

# SPACE

## NEWSLETTER for May, 2005



### President's Corner by Michael Current May, 2005

It was great to see everyone last month, thanks for a great meeting!

One topic brought up at the meeting was a mention of a new copyright law having to do with old computer software. With a modest amount of effort I was able to locate the text of the article in one of my favorite databases at work, LexisNexis Academic. The article was called "Keeping an Eye on the Game Biz" by Jamil Moledina, on page 8 of the December 1, 2003 issue of Game Developer magazine. The brief article mentions that "The Library of Congress granted access exemptions from copyright protection measures in the Digital Millennium Copyright Act to obsolete videogames." From there I went to the source, the announcement from the Library of Congress. This issue of the SPACE Newsletter should include information from the Library of Congress web site, at <http://www.copyright.gov/1201/>. The actual notice would have been too long for our newsletter, but now you know where to find it. I printed out a couple copies to have in hand for the next meeting I'm able to attend.

Anyway, what they're talking about, as I understand it, is a temporary exemption from the protections offered by the fairly recent DMCA. The Digital Millennium Copyright Act of 1998 made it a crime to overcome anti-piracy technologies. The exemption from the DMCA means it is NOT a crime to overcome the copy protection on old video games for OBSOLETE systems. So with the exemption it is once again legal to make yourself a backup copy of your favorite copy-protected old Atari software, just like you always could before 1998. The exemption does not take away the usual protections afforded by copyright, i.e., it's still illegal to redistribute and sell old games for obsolete systems that are still protected by copyright (unless of course you are the rights holder or you have been granted rights by the rights holder). Does that make sense?

As the LC web page states, the exemption is currently scheduled to remain in effect through October 27, 2006.

I'd like to mention here that I've finally picked up the project of scanning in all the old SPACE newsletters for the SPACE web site. The process is very slow compared to other such digitization projects; for one thing, I am OCRing all the text, rather than just scanning in images of all the pages. So proofing can be quite tedious at times, especially when the Newsletter was printed out in a condensed font on a dot-matrix printer! I'm trying to stick to a schedule of one issue

per weekend. I am currently at February 1993. At this rate, if I can really keep this pace up, the entire project should be completed in about two years. But remember, I don't have all the issues yet! So Red, don't forget we're still counting on you to come through!

SPACE home page counter update: as of 4/29/05, 9:30pm:  
3,634 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE Meeting, Friday May 13, 2005.



### Treasurer's Report by Greg Leitner For April, 2005

Seven for eleven. A great average for a baseball player. and seven baskets or goals on eleven shots would be totally awesome in basketball or hockey. What would even be more awesome would be if seven SPACE members out of eleven came to a single meeting. Well call the April 2005 SPACE meeting awesome!! That's right, we had seven members show up for what had to be one of our most gratifying meetings in a long, long time. A big thanks for Michael, our President, who managed the long trip from Wisconsin and the outrageous gasoline prices to make our April meeting most memorable.

Michael makes such a big difference when he runs our meetings. He's like a walking Atari data bank, and he has an answer for every question. If he doesn't have the exact details at the moment he always has a source where he can come back with the data needed to fulfill a member's question or inquiry. Thanks Michael for making the April SPACE meeting a complete success.

Now for the financial picture for SPACE for the month ended April 30, 2005:

|  |              |
|--|--------------|
| Beginning balance for April 1, 2005:       | 570.73       |
| Receipts for April:                        |              |
| Dom sales                                  | 30.00        |
| St-CD-ROM sale                             | <u>10.00</u> |
| Total receipts for the April SPACE meeting | 40.00        |
| Expenses for April:                        |              |
| BBS for April 2005                         | <u>10.00</u> |
| Ending balance for April 30, 2005:         | 600.73       |

Well we made a little headway in April but don't forget that we have four months room rental which has not been billed to date. That would be \$100.00 from our treasury. It is very important and I will stress this every month that we need to keep our memberships paid up and even more importantly SPACE needs you to buy a dom every month. Glen puts together a great disk on a monthly basis and it only costs \$3.00. From the enjoyment the attending members get out of the dom on meeting night I can't see why more members won't support it. Come on! We really need your help. Let's make this Club work the way we all intended it to work.

