

From: Brad Bower
To: Microsoft ATR
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Subject: Microsoft Settlement

News sources confirmed that the strange anomaly in SGI's SECC filing was a result of the sale of all its 3D intellectual property to Microsoft.

Please, don't let Microsoft kill the OpenGL standard! They can knock it off whenever they want now, and FORCE developers to use their own, proprietary DirectX and Direct3D which companies have to LICENSE from Microsoft! They are only extending their monopoly to be the ONLY company with an existing 3d standard.

Microsoft is going to continue this kind of behavior.. it completely negates their competition, and any future competition. They've done it before, there are SO many cases of it it's almost comical. I think I speak for all gamers, non-Windows-enthusiasts, 3d programmers, and designers, when I say that Microsoft needs to be split up into enough companies that smaller companies can again thrive in the technology sector.

Again, please don't let Microsoft skate by with this, Department of Justice. :(

Best Regards,
Brad Bower