



LUNDS UNIVERSITET

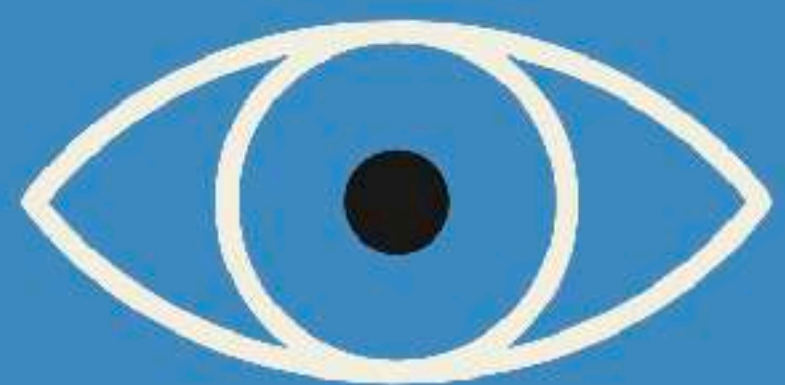
DIKA31.2 Digitaliseringens historia

Teorier – fördjupning 1, Kontexter

Professor Pelle Snickars

Institutionen för kulturvetenskaper

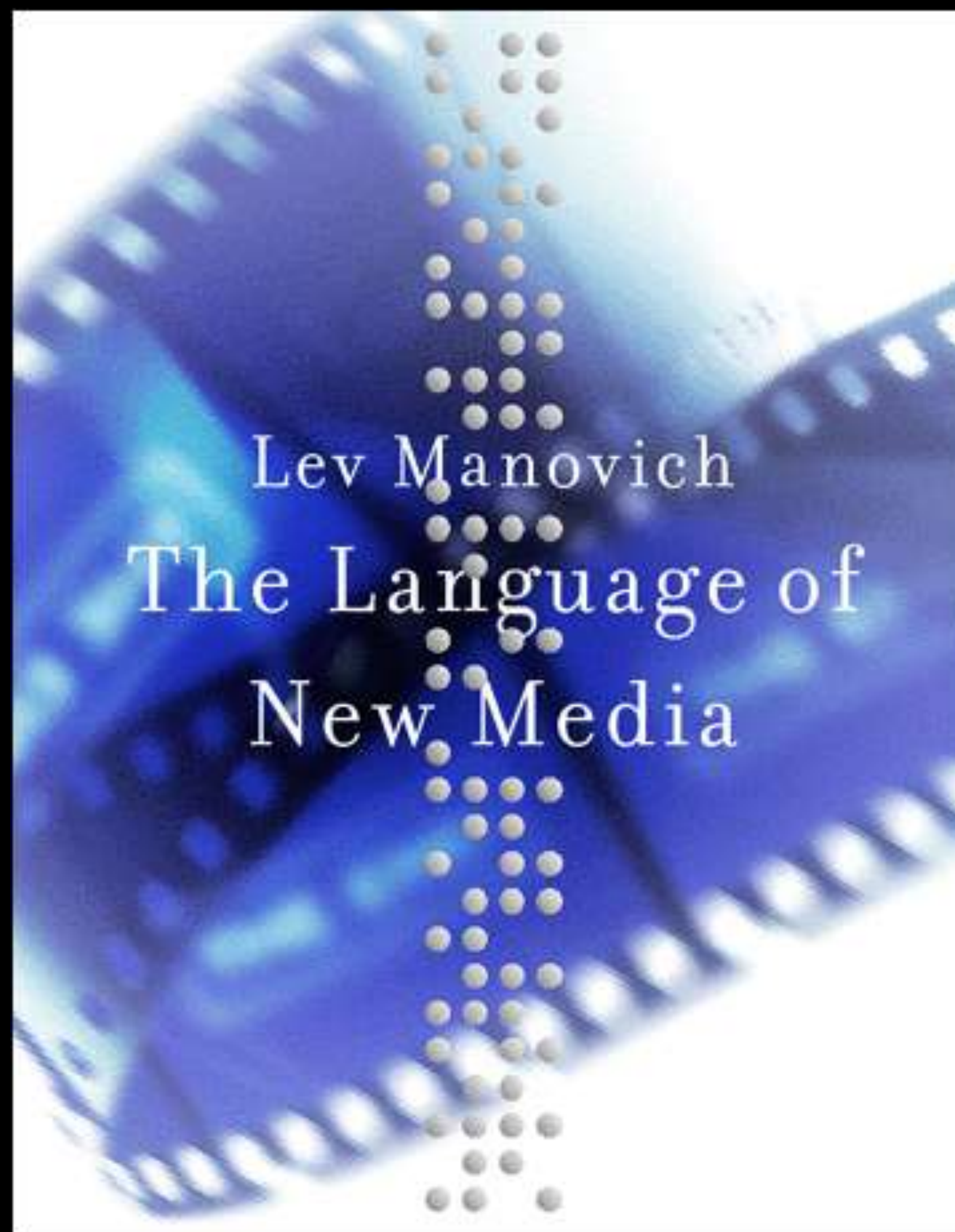
Avdelningen för ABM & digitala kulturer



MEDIERNAS

Från big bang till big data

HISTORIA



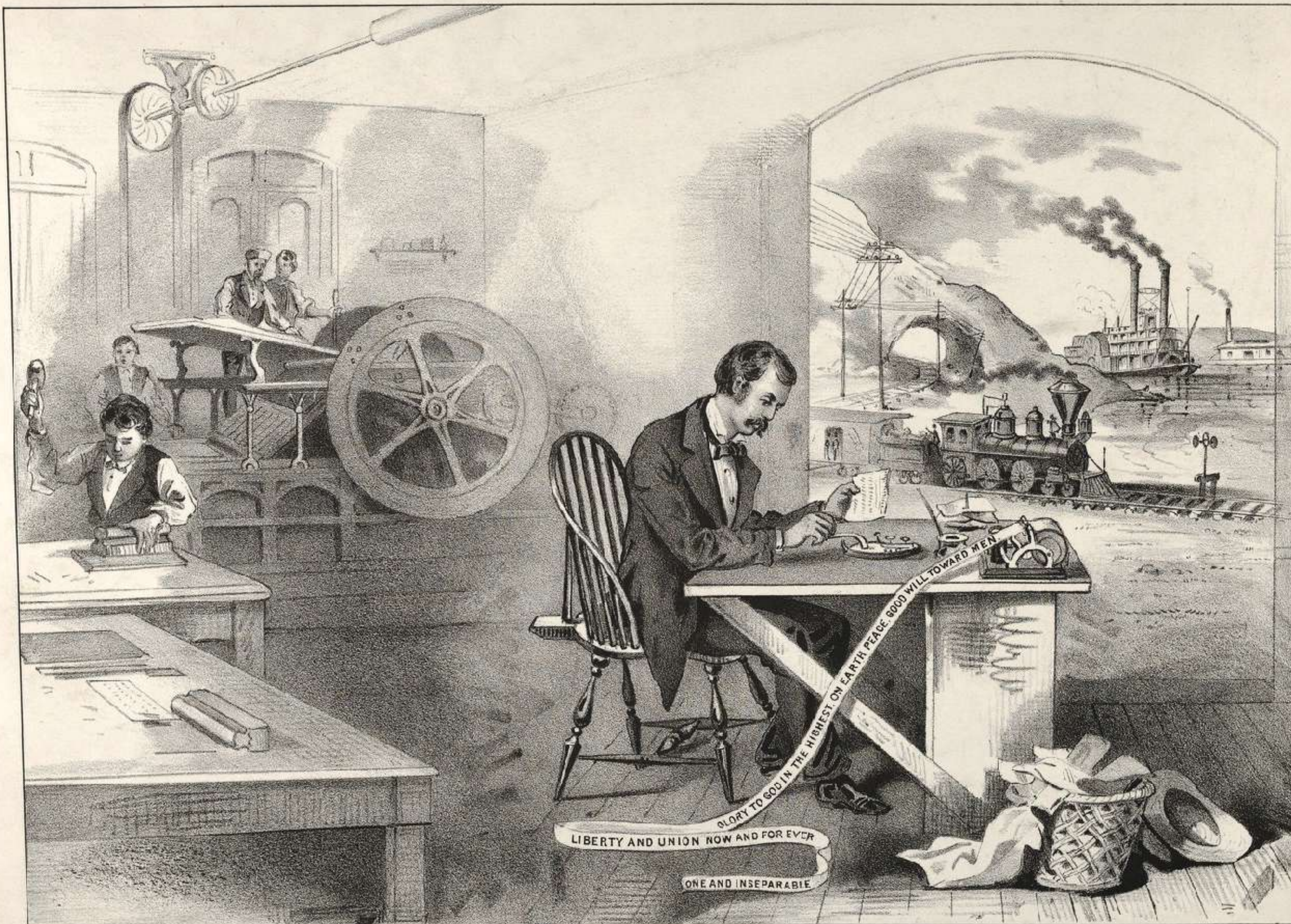
Lev Manovich

The Language of
New Media

medier & datorer – parallell historisk utveckling



Digitaliseringens och datoriseringens förflutna är en mediehistoria med många olika utvecklingslinjer som inbegriper både maskiner, tekniker, publikar och skiftande användningsområden.



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125 NASSAU ST NEW YORK

THE PROGRESS OF THE CENTURY.

THE LIGHTNING STEAM PRESS. THE ELECTRIC TELEGRAPH. THE LOCOMOTIVE. THE STEAMBOAT.



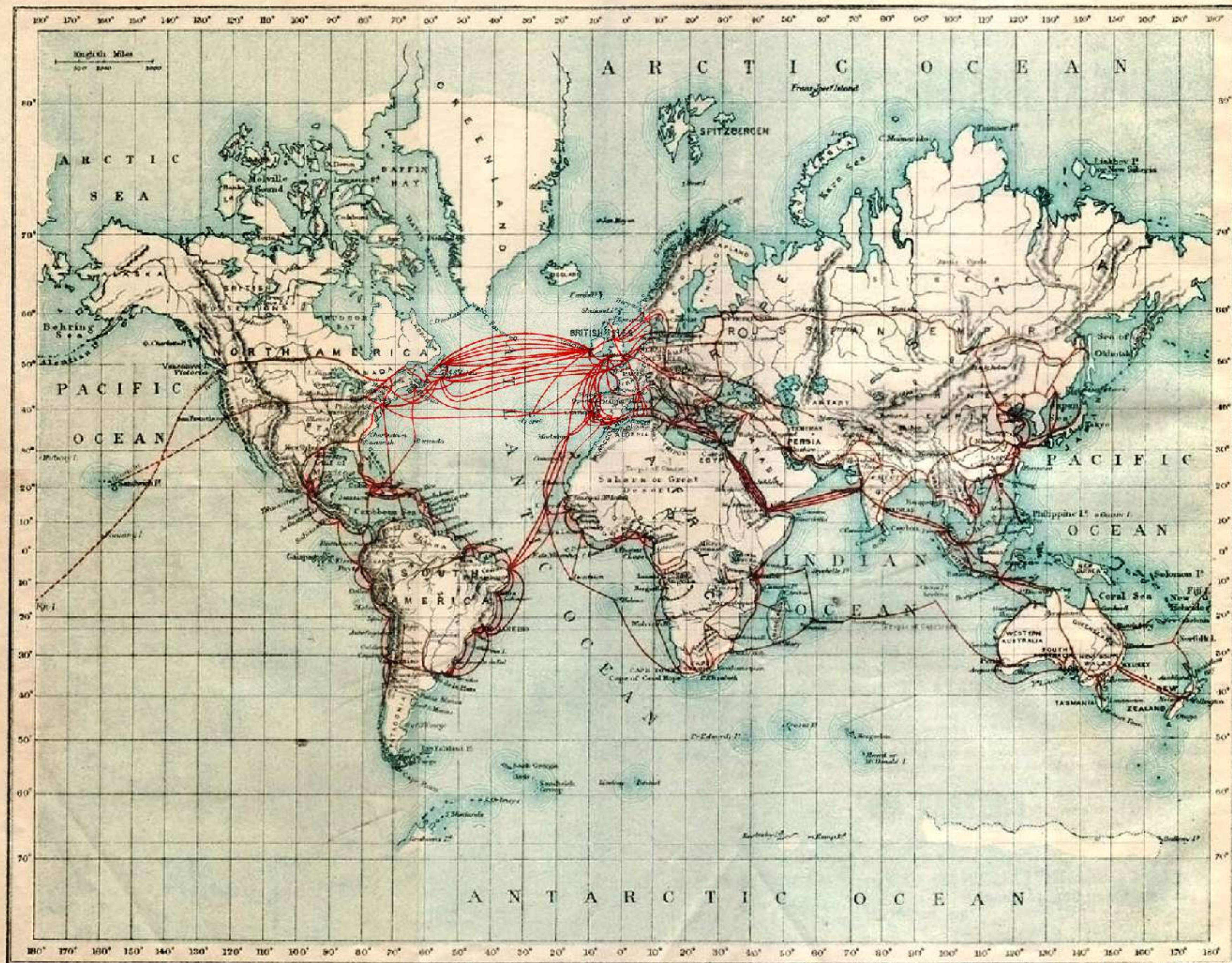
LITH. & PUB'D. BY KIMMEL & FORESTER.

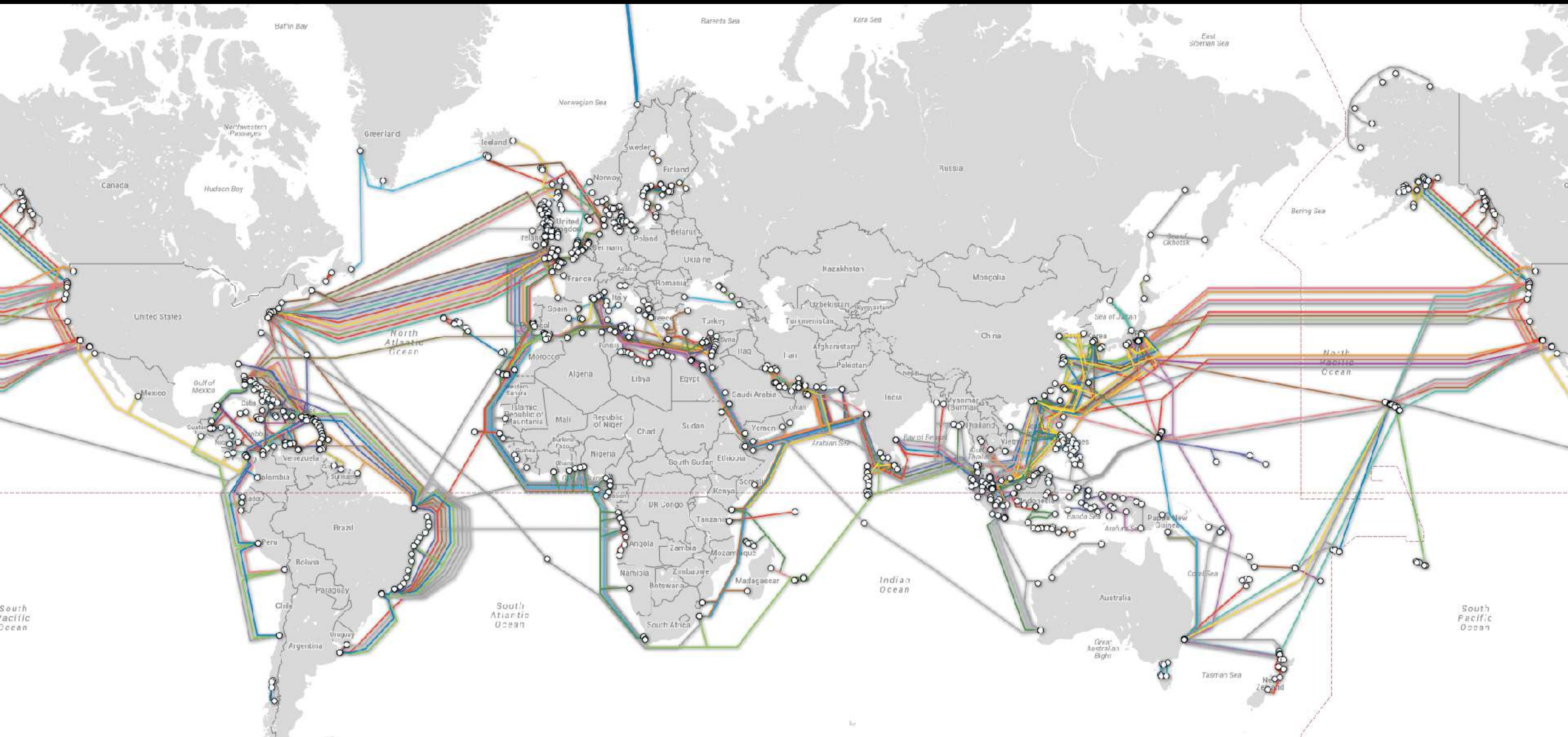
364 & 356 CANAL ST. N.Y.