The SPACE birthday party is fast approaching and we need to get some ideas on how to handle it this year. I hope we can have the same kind of turnout for our May meeting. See you all there.



**Secretary's Report  
By Nolan Friedland  
For March, 2005**

No Minutes Received.



**BBS Corner  
By Nolan Friedland  
For March, 2005**

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If anyone has any comments, suggestions, ideas, or submissions for the BBS Corner column or the SPACE BBS web site, you may email them to me, Nolan Friedland, at the address shown on the back of this newsletter under the "CLUB OFFICIALS" section.

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A-T-A-R-I  
Answers-Tips-and-Relevant Information

by Paul Alhart  
April 1990

The new AOS for computing on the road.

In the 80s we saw many advances that were not too long ago just visions from the pages of science fiction novels. I sometimes wonder how I made it through high school in the 60s without a calculator. (Does anyone else remember slide-rules?) Why, we didn't even have microwave ovens to warm up left over pizza with back then. "Color" TV was the big news of the day. Do you remember wrist watches with hands on them? I still have one in the drawer, but I'm not sure I know how to read it anymore.

Another item from the science fiction of my youth is the computer. No one was really sure what a computer would look like or what it would be able to do, but that didn't stop the imaginations of the writers or the readers. Today computers are everywhere and influence

if not control almost every aspect of our lives. Still we are coming up with new uses for them everyday. The majority of homes in the U.S. have at least one personal computer, not to mention all the computer controlled devices from VCRs to thermostats that make our life (easier?). Several of the newer cars have their own computers too. These automotive computers control motor functions, breaks, heating & cooling, tell you when a door is ajar, and even run diagnostics on all the cars systems. What else could you ask for? How about a car that drives itself? Science fiction again? Maybe not. Computer controlled navigation systems have been hot items for years on prototype "Concept Cars" seen at various car shows around the world. Although these Concept Car systems weren't functional, the dream has always been there.

One of the big hold backs to this technology has always been the cost. Remember what an Atari 400 system cost back in 1980? Well now with the vast number of inexpensive (POWER WITHOUT THE PRICE) personal computers available we are ready to move ahead into the future once more. The latest rumor from Silicon Valley is that our boy Jack is already Beta testing AOS.

AOS or Automotive Operating System was written to run on a standard 64K 800XL. It is supplied on a 4 Meg bank-switched ROM cartridge that just plugs into the normal cartridge port. Working hand in hand with Ford AeroSpace on the project a working system has already been installed in a test car. Not only are the normal engine, climate control, etc. functions supported by AOS, but virtually every function imaginable as well. From the voice activated door lock/security system to the touch sensitive dash displays, the trusty little 800XL controls it all. The best part though, is the Auto Pilot Navigation System. Type in your destination on the dash mounted membrane keyboard (Anywhere in the U.S.) and sit back and enjoy the ride. Through an elaborate array of infrared and sonar sensors all driving functions are controlled for you. A constant link to a central Tracking/Mapping Computer (TMC) via satellite and cellular telephone systems insures you of the best route to your destination. The huge data base of the TMC is constantly being updated with information on road, weather, and traffic conditions. This information allows the AOS to program alternate routes "on the fly" as required. You can override the AOS at any time to make side trips or or one of those necessary rest stops.

Will we see this fantastic technology soon? You can bet on it. A few "small" problems do have to be ironed out first. Sources close to Jack have told me his first efforts to secure a satellite link were still up in the air. Seems that the people that own Comsat, a satellite primarily used for satellite TV, have trouble with the name Atari. Their first response was that they already have their quota of "entertainment channels" allotted. A couple firmware "bugs" have showed up as well. Most of the code for AOS was written in Europe. Their machines run on 50Hz AC power not 60Hz like ours do. This did cause a small problem for the RPM/Velocity sensors on the Beta test car. Two speeding tickets latter this problem was temporarily resolved via the 800XLs keyboard. A potentially more dangerous problem was noted before the test car even got out of the parking lot. The European programmers, without thinking twice, coded AOS for a car with right side controls. This is great in Europe, but caused U.S. made cars to turn left when they should have turned right and visa verse. Again, a quick patch via the XLs keyboard allowed Beta testing to progress without too much delay. To eliminate the need for U.S. drivers to key in these patches every time they start their cars, Atari has promised a "Translator disk" real soon now.

