late fees. Fines start at $1 with a three day grace period. After that, fines can accumulate from the original due date if the instrument is returned after the grace period.

The library began checking out instruments the first week of April with the Banjo being the first instrument checked out.

In the future, the library hopes to start up an instrument catalog just like the book catalog they have located on their website. Also, they are looking for more donations from around the area.

Photo by Karina Cazares
Outreach services librarian Sheri Eirhart (left) and technology coordinator Sarah Ausmus (right) show off the three instruments available for check-out at the Lamar Public Library.

Comic by Jayde Tombleson

I've Got Game

Kenneth Barrett, sophomore

Problems in the system

One of the most annoying scenarios to come across in an online game is when someone on the enemy team is cheating.

Instantly dying or someone dodging to the point it is impossible to hit them because of scripts just takes all fun out of the game.

These events happen way too often, and almost all the time you can't do anything about it.

Most online games now have some kind of report system in place so you can just have the cheaters automatically banned.

But this is not always the case. In games like Call of Duty or Doom (2016) you can't report someone because the developers just assume their system will catch a cheater without community help.

This is a bad idea, and the reason is infuriating.

When something like this happens, the system or console with a program for cheating typically has either some way to hide the cheats, or can just bypass the system all together.

Information of a player is typically sent in packets, or small files, of data.

Lots of programs right now can do one of these things or even both.

If it can make the packets the same size as a normal player, or even just conceal it by sending fake packets of the same size, then the system doesn't even know that something is wrong.

So people can go for a very long time without ever being caught or even noticed.

Whenever a game has a report system, use it. Lets work together to take out cheaters one by one.