THE ARRIVAL OF THE ATLANTIC CABLE, IN NEW FOUNDLAND.

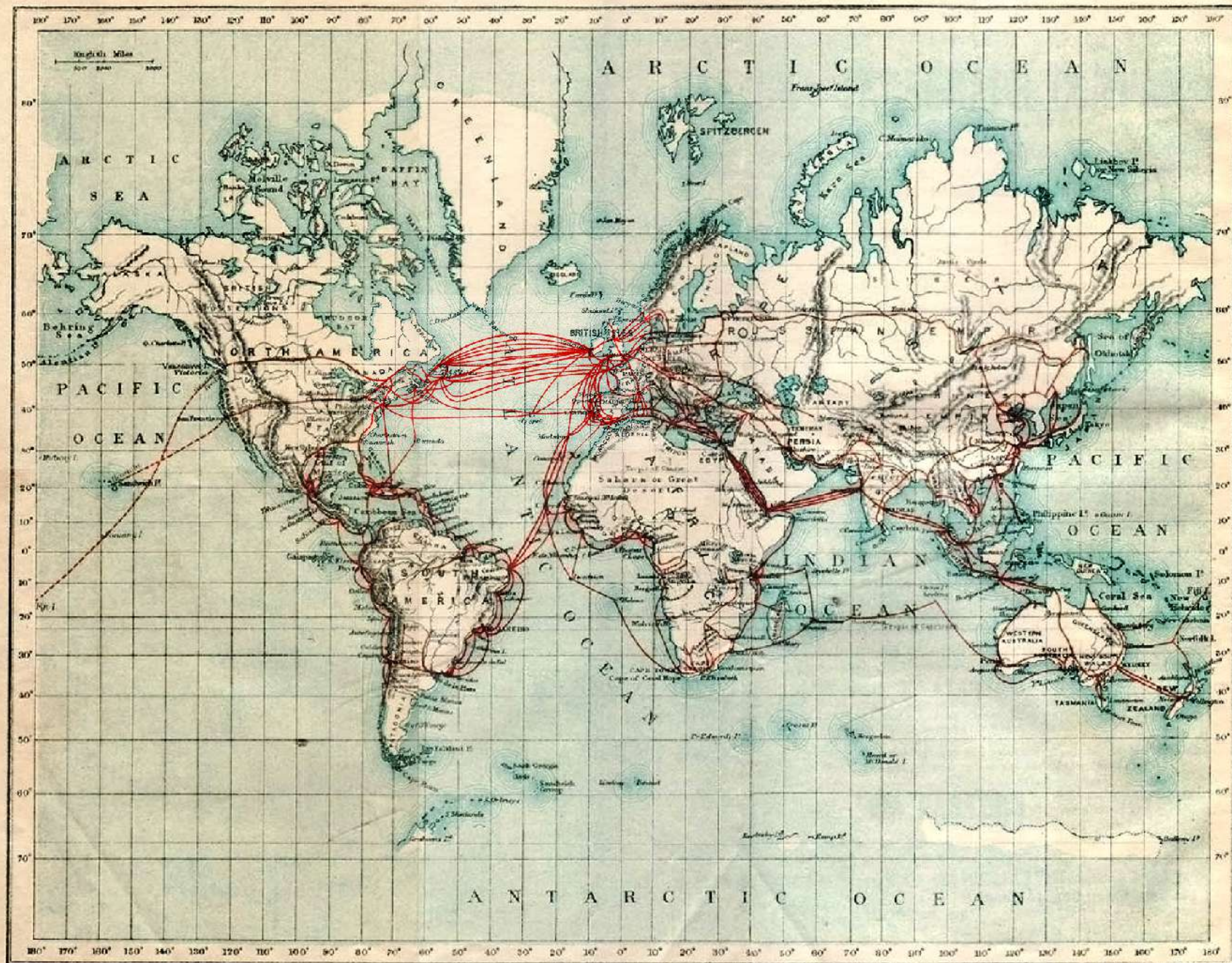
July 27th 1866.

EASTERN TELEGRAPH CO.'S SYSTEM AND ITS GENERAL CONNECTIONS.





EASTERN TELEGRAPH CO.'S SYSTEM AND ITS GENERAL CONNECTIONS.

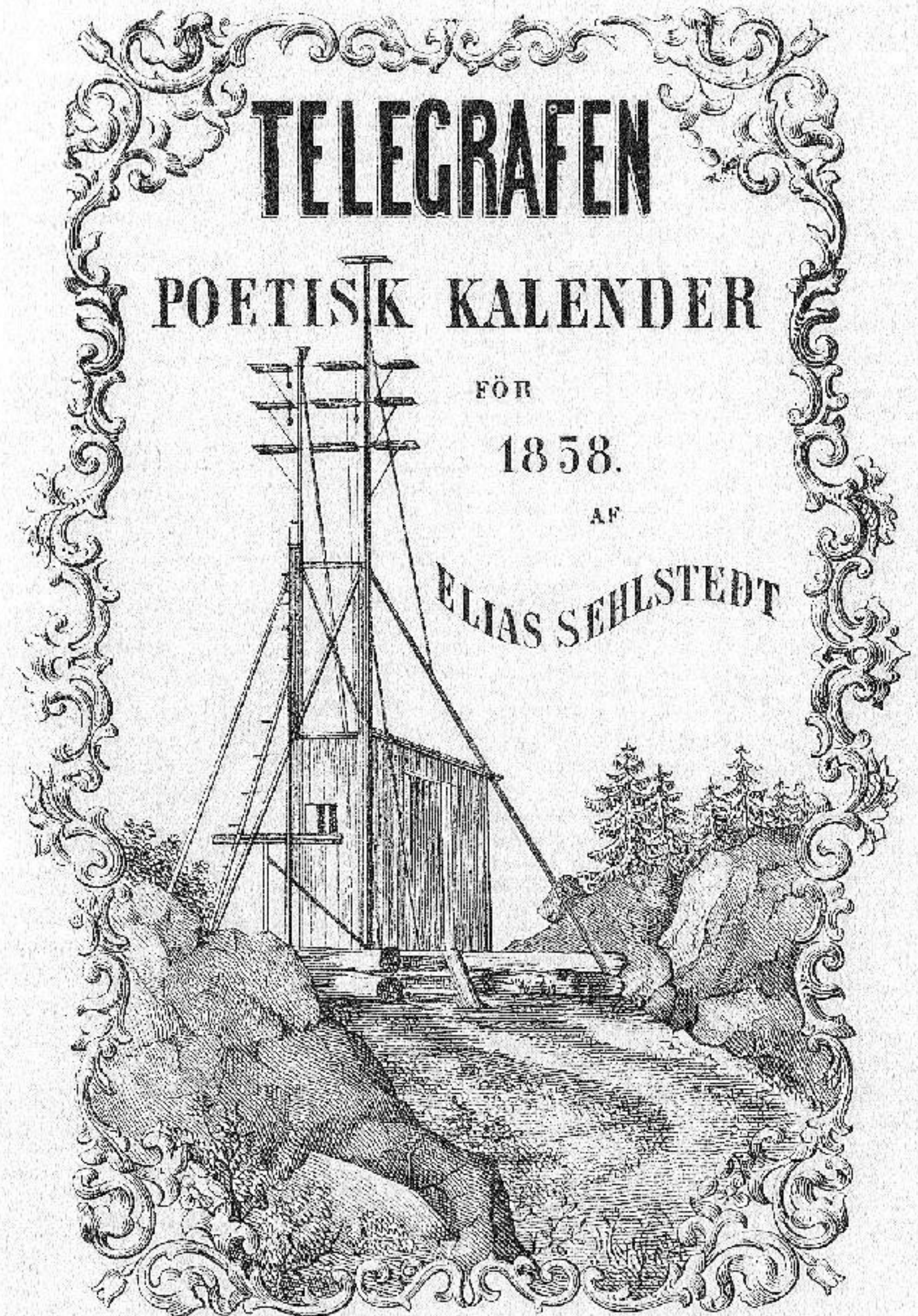


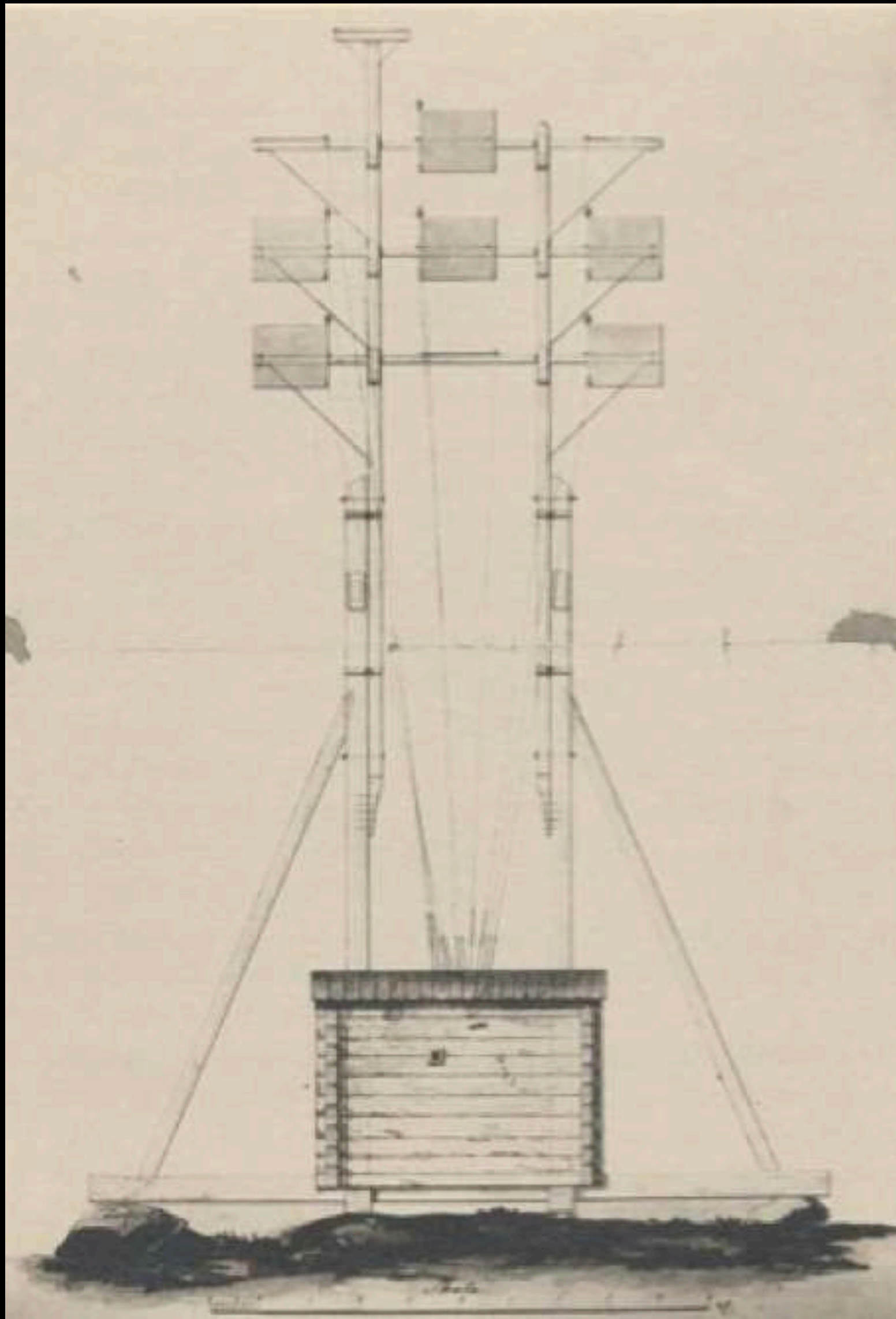
Telegrafi betyder fjärrskrift, av grekiskans *têle* och *gráfein*. Ordet kom i bruk i slutet av 1700-talet. Som fenomen är företeelsen betydligt äldre.

Med akustisk telegrafi kan avses till exempel så kallade roplinjer i det gamla Babylonien eller signalering med trummor.

Även **optisk telegrafi** har en lång historia i form av till exempel vårdkasar, röksignaler och flaggor.

Det handlade om master med
semaforliknande vingar, vilka kunde
vinklas i fasta lägen.





Abraham Niclas Edelcrantz optiska telegraf var inte bara digital utan binär – det bestod av luckor som antingen var öppna (noll) eller stängda (ett).

Med hjälp av en kod kunde sedan de mottagna sifferkombinationerna tolkas.

Edelcrantzska telegraflinjer utmed ostkusten kom till praktisk användning vid kriget mot Ryssland under 1808.



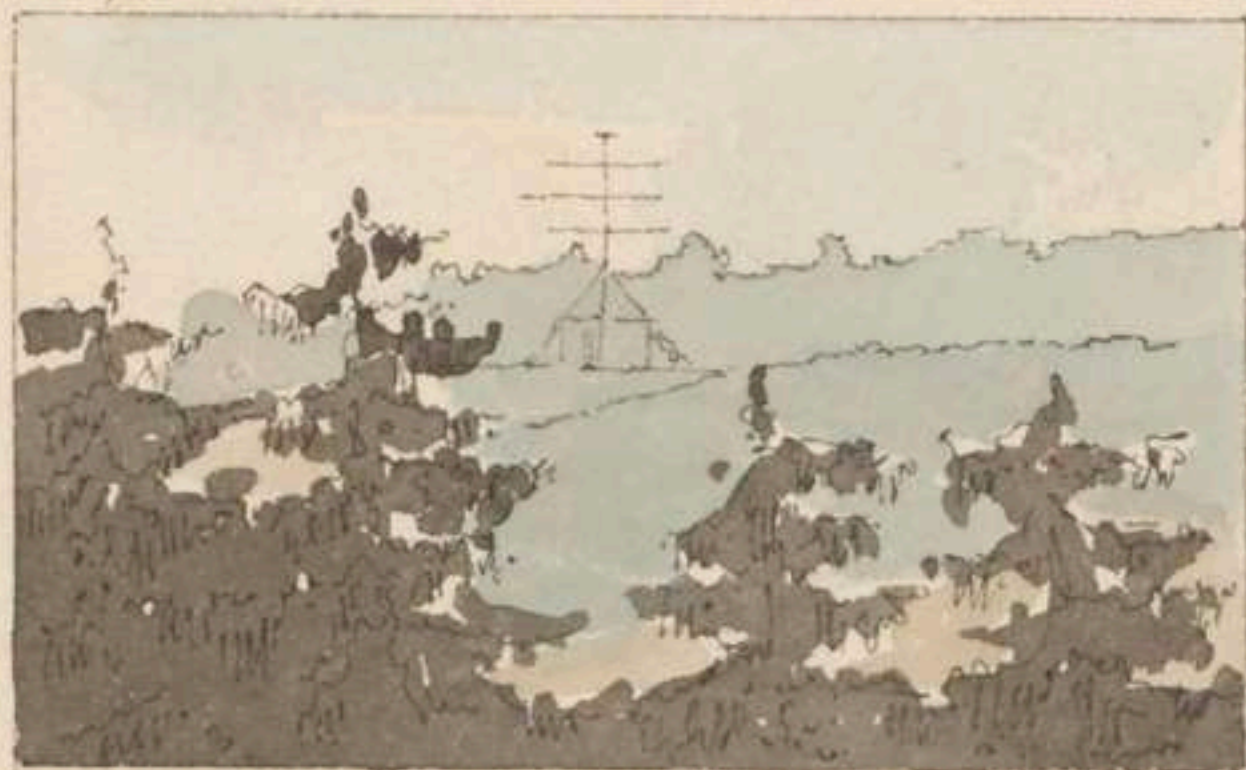
Hälsrud Stationen från Kummetnäs



Sesvållerberget från Grisselhamnen.



Ornö från Elgsnabben.