One final problem still exists. It seems that the test car was left unattended for a short time and some "curious" kids slipped in and started pressing buttons. The car was last seen heading South on Interstate 5, destination unknown. A reward is being offered for any information regarding its whereabouts. Be on the look out for a blue

1990 Ford Fiesta with no driver. The test car, code named Atari Programmable Research Interface Link - Ford Operation OverLand, can be positively identified by its initials in large letters on the driver side front door. That's right, it says "APRIL FOOL".

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 16, 2005 2:44 PM  
Subject: 8BIT>Atari with 65c816 and 14 MHz clock

--Date: Sun, 03 Apr 2005 19:51:45 -0700

Vasco/Tristesse has announced:

Are you ever wondered how the demos may look on Atari with 65c816 processor? Pasiu/SSG, which is developing the turbo card, has published an AVI file with the Black intro by Charlie/AR, which run on such a compy with 14 MHz clock. Next movies are planned. And here you may found the original Black intro, which won the intro compo on Last Party'98.

URL:  
<http://www.atari8.info/dodajkomentarz.php?news=114&lang=en>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 16, 2005 2:42 PM  
Subject: 8BIT>IK+ C64 to Atari 8-bit Conversion Project New Release

--Date: Sun, 03 Apr 2005 19:50:20 -0700

As reported on the IK+ conversion project web site:

It took over 2 years to peprare new version of our conversion, but finally it is! Go to Downloads section and read info txt by Pawe Rosowski (the author).

URL: <http://uce.pl/ikplus/>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Monday, April 11, 2005 9:50 PM  
Subject: atari++ 1.41 released

--From: Thomas Richter  
--Date: 4 Apr 2005 14:05:52 GMT

Hi folks,

it's update time again. After quite a long period of silence, a new release of the Atari++ emulator for linux and windows has been released for download at its usual location:

<http://www.math.tu-berlin.de/~thor/atari++/>

What's new this time:

- A couple of nasty bugs have been fixed. The Vertical Blank line was off by one, causing one intro to fail, GTIA "bogus Antic F" emulation was not enabled properly to some degree. Antic "out of bounds" scrolling had one bug in Antic 2,3,4 and 6. The built-in Os had a couple of minor bugs in the CIO emulation.

- The emulator features now an (still experimental) 65C02 CPU emulation.

- For the Atari2600 emulation, joystick buttons can now be remapped to "keyboard" events.

- The monitor provides shortcuts by the function keys.

Have fun,  
Thomas

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Friday, April 29, 2005 8:50 PM  
Subject: Atari Flashback 2.0 announced

NEW YORK, April 27 -- In response to consumer and retailer demands, Atari, Inc. (Nasdaq: ATAR) today announced the summer launch of Atari® Flashback 2.0, the follow-up to the holiday 2004 hit, the Atari® Flashback Classic Game Console, which shipped more than 550,000 units to retail. Atari Flashback 2.0 will be modeled after the pioneering Atari 2600 console and heralds in the 30th anniversary of Pong®, the first arcade game created for the home which started the revolution that has today turned into a \$10 billion industry.

The Atari Flashback 2.0 will feature Pong as well as 40 other classic games including Asteroids®, Centipede®, Millipede®, Lunar Lander(TM), Breakout®, Missile Command®, Combat(TM) as well as retro game and arcade classics that have never before been released for the home console. Atari Flashback 2.0 will feature the same wood grain paneling and look of the Atari 2600, and will capture the feel through two classic joysticks for multi-player competition and vintage controls.

