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Comment:

I used to work with Commodore 64. This is a device that is still in existence, and was a noted "sneakernet" according to Microsoft and Stanford with their Darknet paper.

In short, quite a lot of history is wrapped up in games that no longer exist except for their pirated versions, because those that sought-after the product usually took care of it better than the original companies did. Those companies have failed, or their media went bad, but when this stuff pops up on the net, everyone wants to disown it because it's not legal because it's out of print, and not in the public domain or protected by anything else. The copyright owners are long gone! So are their disks!

It breaks my heart to know that NO ONE will use some of the products that I used to get my chops in the computer world. How about Quantum Online? Anyone at AOL-Time-Warner still have a copy of that for the C64? It's the basics of AOL, could possibly still work for the company, but alas even the technology is only available at garage sales and flea markets. It's a shame that people who might buy such a thing, which is no longer commercially viable, to not have anything to run on it either.

Please preserve the consumer history of computers, and my childhood, if at all possible.