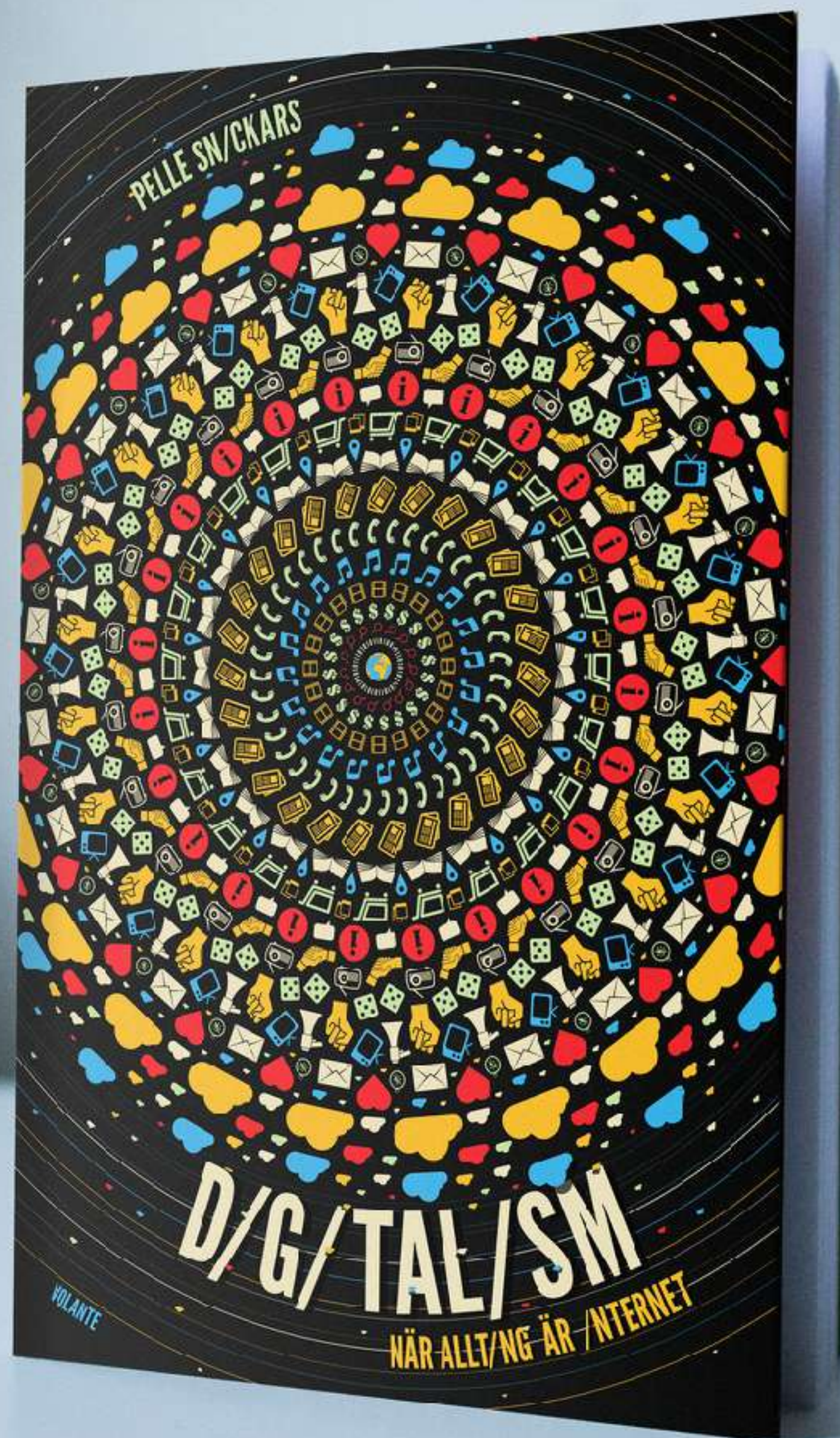
Kummetnäs från Hälsrud Stⁿ.



Grisselhamnen från Gjesfallsberget.



Elgsnabben från Nottarö.

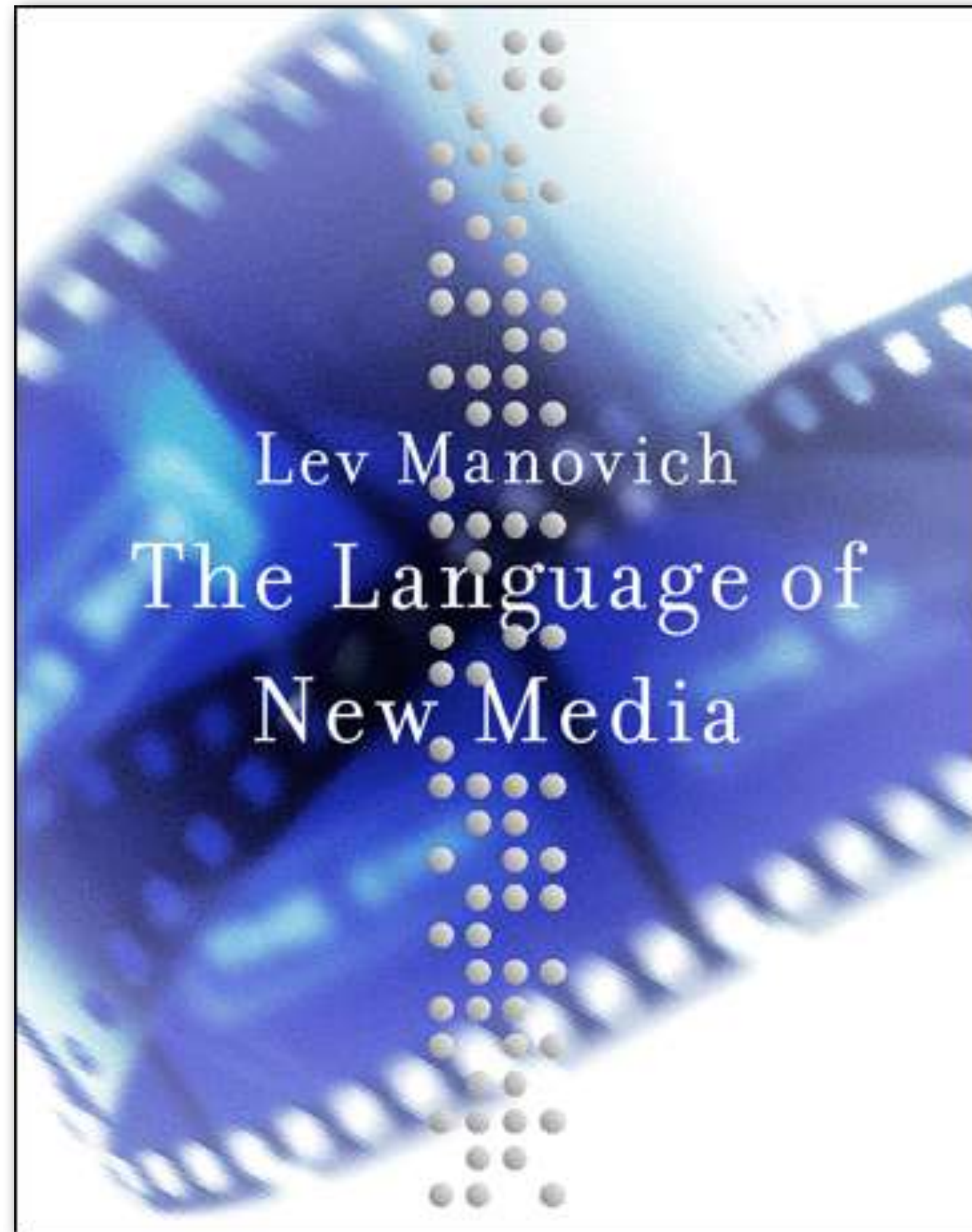


Ett sätt att förstå vad digitalisering handlar om är att jämföra med termen *analog*. Analog elektronik arbetar med kontinuerliga signaler, men det gör inte digital teknik.

Digital elektronik använder istället så kallade *diskreta* spänningsnivåer, oftast i binär form, det vill säga tydligt separerade värden i form av ettor och nollor.

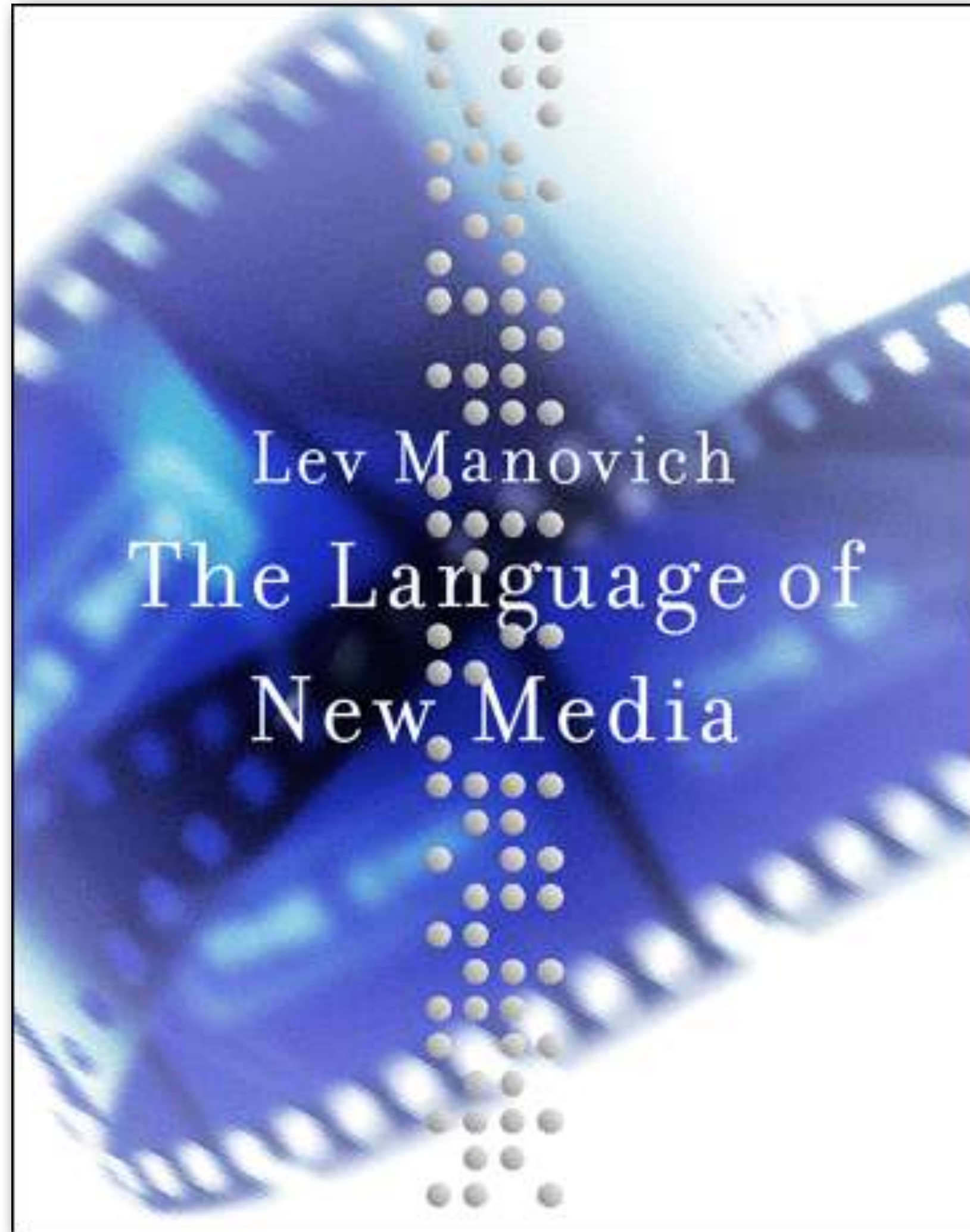
Sådana värden kallas **diskreta** eftersom de är strikt åtskilda från varandra. Information i analog form har alltid en sorts mellanlägen, medan digital information sparas som hela tal med en bestämd noggrannhet.

Medier & datorer – parallella historier



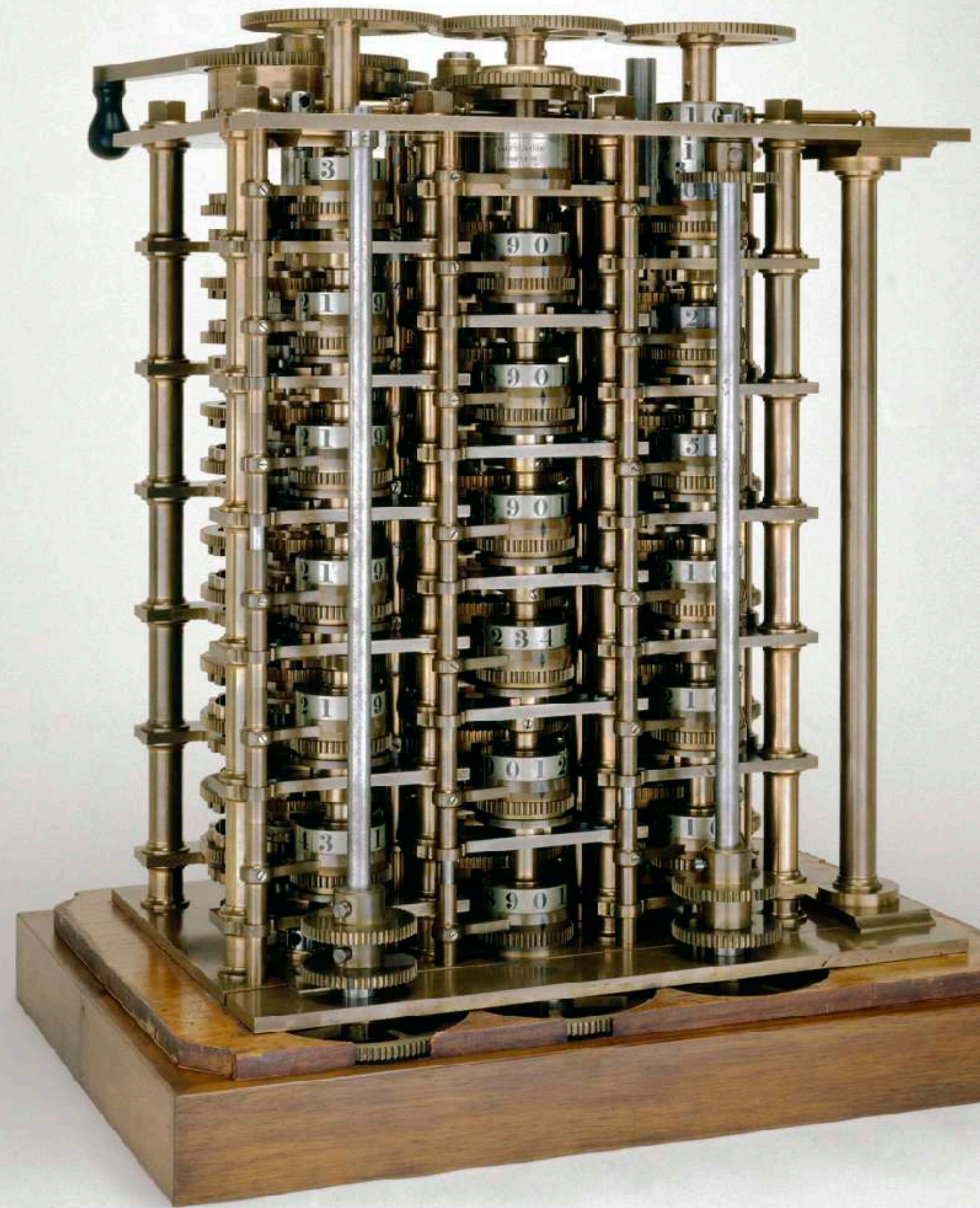
Manovich trycker kring millenieskiftet 2000 på olika digitala utvecklingslinjer bakåt för att förstå "new media" – dvs, en analysmodell som inte blickar framåt.

Medier & datorer – parallella historier



Utgångspunkten tas i 1830-talet hos **Daguerre** (fotografi) och **Babbage** (Analytical engine) för att skissera den **mediala** och **datalogiska utvecklingen** vilka löper parallellt fram till cirka 1970 – varefter de alltmer glider samman.

Datorn framstår därefter alltmer som ett **universalmedium** med förmåga att simulera alla andra medieformer.