"The Atari Flashback series harkens back to the early days of video games where the simplicity of design and the addictive game mechanics connected instantly with audiences of all ages. Even in this day of advanced and more complex gameplay, these legacy games continue to elicit fantastic reactions via the on-screen action, and again, to a wide and broad audience," said Wim Stocks, Executive Vice President, Sales, Marketing, Licensing and Distribution. "Now, on the 30th anniversary of Pong -- the grandfather of all video games -- it is fitting that we begin to commemorate this milestone with the launch of Atari Flashback 2.0." The Atari Flashback 2.0 promises to deliver the same gaming sights, sounds and action as the original Atari 2600. To ensure this authenticity, Atari has engineered the tools and code of the original games for reproduction on modern chip technology.

"Unlike other nostalgia gaming products on the market, the Atari Flashback is the real McCoy and the games included are originals, not third-party ports," said Curt Vendel, president of the Atari Historical Society and contributing producer for Atari Flashback 2.0. "Atari has traveled back in time to recall an era where the experience was paramount to the technological bells and whistles." Developed by Atari, the Atari Flashback 2.0 will be available early this summer for under \$30 at retailers nationwide.

About Atari

New York-based Atari, Inc. (Nasdaq: ATAR) develops interactive games for all platforms and is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as DRIV3R(TM), Enter the Matrix(TM), Neverwinter Nights(TM), Stuntman(TM), Test Drive®, Unreal® Tournament 2004, and Unreal® Championship; and mass-market and children's games such as Backyard Sports(TM), Nickelodeon's Blue's Clues(TM) and Dora

the Explorer(TM), Dragon Ball Z® and RollerCoaster Tycoon®. Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (Euronext 5257), the largest interactive games publisher in Europe. For more information, visit <http://www.atari.com>.

ATARI, the ATARI logo, and classic Atari game titles and logos are trademarks or registered trademarks of Atari Interactive, Inc. or its affiliates. All other trademarks are the property of their respective owners.

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Monday, April 11, 2005 9:58 PM  
Subject: AtarICQ 0.164 Released

AtarICQ 0.164 Released

Hi all,

Time has come to release yet a new version of AtarICQ and as usual you can expect both a good amount of smaller fixes as well as some new additions.

The most apparent change is that you can now specify that aICQ sorts the contacts in your contact list in alphabetical order. Another visual change is the ability to remove the online/offline separators.

The routines dealing with buffering/logging of chat and system messages has been refined, curing a couple of glitches related to this. AtarICQ users talking to people using some ICQ clones may also be happy to hear that aICQ will now interpret also a single ascii-10 (lf) as a rowbreak.

Do give the new release a go, and don't hesitate to send feedback!

AtarICQ webpage: <http://www.ataricq.org>

Here is a more thorough list of things that are new or changed in 0.164:

- \* Made latest additions to colour settings in prefs/msg window/ work with colour selector
- \* Greyed out non-accessible entries in popup menus
- \* Improved unicode support (still truncates to 7 byte ascii for now)
- \* Make storing of unread encoded messages to disk work too
- \* Fixed the invisible "set away when idle" setting in preferences (A MagiC-only prob, due to its weird rendering of 3d-objects)
- \* Added possibility to remove the online/offline separators (For Ralph!)
- \* Make shell logging work for encoded messages
- \* Fixed glitch: No typing icon in contact list when online icon is disabled
- \* "Request authorization" is back in contact list popup menu
- \* Do not log (shell.log) old unread messages again, when they are reloaded from disk!
- \* When adding several contacts from server side list at a time, not all contacts info was retrieved. (Retrieving queue broken) Fixed now!
- \* Fixed problem with default colours not being adjusted for tab scheme
- \* Allow a single ascii 10 (lf) to trigger a row break (fixed probs with quirky icq clones)
- \* Alphabetical sorting of contacts is possible. Also note that contacts coming online/offline are reported into system message tab.

- \* No limit for number of tabs allowed (increase array size on the fly)
  - \* Cured a bug which prevented status icon on a tab from being updated properly if a contact in a non-active tab went offline.
  - \* Worked around a bug in MagiC:s window (un)shading
- + Many smaller corrections and additions that were made along the way...

Have fun!