ANATOL JOSEPHO



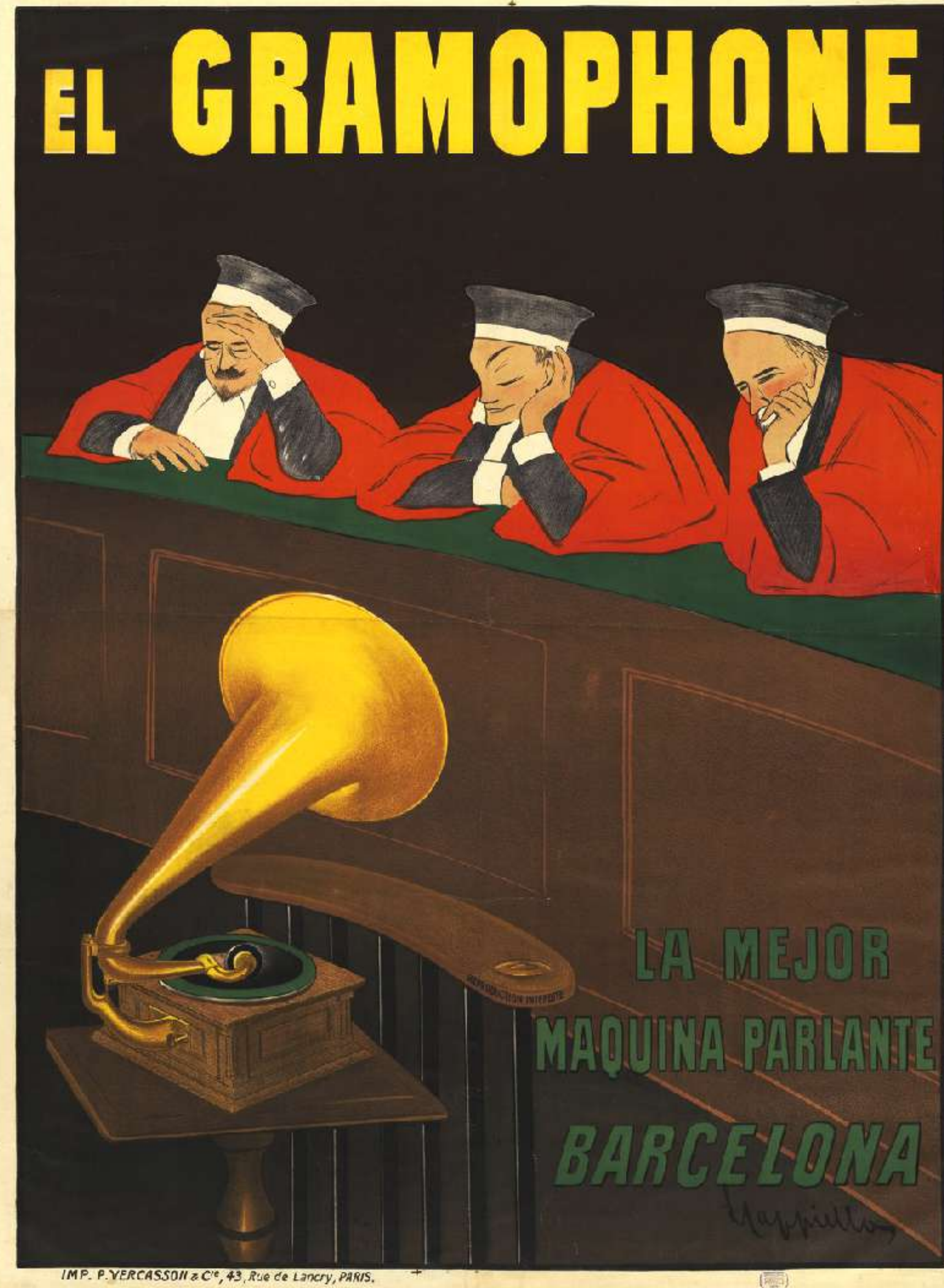
M. D. DOVICH

Olivetti



medier som apparater
vs
medier som innehåll



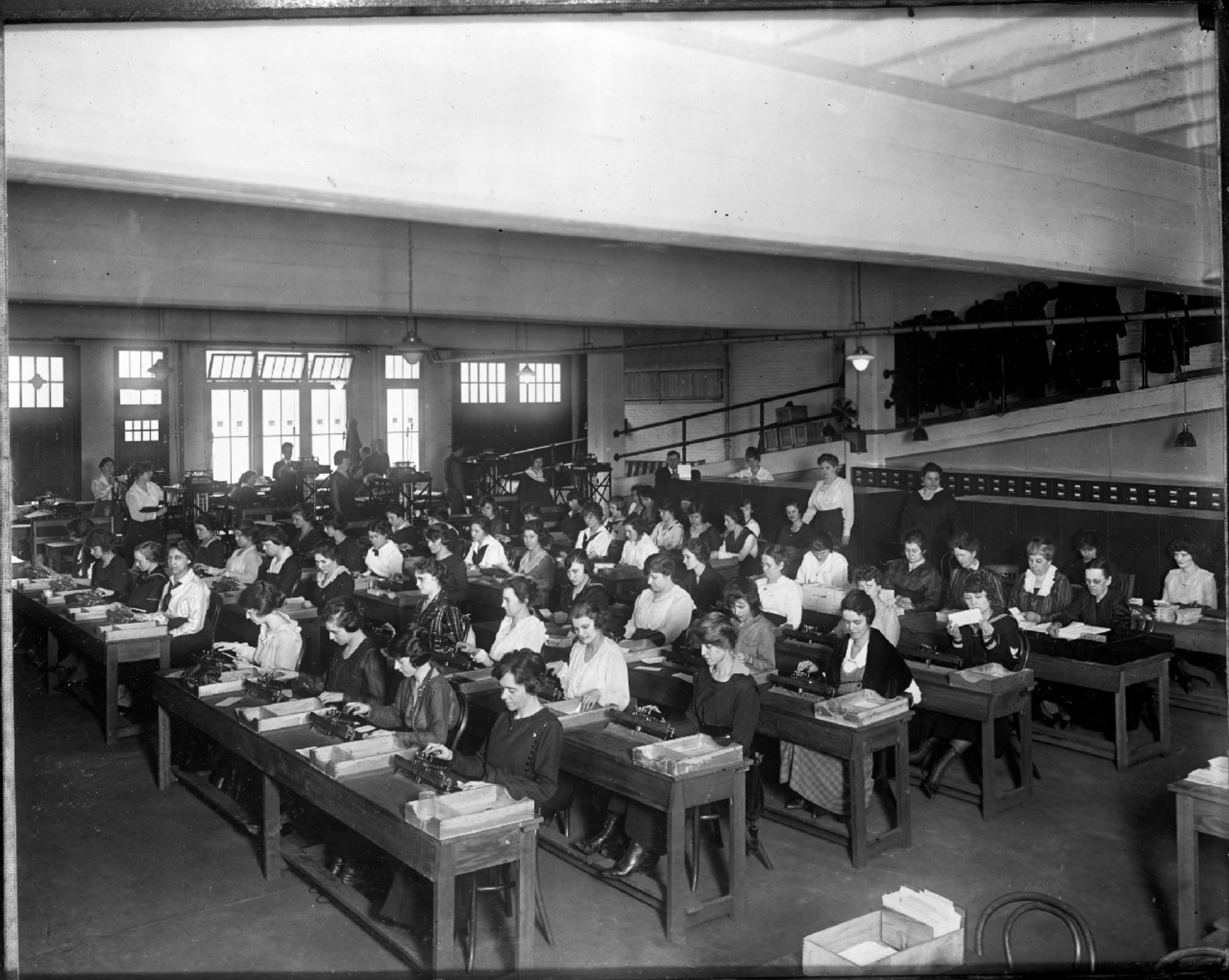


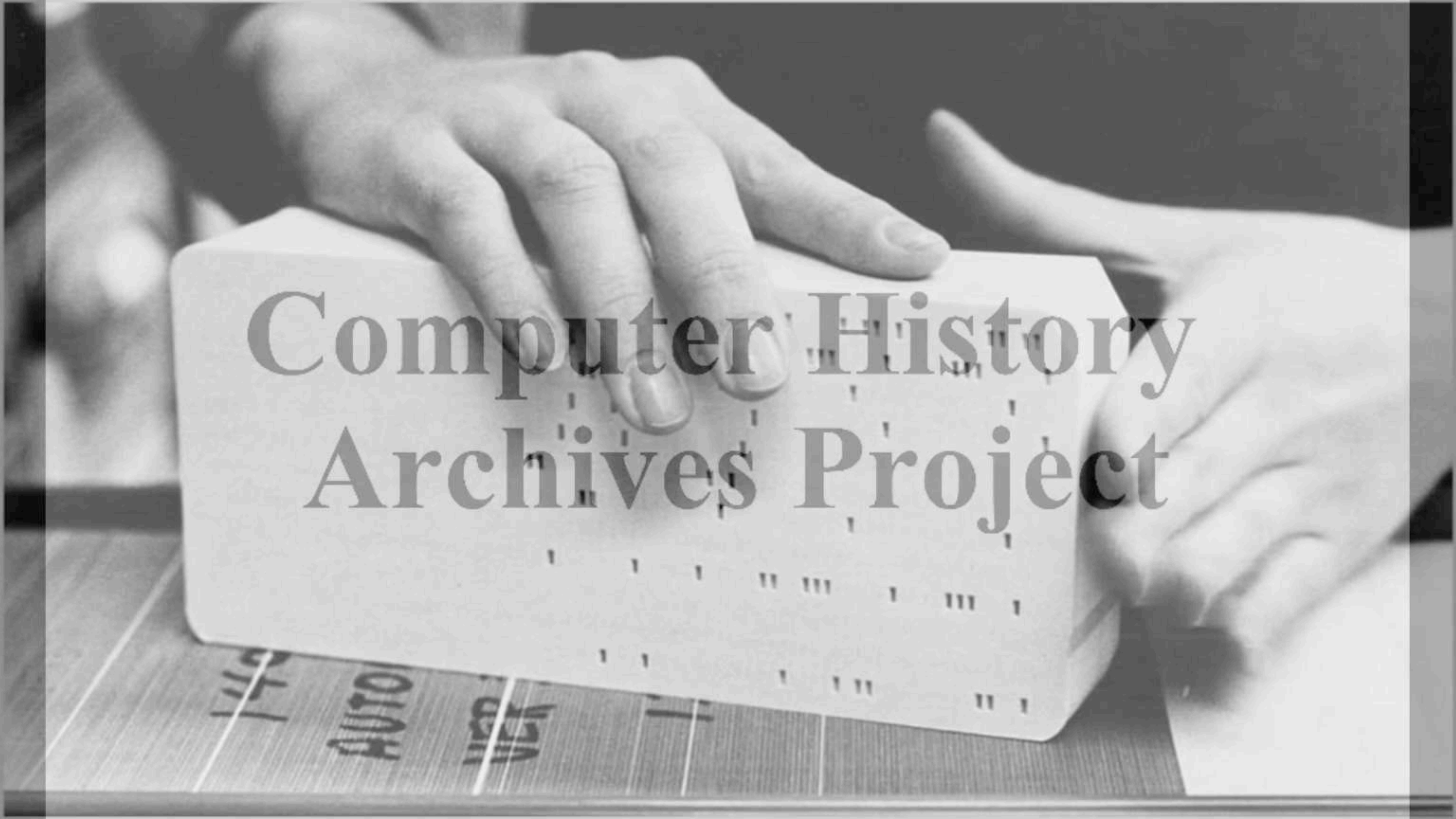
Babbages ofullbordade analysmaskin var tänkt som en automatisk-mekanisk räknemaskin som skulle matas och programstyras med hålkort. Med föregångare i hålkortsstyrda vävstolar från tidigt 1800-tal antyder den en djup historia kopplad till datamaskinens gradvisa framväxt.

Hålkortets historia – det vill säga, en styv perforerad kartongbit använd som datamedium – brukar annars ta sin utgångspunkt i den amerikanske ingenjören Herman Hollerith.

Genom att lagra information på kodade, hålslagna papperskort, hade han på 1880-talet börjat med att konstruera så kallade hålkortsmaskiner, vilka bland annat kom till praktisk användning i 1890 års amerikanska folkräkning.

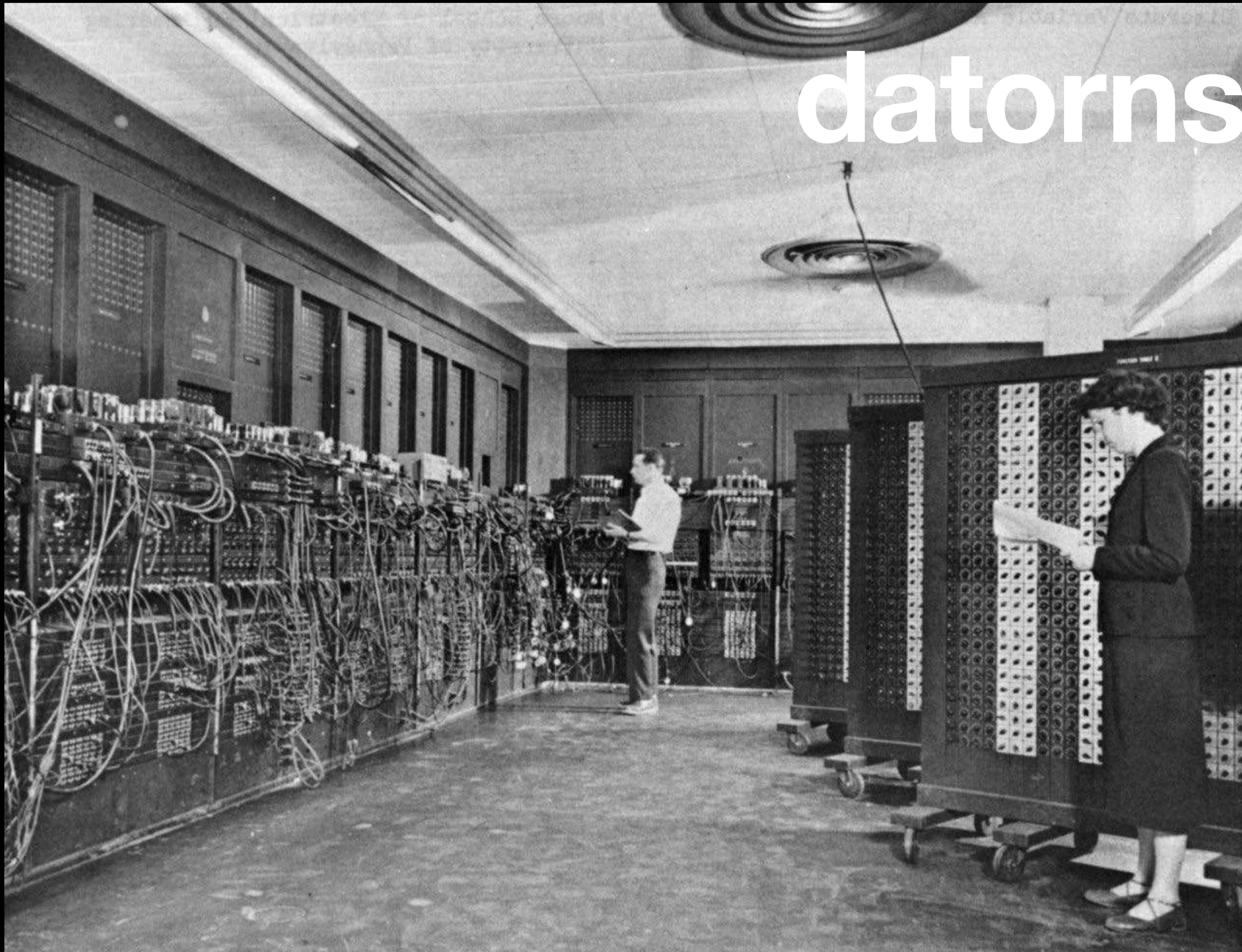
KC 91219 Tabulating Machine Co.





Computer History Archives Project

datorns födelse





ON COMPUTABLE NUMBERS, WITH AN APPLICATION TO
THE ENTSCHEIDUNGSPROBLEM

By A. M. TURING.

[Received 28 May, 1936.—Read 12 November, 1936.]

The "computable" numbers may be described briefly as the real numbers whose expressions as a decimal are calculable by finite means. Although the subject of this paper is ostensibly the computable *numbers*, it is almost equally easy to define and investigate computable functions of an integral variable or a real or computable variable, computable predicates, and so forth. The fundamental problems involved are, however, the same in each case, and I have chosen the computable numbers for explicit treatment as involving the least cumbersome technique. I hope shortly to give an account of the relations of the computable numbers, functions, and so forth to one another. This will include a development of the theory of functions of a real variable expressed in terms of computable numbers. According to my definition, a number is computable if its decimal can be written down by a machine.

In §§ 9, 10 I give some arguments with the intention of showing that the computable numbers include all numbers which could naturally be regarded as computable. In particular, I show that certain large classes of numbers are computable. They include, for instance, the real parts of all algebraic numbers, the real parts of the zeros of the Bessel functions, the numbers π , e , etc. The computable numbers do not, however, include all definable numbers, and an example is given of a definable number which is not computable.

Although the class of computable numbers is so great, and in many ways similar to the class of real numbers, it is nevertheless enumerable. In § 8 I examine certain arguments which would seem to prove the contrary. By the correct application of one of these arguments, conclusions are reached which are superficially similar to those of Gödel†. These results

† Gödel, "Über formal unentscheidbare Sätze der Principia Mathematica und verwandter Systeme, I", *Monatshefte Math. Phys.*, 38 (1931), 173–198.

I "On Computable Numbers" formulerar Turing **den teoretiska grunden för all modern datateknik** – i form av en hypotes. Turings bidrag till matematikens teori är, i korthet, en kombination av mekanik och talteori – "shockingly industrial", enligt samtidens Cambridgematematiker.

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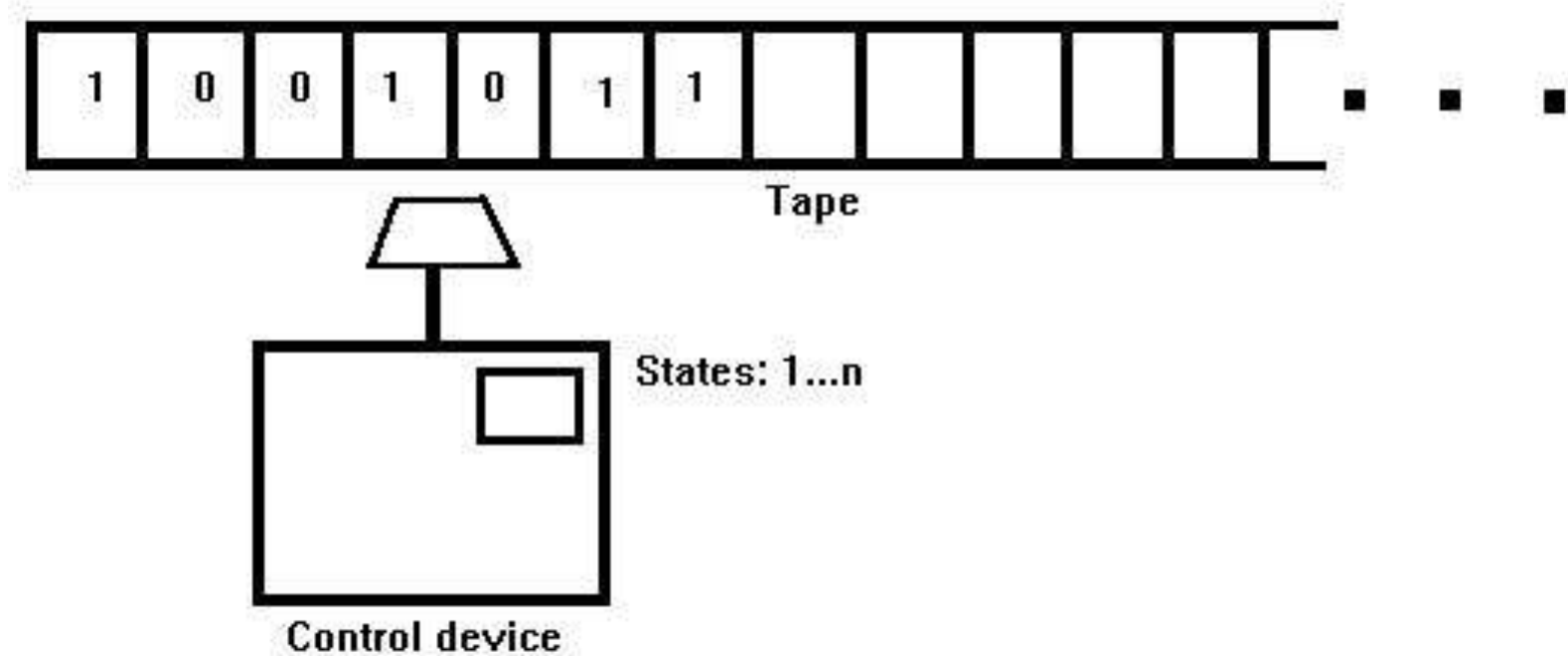
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† Gödel, "Über formal unentscheidbare Sätze der Principia Mathematica und verwandter Systeme, I", *Monatshefte Math. Phys.*, 38 (1931), 173–198.

I artikeln definierade han en abstrakt maskin, senare kallad **Turingmaskin**, som han förmodade kunde utföra varje räkneoperation som en människa eller en maskin var kapabel att hitta på.

Turing tänkte sig en helt abstrakt maskin – Turingmaskinen – vars låda kunde läsa och skriva på en tänkt remsa indelad i rutor. I varje ruta skrevs antingen **1** eller **0**, eller så kunde rutan förbli blank. Turingmaskinen var alltså helt rudimentär, men utgjorde likafullt prototypen för den moderna datorn.





COMPUTING MACHINERY AND INTELLIGENCE

By A. M. TURING

1. *The Imitation Game.*

I propose to consider the question, 'Can machines think?' This should begin with definitions of the meaning of the terms 'machine' and 'think'. The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words 'machine' and 'think' are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning and the answer to the question, 'Can machines think?' is to be sought in a statistical survey such as a Gallup poll. But this is absurd. Instead of attempting such a definition I shall replace the question by another, which is closely related to it and is expressed in relatively unambiguous words.

The new form of the problem can be described in terms of a game which we call the 'imitation game'. It is played with three people, a man (A), a woman (B), and an interrogator (C) who may be of either sex. The interrogator stays in a room apart from the other two. The object of the game for the interrogator is to determine which of the other two is the man and which is the woman. He knows them by labels X and Y, and at the end of the game he says either 'X is A and Y is B' or 'X is B and Y is A'. The interrogator is allowed to put questions to A and B thus:

C: Will X please tell me the length of his or her hair?

Now suppose X is actually A, then A must answer. It is A's



COMPUTING MACHINERY AND INTELLIGENCE

By A. M. TURING

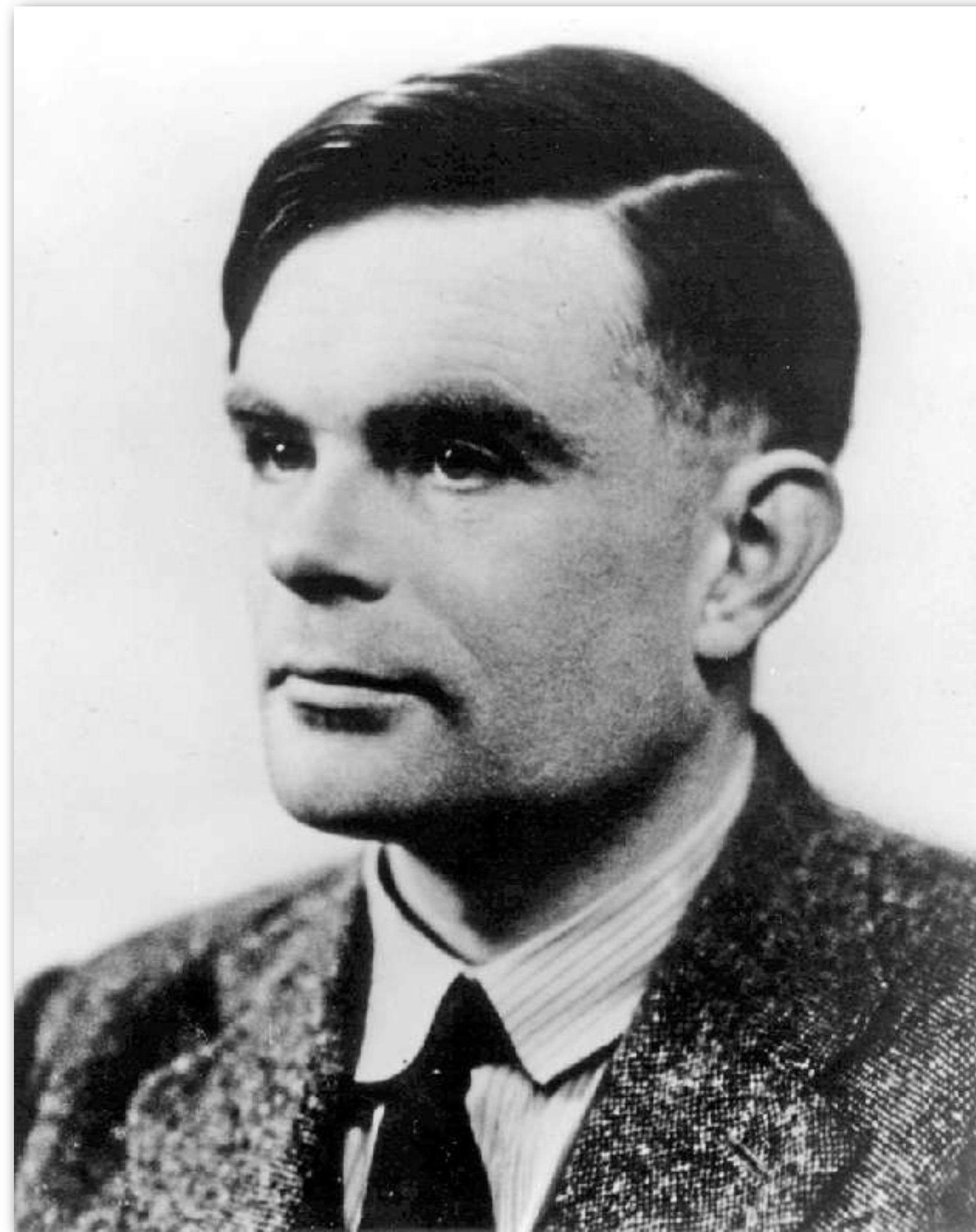
1. *The Imitation Game.*

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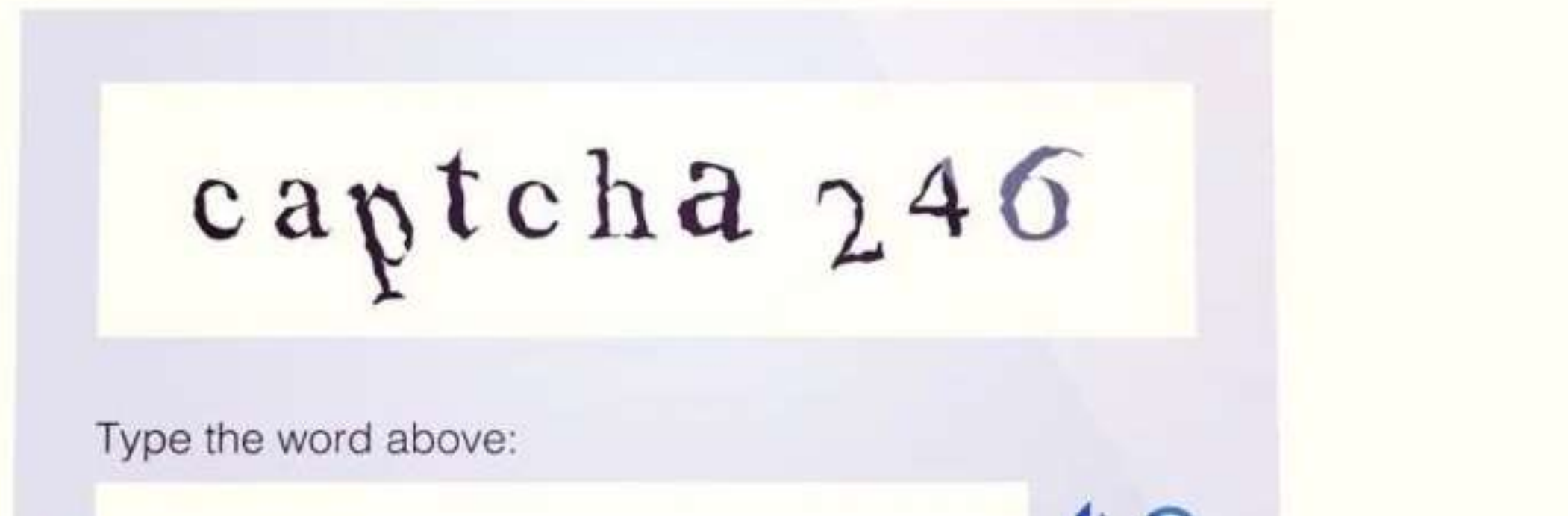
C: Will X please tell me the length of his or her hair?

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"It is not altogether unreasonable to describe digital computers as brains [...] I think it is probable for instance that at the end of the century it will be possible to programme a machine to answer questions in such a way that it will be extremely difficult to guess whether the answers are being given by a man or by the machine."

BBC-föredrag 1951, "Can Digital Computers Think?"



"Completely Automated Public Turing test to tell Computers and Humans Apart"



Chatbots – som ELIZA (1966) "one of the first programs capable of attempting the Turing test."

"ELIZA is a natural language conversation program described by Joseph Weizenbaum in January 1966. It features the dialog between a human user and a computer program representing a mock Rogerian psychotherapist."

Den österrikiske konstnären Norbert Landsteiner har återskapat ELIZA.