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Monday, April 11, 2005 9:49 PM  
Subject: Classic Gaming Expo 2005

Eighth Annual Classic Gaming Expo Moves to San Francisco VALLEY STREAM, NEW YORK, March 30, 2005

The 2005 Classic Gaming Expo will be held Aug. 20 and 21 at the Hyatt Regency Hotel at the San Francisco Airport in Burlingame, Calif., its organizers announced today. Now in its eighth year, Classic Gaming Expo is the world's largest event dedicated to the preservation and celebration of video game history. Classic Gaming Expo organizers chose the location because of its vast show space and the proximity to San Francisco tourism opportunities for visitors.

"Last year, we were excited to move to the area where the video game industry was born," said Joe Santulli, co-organizer of Classic Gaming Expo. "This year, we're tweaking the location to bring back the signature intimate atmosphere of the show, which was lost in the cavernous San Jose Convention Center. Classic Gaming Expo is meant to be a gathering of people who love video games. We want to ensure that everyone feels at home at the show, and the Hyatt's warm environment is perfect for this." The Hyatt Regency at the San Francisco Airport is the largest convention hotel in northern California, one of the few places able to accommodate the estimated 1,700 people who attended last year's expo. The Hyatt is located two miles from the San Francisco Airport and the Bay Area Rapid Transit system, and offers complimentary shuttles to both. The 20-minute trip to downtown San Francisco should also appeal to attendees making Classic Gaming Expo part of their family vacations.

In 2004, people from all over the world attended Classic Gaming Expo to see the latest offerings from exhibitors, visit the world's largest and most comprehensive video game museum, play classic and modern games and meet the luminaries of video gaming's past and present. Notable personalities such as Steve Wozniak, Nolan Bushnell, Ralph Baer, Al Alcorn, Jay Smith, David Crane and other celebrities have attended past shows and spoken to Classic Gaming Expo attendees. Classic Gaming Expo is open to anyone with an interest in video games, both classic and modern. Gamers of all ages are welcome. Information about ticketing, attendance and past events is available at <http://www.cgexpo.com>.

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 23, 2005 10:46 AM  
Subject: EMU>ARAnyM 0.9.0 released

--Newsgroups: comp.sys.atari.announce  
--Date: Tue, 19 Apr 2005 10:10:06 -0700

Petr Stehlik has announced:

A new version of ARAnyM is available now for GNU/Linux, Mac OS X and MS Windows. With full 68040 MMU support it is now

more than suitable for developing not only user but also system software (yes, FreeMiNT and Linux/m68k are running happily on ARAnyM).

URL: <http://aranym.atari.org>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 16, 2005 2:45 PM  
Subject: EMU>DCaSTaway RC1 Windows and Linux Versions Released

--Date: Wed, 06 Apr 2005 08:33:08 -0700

The AtariST emulator for the Dreamcast is now available for Windows and Linux users (Dreamcast Version to follow later), heres some of whats new:

- Supports MSA & ST disks images.
- Mouse & Keyboard Dreamcast supported.
- Mouse is emulated with analog pad + Y,B buttons.
- AutoFrameskip ( if needed) for real speed.
- Joystick is emulated with digital pad + A,X buttons.
- Virtual Keyboard with triggers L-R.
- X button Map a ST-key using X button under Virtual Keyboard.
- ZIP support.
- Filemanager with subdirectories access.
- Complete menu with 'start' button: load, frameskip, reset...
- Crystalline Sound.
- 2 joysticks emulated.
- Under PAL dreamcasts ask 60-50Hz selection.
- 100 % speed and 100 % compatibility

<http://chui.dcemu.co.uk/dcastaway.shtml>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 23, 2005 10:46 AM  
Subject: EMU>Saint 1.99d

--Newsgroups: comp.sys.atari.announce  
--Date: Tue, 19 Apr 2005 10:09:28 -0700

Paul CAILLET has announced:

\* new digisound YM volume boost too high for PC sound hardware. Just reduce it a bit.

\* YM register read bug fix ( VU-Meter crash in FOF menus)

<http://leonard.oxg.free.fr/SainT/SainT199dSelfExtract.exe>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Monday, April 11, 2005 9:48 PM  
Subject: Flashbask to the '80s: Parsons School of Design Partners with Atari for 'Retro Redux' 24-hour video game jam

NEW YORK, March 29, 2005 – On April 2-3, Parsons School of Design, a division of New School University, will present its first 24-hour game design event, “Retro Redux”, in collaboration with Atari,

Inc. (Nasdaq: ATAR). Teams of students from New York-area colleges and universities will compete to see if they have what it takes to design a game that withstands the test of time based on the original Atari 2600 technology, which gave rise to such classic games as Asteroids®, Missile Command®, Pong® and Centipede®. The resulting games will be judged in the categories of top overall game, most innovative game design, best sound, and best visuals, with the top overall game to be featured in an upcoming version of the Atari® Flashback™ Game Console. Awards will be presented at a ceremony to be held on Monday, April 4 at 5 p.m. at the Theresa Lang Student Center, 55 West 13th Street, New York.

“Retro Redux provides students with the opportunity to test their creativity and design skills by re-inventing classic games from the birth of the video game era,” said Katie Salen, the director of the MFA Design and Technology Program at Parsons and a professional game designer. “By bringing together students from the leading university game design programs in the New York area, Parsons will showcase the tremendous talent to be found in the region.”

New York is home to a vibrant game design community, from industry-leading game companies such as Atari to numerous institutions offering programs in game development education including New York University, Rensselaer Polytechnic Institute, Mercy College, and the School of Visual Arts. Approximately 10 teams of five students each from these schools will participate in the Retro Redux Game Jam.

Atari, the company that started the gaming revolution when it introduced Pong® to the world, has proven that great games never go out of style with last year’s successful launch of the Atari Flashback Game Console. A plug-and-play system, the Atari Flashback offers gamers the chance to go back in time and see where it all started.

“Our partnership with Parsons for its first 24-hour game jam underscores Atari’s commitment in inspiring and supporting future game designers,” said Erik Gerson, senior vice president of Marketing for Atari. “Game design is the fastest-growing sector in the new media industry, and through educational programs such as those offered by Parsons, students receive the training and support they need to succeed in this exciting field.”

“At Parsons, students learn to think critically about the role technology plays in the design, production, dissemination, and use of games,” said Colleen Macklin, Chair of the Design and Technology Program at Parsons. “The tremendous success of our MFA-level concentration in game design made it clear to us that there was a demand for academic training at the undergraduate level as well. To meet this demand, we are launching a game design concentration at the BFA level this coming fall.”

For more information about Retro Redux, visit <http://retroredux.parsons.edu>.

For more information about game design at Parsons, visit <http://games.parsons.edu/games.html>.

More information on the Atari Flashback Game Console can be found online at [www.atari.com](http://www.atari.com).

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Friday, April 29, 2005 8:55 PM  
Subject: <http://www.copyright.gov/1201/>  
The following information is from <http://www.copyright.gov/1201/>.

On October 28, 2003, the Librarian of Congress, on the recommendation of the Register of Copyrights, announced the classes of works subject to the exemption from the prohibition against circumvention of technological measures that control access to copyrighted works. The four classes of works exempted are:

(1) Compilations consisting of lists of Internet locations blocked by commercially marketed filtering software applications that are intended to prevent access to domains, websites or portions of websites, but not including lists of Internet locations blocked by software applications that operate exclusively to protect against damage to a computer or computer network or lists of Internet locations blocked by software applications that operate exclusively to prevent receipt of email.

(2) Computer programs protected by dongles that prevent access due to malfunction or damage and which are obsolete.

(3) Computer programs and video games distributed in formats that have become obsolete and which require the original media or hardware as a condition of access. A format shall be considered obsolete if the machine or system necessary to render perceptible a work stored in that format is no longer manufactured or is no longer reasonably available in the commercial marketplace.

(4) Literary works distributed in ebook format when all existing ebook editions of the work (including digital text editions made available by authorized entities) contain access controls that prevent the enabling of the ebook's read-aloud function and that prevent the enabling of screen readers to render the text into a specialized format.