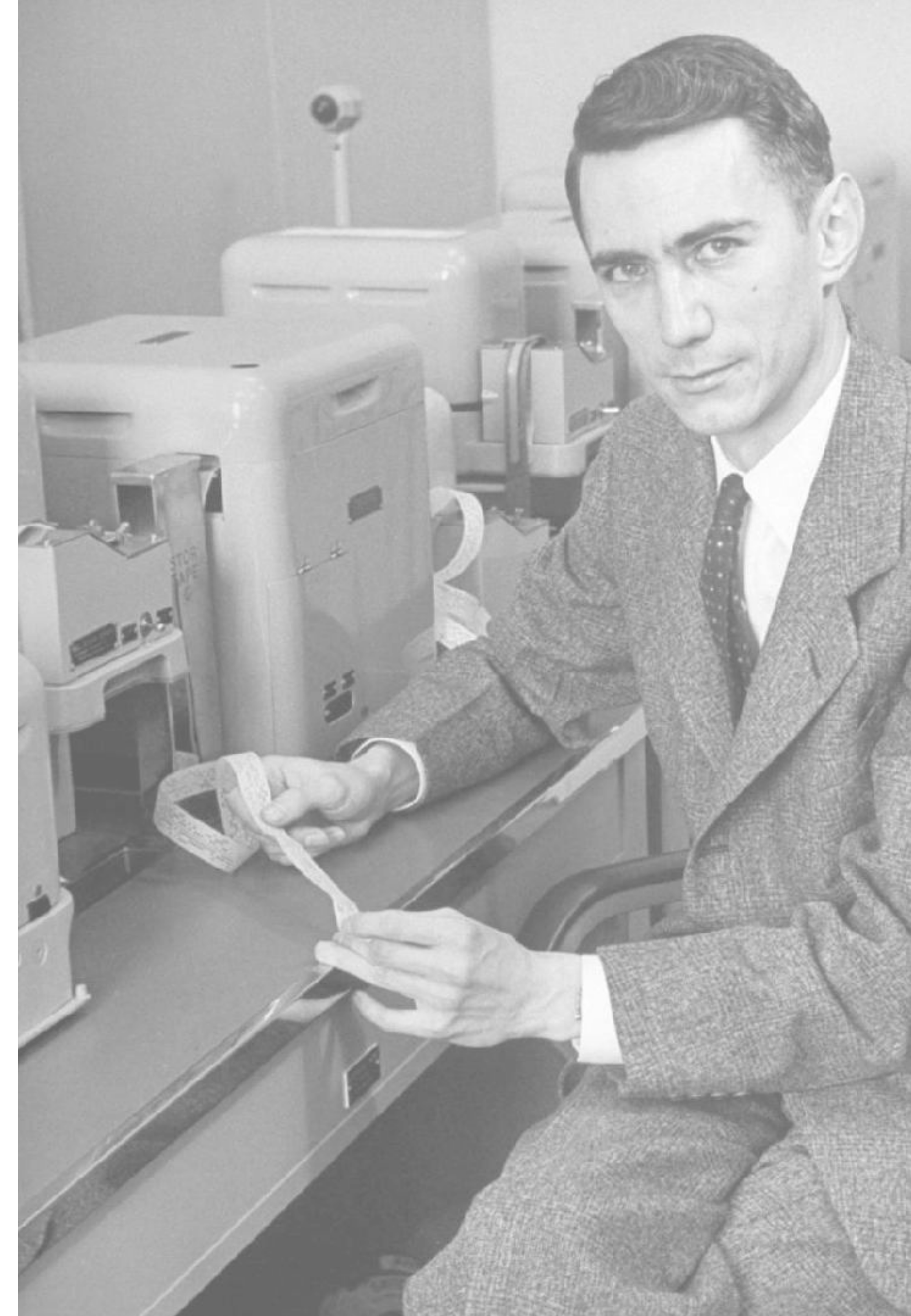
E.L.I.Z.A. Talking



<https://www.masswerk.at/eliza/>

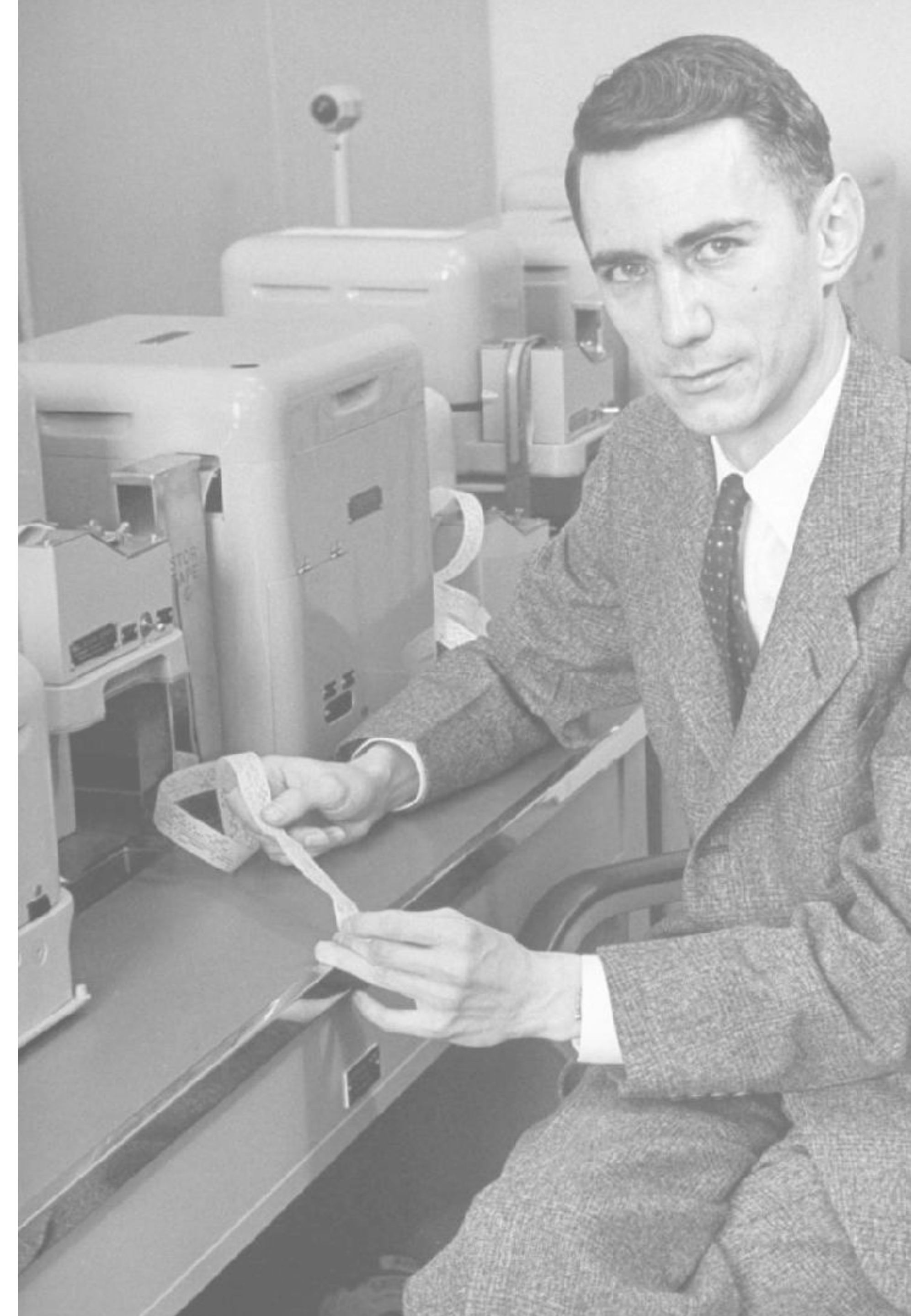
Claude Shannon

Shannon betraktas ofta som en genial och egensinnig **datapionjär**. Som elektronikstudent under 1930-talet var han bland annat assistent åt Vannevar Bush på MIT där han och andra konstruerade en analog, mekanisk dator.



Claude Shannon

Det var också då Shannon skrev magisteruppsatsen, "A Symbolic Analysis of Relay and Switching Circuits" (1937), i vilken han kombinerade **boolsk algebra med rigorös elektronisk logik**, ett koncept som alltsedan dess ligger till grund för det mesta inom elektronisk datadesign. Studentuppsatsen omtalas ibland som den viktigaste och kanske mest berömda under hela 1900-talet.



1. BOOLESK ALGEBRA

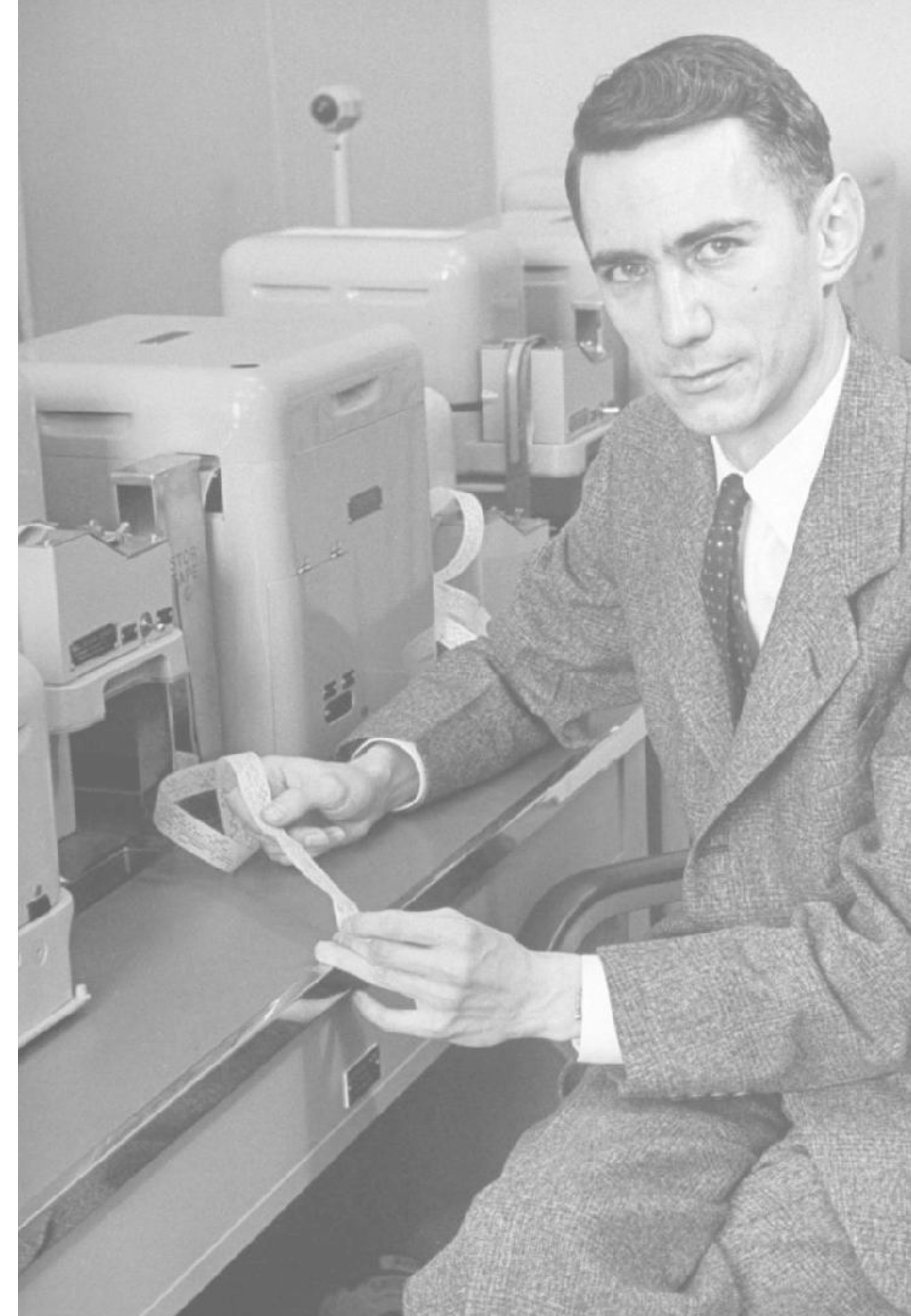
Grunden för boolesk räkning är följande två räknetabeller:

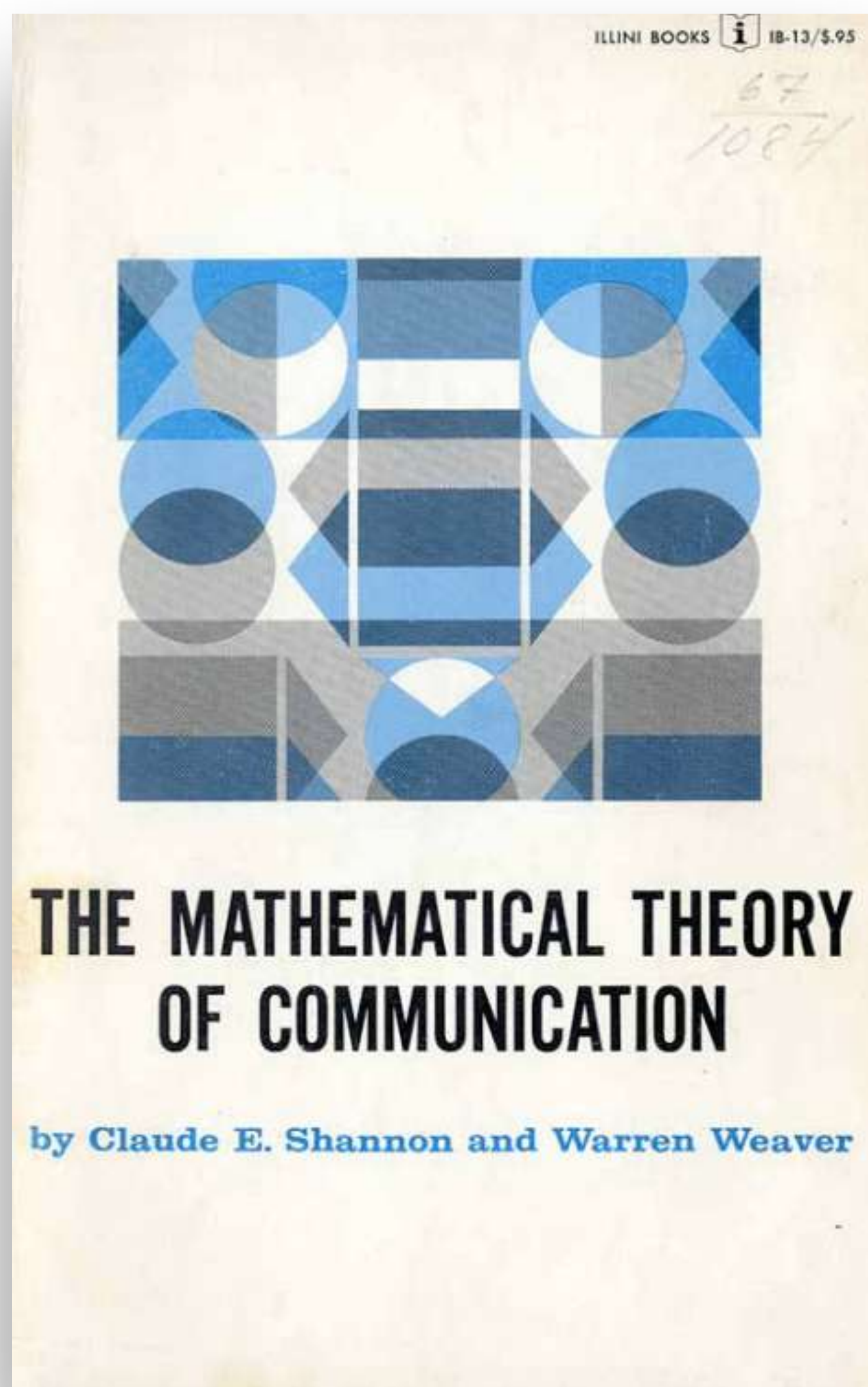
$$\begin{array}{c|cc} + & 0 & 1 \\ \hline 0 & 0 & 1 \\ 1 & 1 & 1 \end{array} \quad ; \quad \begin{array}{c|cc} \cdot & 0 & 1 \\ \hline 0 & 0 & 0 \\ 1 & 0 & 1 \end{array} \quad ; \text{ samt } \begin{cases} \bar{1} = 1 - 1 = 0 \\ \bar{0} = 1 - 0 = 1 \end{cases}$$

De fungerar som vanlig addition och multiplikation sånär som på att alla icke-noll-värden representeras av 1. Värdena 0 och 1 kan tolkas som “falskt” och “sant”, varvid $+$ motsvarar “eller” (OR) och $\cdot$ motsvarar “och” (AND). Komplement, $\bar{x}$, motsvarar “icke” (NOT).

Shannon började under andra världskriget att använda termen **bit** – en förkortning för **binary digit** – som informativ måttenhet.

I Shannons tappning blev en *bit* till en enhet för den information som ett utfall av en slumpmässig händelse genererade: "**a unit for measuring information**".





34

The Mathematical Theory of Communication

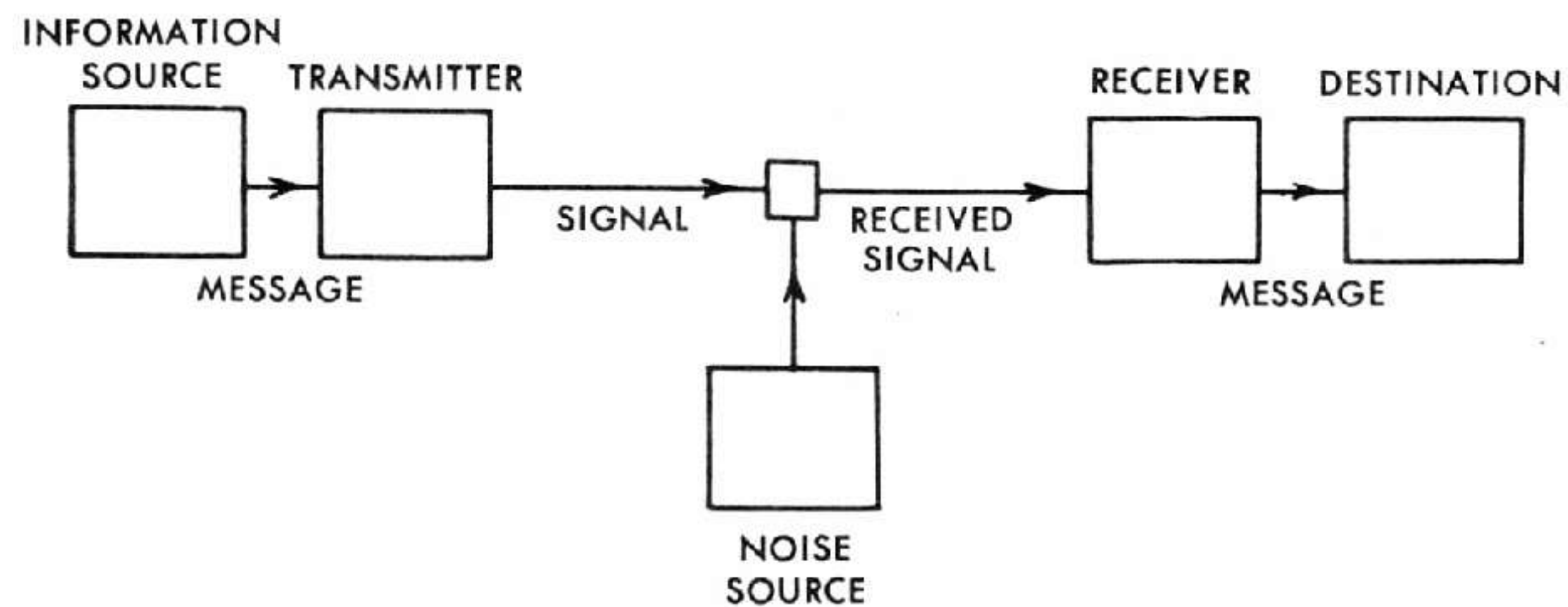
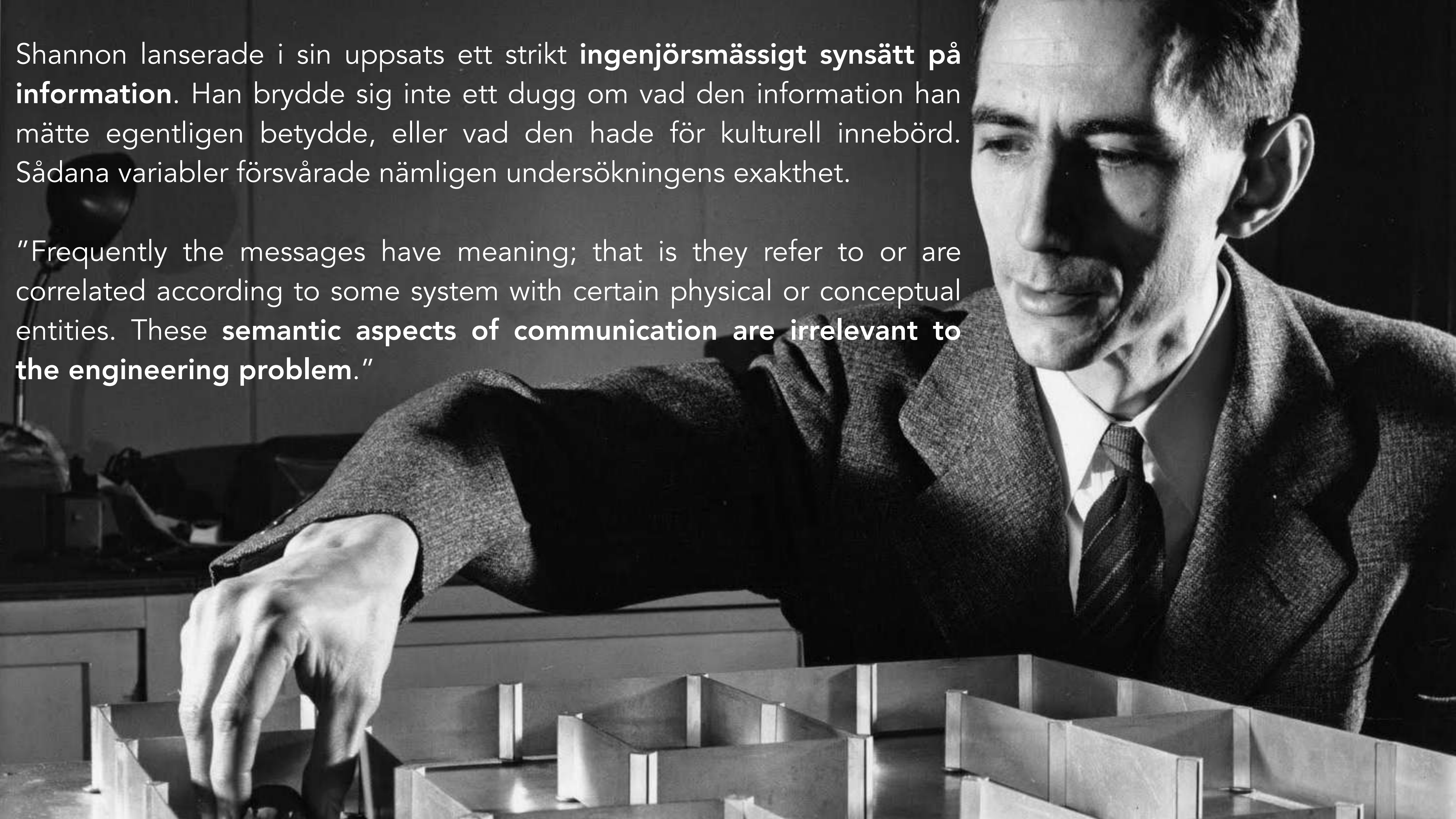
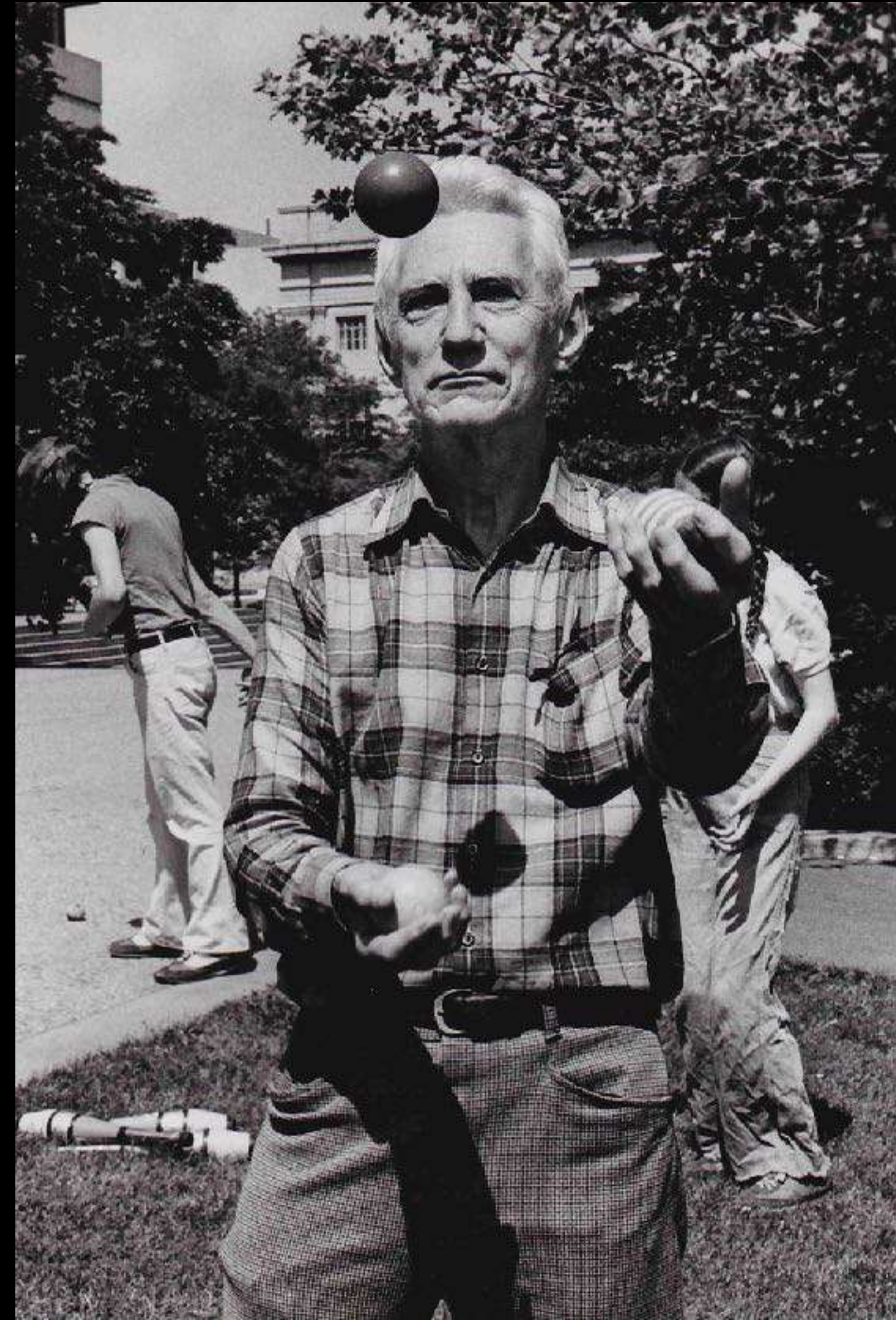
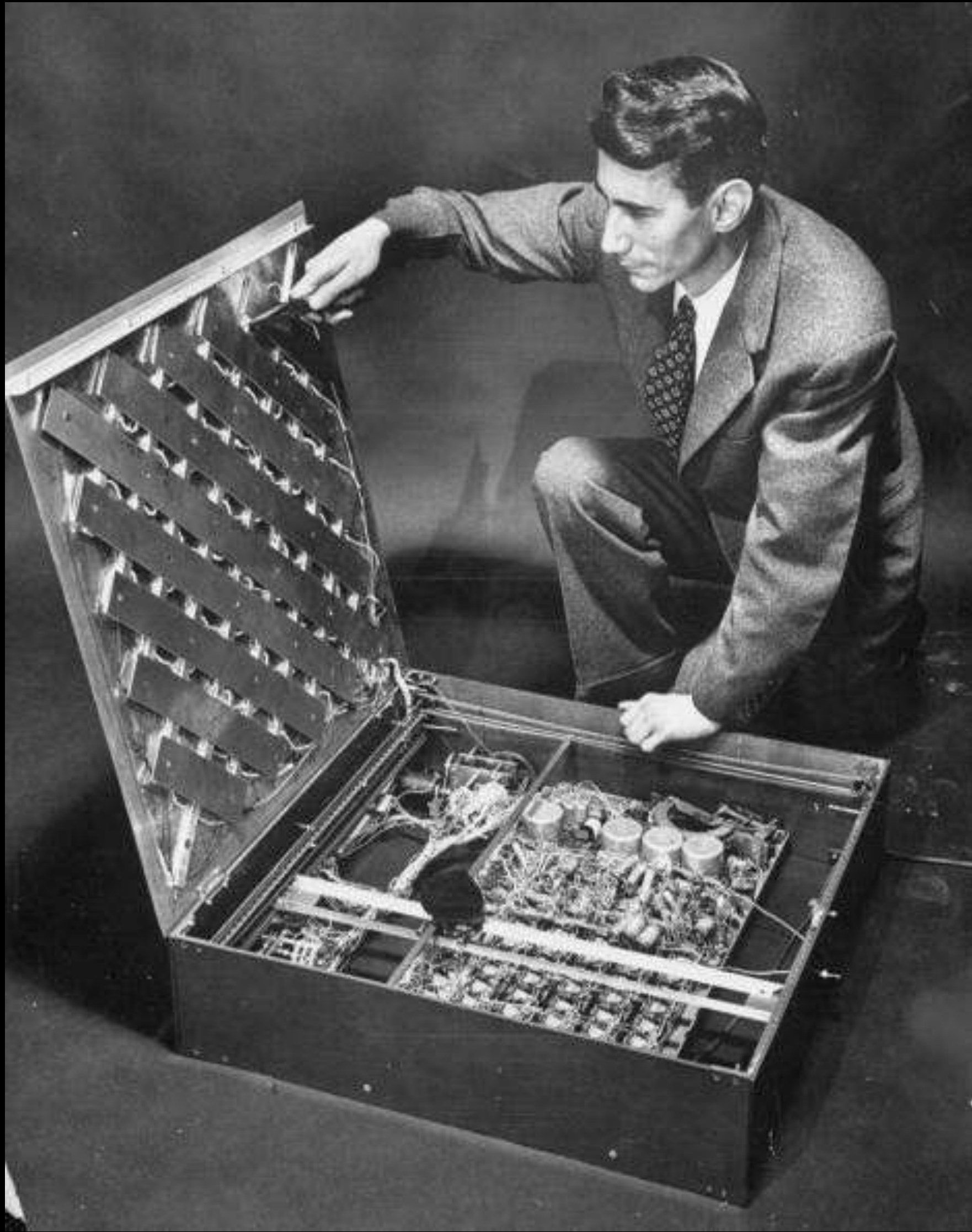


Fig. 1. — Schematic diagram of a general communication system.

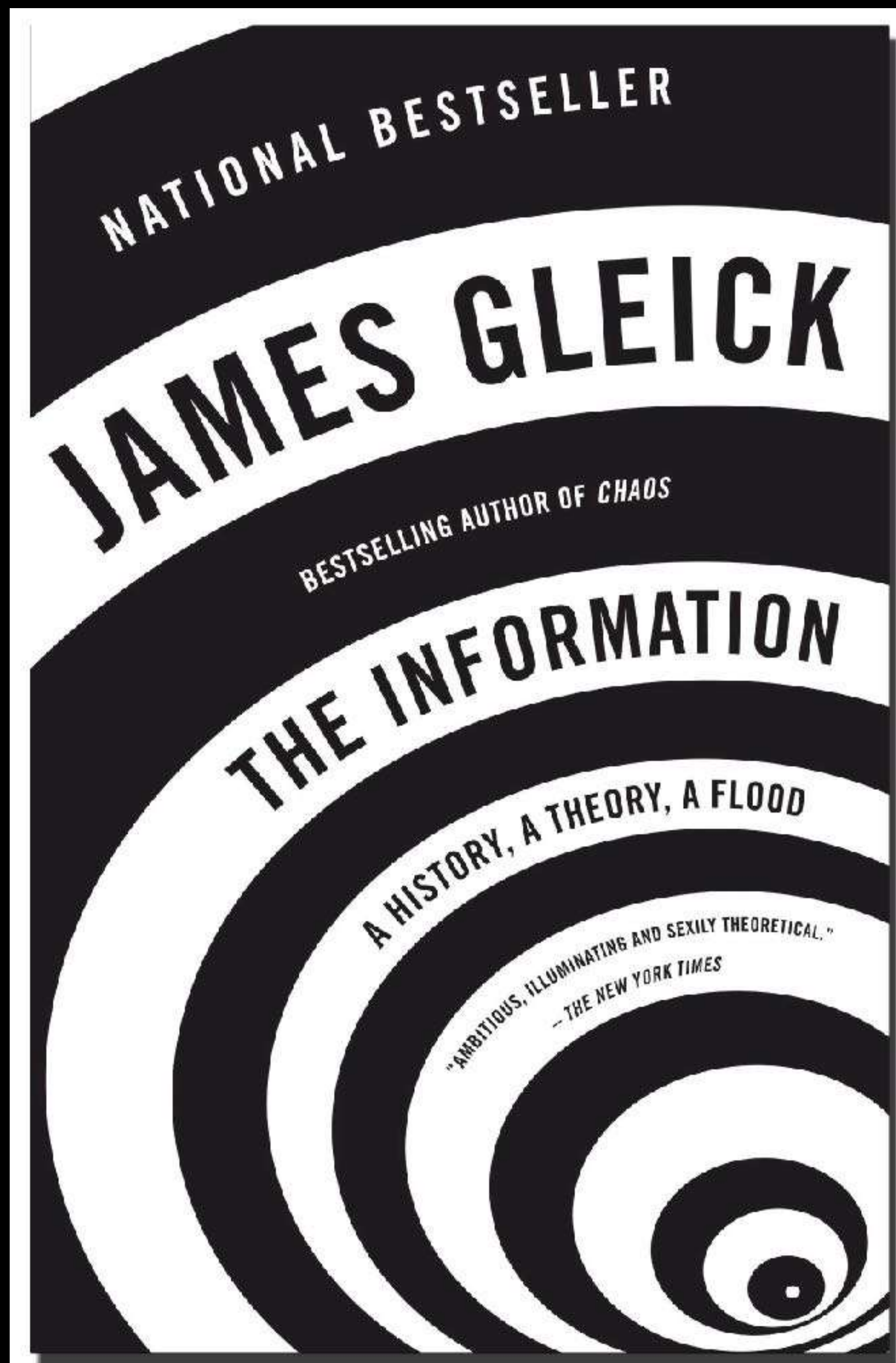
Shannon lanserade i sin uppsats ett strikt **ingenjörsmässigt synsätt på information**. Han brydde sig inte ett dugg om vad den information han mätte egentligen betydde, eller vad den hade för kulturell innebörd. Sådana variabler försvårade nämligen undersökningens exakthet.

"Frequently the messages have meaning; that is they refer to or are correlated according to some system with certain physical or conceptual entities. These **semantic aspects of communication are irrelevant to the engineering problem.**"









NATIONAL BESTSELLER

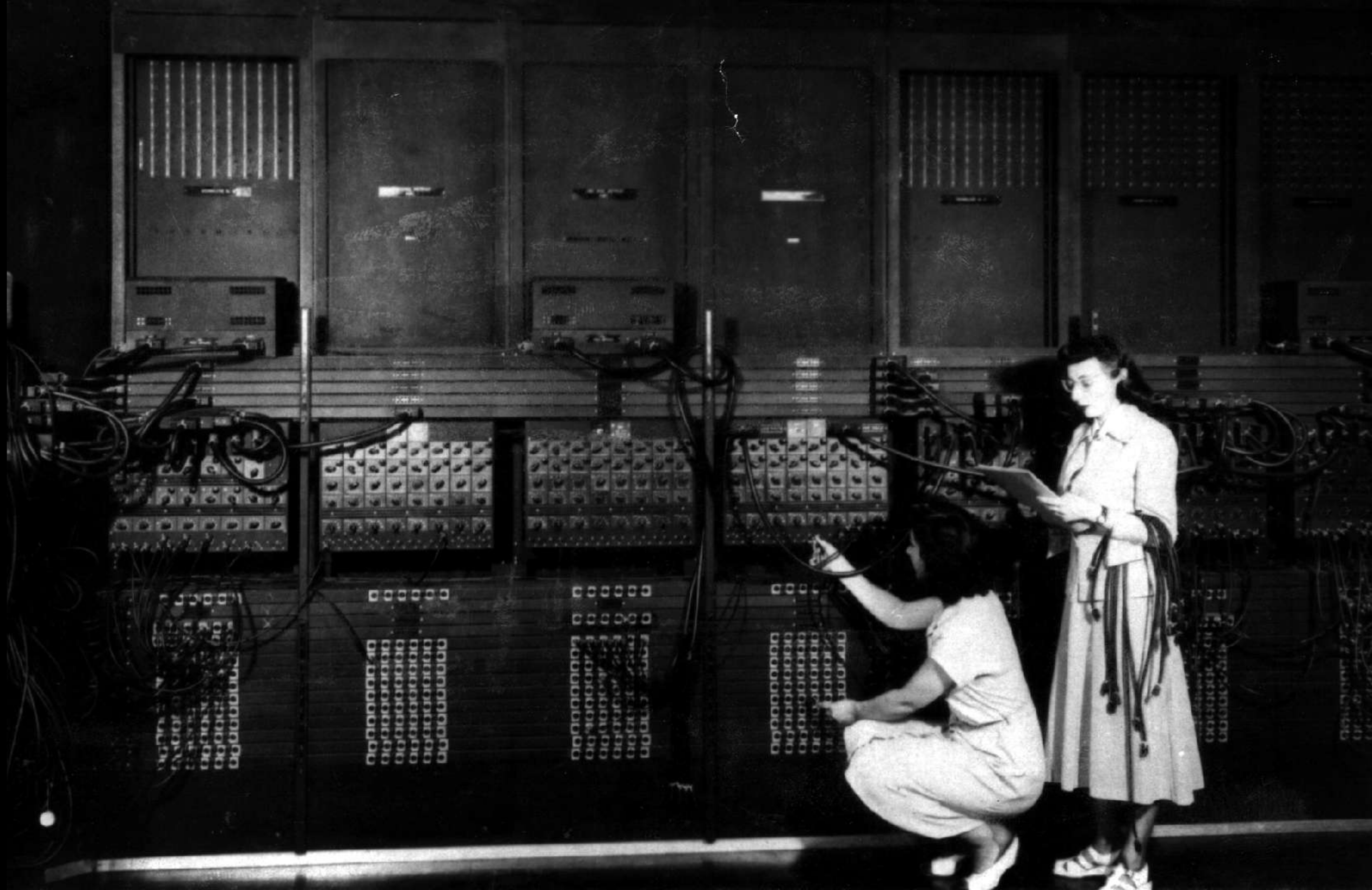
JAMES GLEICK

BESTSELLING AUTHOR OF *CHAOS*

THE INFORMATION

A HISTORY, A THEORY, A FLOOD

"AMBITIOUS, ILLUMINATING AND SEXILY THEORETICAL."
— THE NEW YORK TIMES



First Draft of a Report on the EDVAC

by

John von Neumann

Contract No. W-670-ORD-4926

Between the

United States Army Ordnance Department

and the

University of Pennsylvania

Moore School of Electrical Engineering
University of Pennsylvania

June 30, 1945

1.0 DEFINITIONS

1.1	Automatic digital computing systems	1
1.2	Exact description of the functions of such a system	1
1.3	Distinctions within the numerical material produced by such a system	1
1.4	Checking and correcting malfunctions (errors), automatic possibilities	1