Definitions. (1) "Internet locations" are defined to include domains, uniform resource locators (URLs), numeric IP addresses or any combination thereof.

(2) "Obsolete" shall mean "no longer manufactured or reasonably available in the commercial marketplace."

(3) "Specialized format," "digital text" and "authorized entities" shall have the same meaning as in 17 U.S.C. §121.

These exemptions will remain in effect through October 27, 2006.

#### Background

The Copyright Office is conducting the rulemaking proceeding mandated by the Digital Millennium Copyright Act, which provides that the Librarian of Congress may exempt certain classes of works from the prohibition against circumvention of technological measures that control access to copyrighted works.

The purpose of this proceeding is to determine whether there are particular classes of works as to which users are, or are likely to be, adversely affected in their ability to make noninfringing uses due to the prohibition on circumvention of access controls. This page contains links to published documents in this proceeding.

The Notice of Inquiry in this second anticircumvention rulemaking requested written comments from all interested parties, including representatives of copyright owners, educational institutions, libraries and archives, scholars, researchers and members of the public, in order to elicit evidence on whether noninfringing uses of certain classes of works are, or are likely to be, adversely affected by this prohibition on the circumvention of measures that control access to copyrighted works. The initial round of comments (due December 18, 2002) was restricted to comments proposing exemptions for specific classes of works. Reply comments (due February 19) were submitted in opposition to or in further support of exemptions proposed in the initial comments.

#### Hearings

The Copyright Office held hearings in this rulemaking in Washington, D.C., on April 11, May 1, May 2, and May 9, 2003, and in Los Angeles, California, on May 14 and 15. (Read more information on Washington, D.C., hearings and on the Los Angeles hearings.)

The hearings that were scheduled to take place on April 15 and 30 were cancelled. Instead there was an afternoon hearing on May 1, a full day of hearings on May 2, and a hearing on Friday, May 9. (For more information, see the Federal Register Notice.)

See the 1201 Hearing Page for additional information about the agenda and for full transcripts.

#### Prior (2000) Anticircumvention Rulemaking

The entire record of the previous anticircumvention rulemaking is available.

For additional background on the anticircumvention provisions generally and the previous anticircumvention rulemaking proceeding, see 64 FR 66139 (1999).

For the recommendation of the Register of Copyrights and the determination of the Librarian of Congress in the previous anticircumvention rulemaking, see 65 FR 64555, October 27, 2000.

FOR MORE INFORMATION: <http://www.copyright.gov/1201/>

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 23, 2005 10:45 AM  
Subject: New Dutch Atari 8-bit site

--From: (Fred Meijer)  
--Date: 19 Apr 2005 11:53:48 -0700

Hi Atarians,

From 1990 until 1996 Stichting Pokey (the Pokey foundation) was the only Atari 8-bit support group in Holland. We have published over 65 magazines in Dutch. Besides the Dutch issues we have also published 3 English magazines with 'the best of' articles. In collaboration with ANG Software we have also published 7 Mega Magazines, the European disk-magazine with a twist.

Now, almost 10 years later, we have created a website to publish all magazines on the net. You can download every magazine as ATR file or read the magazines online.

At this moment all English magazines are online, we are now very busy to publish all 67 Dutch language magazines.

If you want to know how the Dutch (and European) scene looked like those days, please take a look at [www.pokey.nl](http://www.pokey.nl) or [www.stichtingpokey.com](http://www.stichtingpokey.com).

Hope you'll like it!

Regards,  
Fred

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Monday, April 11, 2005 9:58 PM  
Subject: New production MyIDE with 1mb flashrom (bootrom!)

--From: "mr-atari"  
--Date: 5 Apr 2005 03:37:35 -0700

Hi guys,

Steve Tucker and I have made a new production of MyIDE-interfaces in a cartridge. The cartridge also has a 1 Mb (megabit) flashrom. The flashrom will be sold standard with MyIDE-3.2F, basic rev\_c and assembler. This setup makes the cartridge 100% plug-and-play. When you don't need the boot-OS, you can flash the cartridge with any other software to you liking.

Pre-orderprice is set at 49.99 USD (40 euro).

[www.mr-atari.com](http://www.mr-atari.com)

Kind regards,  
Sijmen (aka mr-atari)

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 16, 2005 2:32 PM  
Subject: ST>April Release of Eureka

--From: Francois LE COAT  
--Date: Sun, 03 Apr 2005 09:43:31 -0700

The software "Eureka" is updated and released on its WEB page. It is a "2D Graph Descriptor and 3D Modeller". You will have to fetch it at :

<http://eureka.atari.org/eurka504.zip>  
That is the Complete Common Edition

<http://eureka.atari.org/eurka020.zip>  
Is the Complete 68020 Edition

<http://eureka.atari.org/eurkafpu.zip>  
Is the Limited FPU Edition

<http://eureka.atari.org/eurklite.zip>  
Is the Lite Edition, working on early ST with 720kb floppy

[http://eureka.atari.org/lib\\_dgem.zip](http://eureka.atari.org/lib_dgem.zip)  
Are Dynamic Libraries Extensions for Eureka

<http://eureka.atari.org/tiny045.zip>  
Is the OpenGL Extension (requires previous package)

This new release is built with GCC 3.3.3

-- François LE COAT  
Author of Eureka 2.12  
<http://eureka.atari.org>

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Saturday, April 16, 2005 2:46 PM  
Subject: ST>Studio Son sound sample editor

--Date: Tue, 12 Apr 2005 09:34:15 -0700

DOCs has announced:

After several years of absence, Studio Son, the sound samples editor for Falcon, is back with the 2.08beta release (up to date, only in French). The main improvement is the new function "Filtering..." which enables you to produce FIR filters ( Low Pass, High Pass, Band Pass and Band Reject ). This is carried out by the DSP 56001 and with Direct to disk process.

I must still work to add errors managements and other features, so please wait...

This is a beta version, so be careful with your samples, do not totally trust in this program. You must know I have not noticed any problems.

You can find 68030 and 68030+68882 versions in the archive.

<http://doyeuxyvan.free.fr/studioson/std208b/STD208B.ZIP>

[This news item courtesy of Atari.org - <http://www.atari.org>]

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From: Michael Current [hunmanik@earthlink.net]  
Sent: Thursday, April 28, 2005 9:07 PM  
Subject: Two new books and more at AtariArchives.org

--Date: Sat, 23 Apr 2005 12:05:00 -0700

The full text of the classic book Artist and Computer is now available online at  
<http://www.AtariArchives.org/artist/>

Published in 1976 and edited by Ruth Leavitt, Artist and Computer profiles 35 pioneering computer artists. The book is still used as reference material in art classes around the world. "Leavitt's book, Artist and Computer, was an early example of computer artists building a framework into a new genre," according to Gary Svensson, PhD.

"No computer will ever take the place of an artist," reads the book's back cover. "But many artists are discovering computers as a new means of self-expression. Some use computers as a medium to create finished pieces of art, while others explore new art forms, using the computer as an idea machine."

It is the 31st classic computer book to be made available at [www.AtariArchives.org](http://www.AtariArchives.org).

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Also, the full text of the classic book Compute!'s Second Book of Atari is available. Published in 1985, Compute!'s Second Book of Atari offers BASIC and assembly language programming techniques with an emphasis on high-resolution graphics.  
<http://www.AtariArchives.org/c2ba/>

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In addition, a chapter from Atari In Action!, an unfinished, unpublished book about the Action! programming language, was recently made available.  
<http://www.atariarchives.org/articles/>

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Finally, a new mailing list will send you e-mail alerts when new resources are added to AtariArchives.org and AtariMagazines.com. To subscribe to the low-volume, spam-free mailing list, go to  
<http://www.atariarchives.org/new.php>  
and enter your e-mail address in the box.

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Kevin Savetz  
Curator of Classic Computer Magazine Archive -  
<http://www.atarimagazines.com>  
& Atariarchives.org - <http://www.atariarchives.org>  
Moderator of news:comp.sys.atari.announce - Atari computer news