2.0 MAIN SUBDIVISIONS OF THE SYSTEM

2.1	Need for subdivisions	1
2.2	First: Central arithmetic part: CA	1
2.3	Second: Central control part: CC	2
2.4	Third: Various forms of memory required: (a)-(h)	2
2.5	Third: (Cont.) Memory: M	3
2.6	CC, CA (together: C), M are together the associative part. Afferent and efferent parts: Input and output, mediating the contact with the outside. Outside recording medium: R	3
2.7	Fourth: Input: I	3
2.8	Fifth: Output: O	3
2.9	Comparison of M and R, considering (a)-(h) in 2.4	3

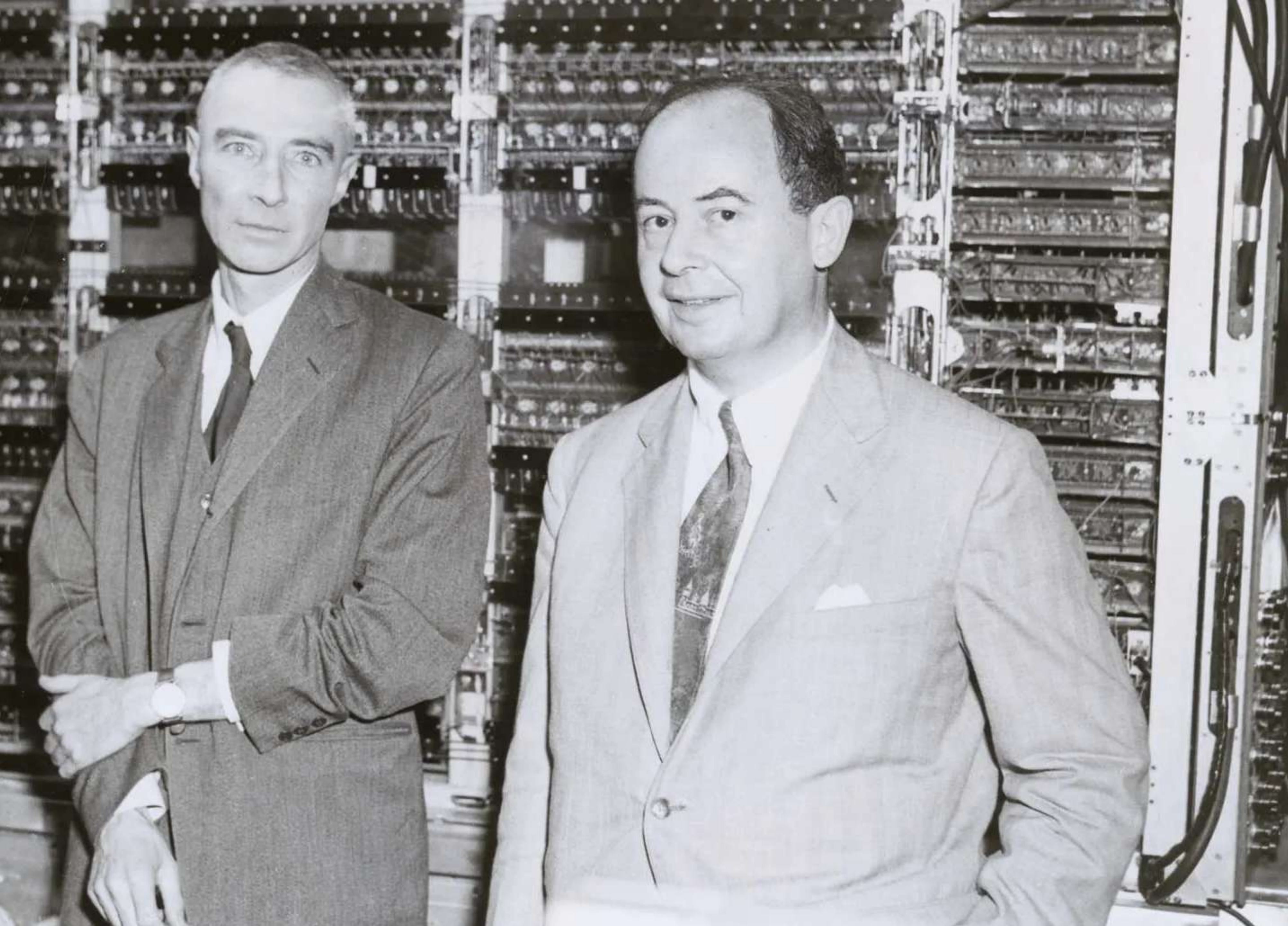
3.0 PROCEDURE OF DISCUSSION

3.1	Program: Discussion of all divisions (specific parts) enumerated in 2, together with the essential decisions	4
3.2	Need for "Zigzag" discussion of the specific parts	4
3.3	Automatic checking of errors	4

4.0 ELEMENTS, SYNCHRONISM NEURON ANALOGY

4.1	Role of relay-like elements. Example. Role of synchronism	4
4.2	Neurons, synapses, excitatory and inhibitory types	5
4.3	Desirability of using vacuum tubes of the conventional radio tube type	5







John von Neumann

Utvecklandet av så kallad **von-Neumann-arkitektur** i form av en modell för hur en dator praktiskt fungerar – till skillnad från Turings hypotetiska maskin – som under nästan ett halvt sekel utgjorde grunden för all datarkitektur.

Datorn skulle för det första vara **programmeringsbar**, inte hårdkodad som tidigare via fysiska kopplingar och reläer. För det andra skulle **data och program båda lagras i datorns minne** – för att kunna återanvändas i olika sammanhang för olika uppgifter.



På ett generellt plan har det funnits tre sätt att beskriva informationssamhällets framväxt, och datorns eller datoriseringens historia.

För det första existerar det en teknisk och vetenskaplig berättelse kring vakuumrör, reläer och transistorer – vilken sedermera uppgraderas till att handla mer om mjukvara och algoritmer.

Långt mer populär är datorns ekonomiska historia; en berättelse om rikedom och förmögenheter som vinnns – och förloras – med försäljning och marknadsföring av datorn och dess programvara som ständig ledstjärna.

1	1	3	0	2	4	10	On	S	A	C	E	a	c	e	g		EB	SB	Ch	Sy	U	Sh	Hk	Br	Rm
2	2	4	1	3	E	15	Off	IS	B	D	F	b	d	f	h		SY	X	Fp	Cn	R	X	Al	Cg	Kg
3	0	0	0	0	W	20			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A	1	1	1	1	0	25	A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
B	2	2	2	2	5	30	B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
C	3	3	3	3	0	3	C	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
D	4	4	4	4	1	4	D	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
E	5	5	5	5	2		E	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
F	6	6	6	6	A	D	F	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Q	7	7	7	7	B	E	Q	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
H	8	8	8	8	a	F	H	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
I	9	9	9	9	b	c	I	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9



Slutligen finns det en mer visionär datorhistoria med fokus på innovationer och datalogiskt nytänk, ett slags datorns idéhistoria.

Ted Nelson

COMPUTER LIB

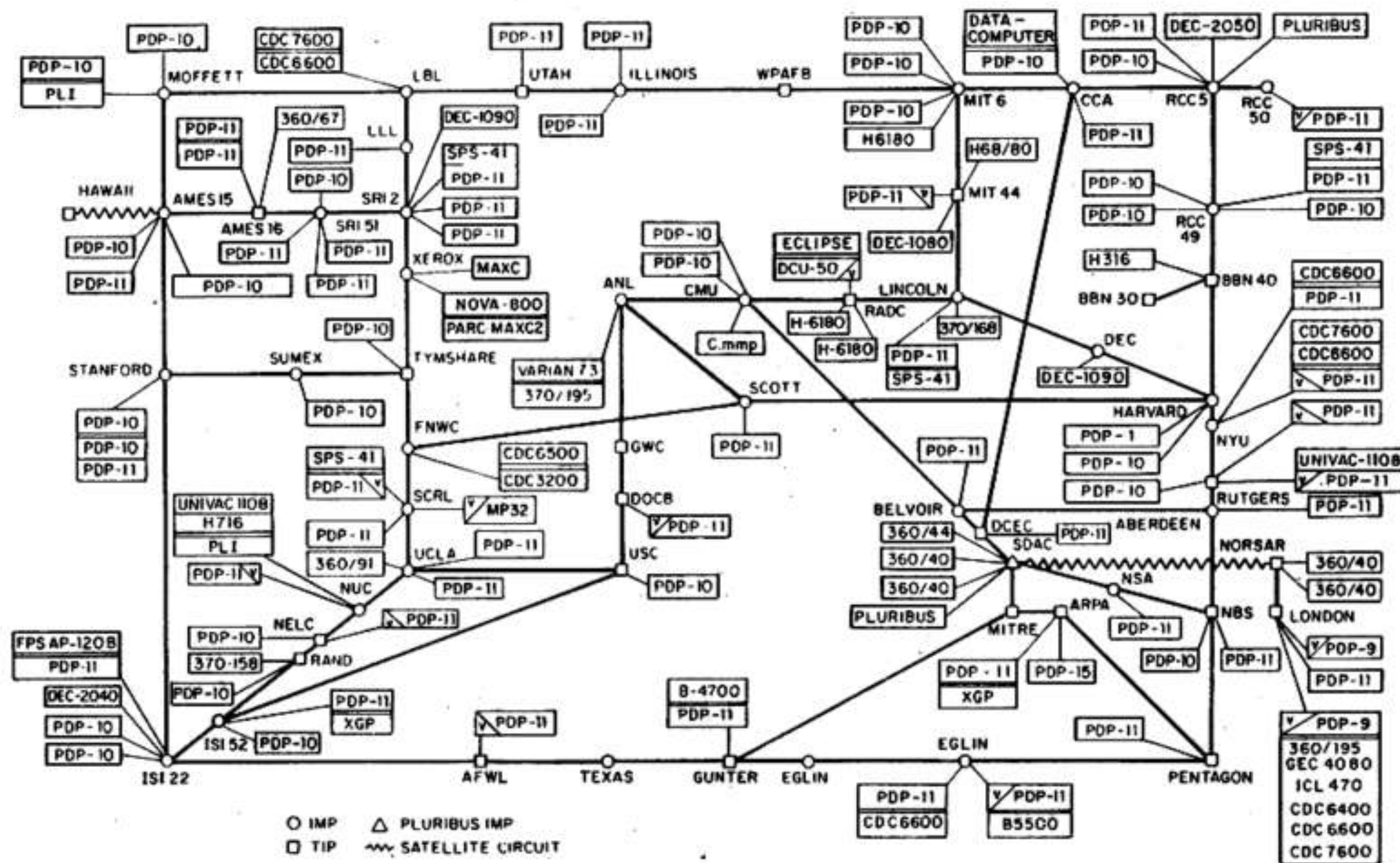
**"You can and must
understand computers NOW"**

Ted Nelson, 1974



datorn & nätverket

ARPANET LOGICAL MAP, MARCH 1977



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE MOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)

1957





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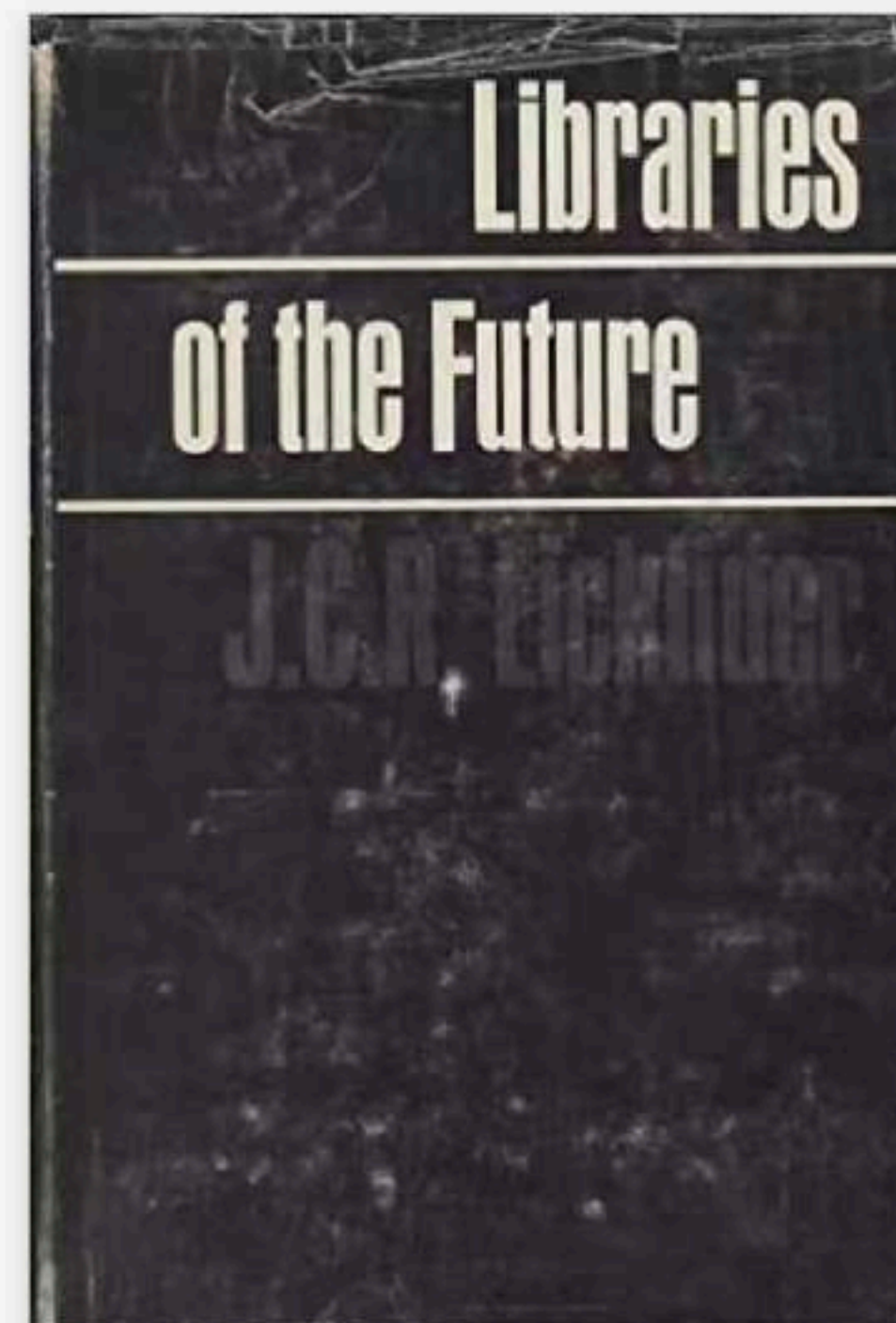


INTERNET HALL of FAME PIONEER

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Libraries of the Future

By J. C. R. Licklider

219 pp.,

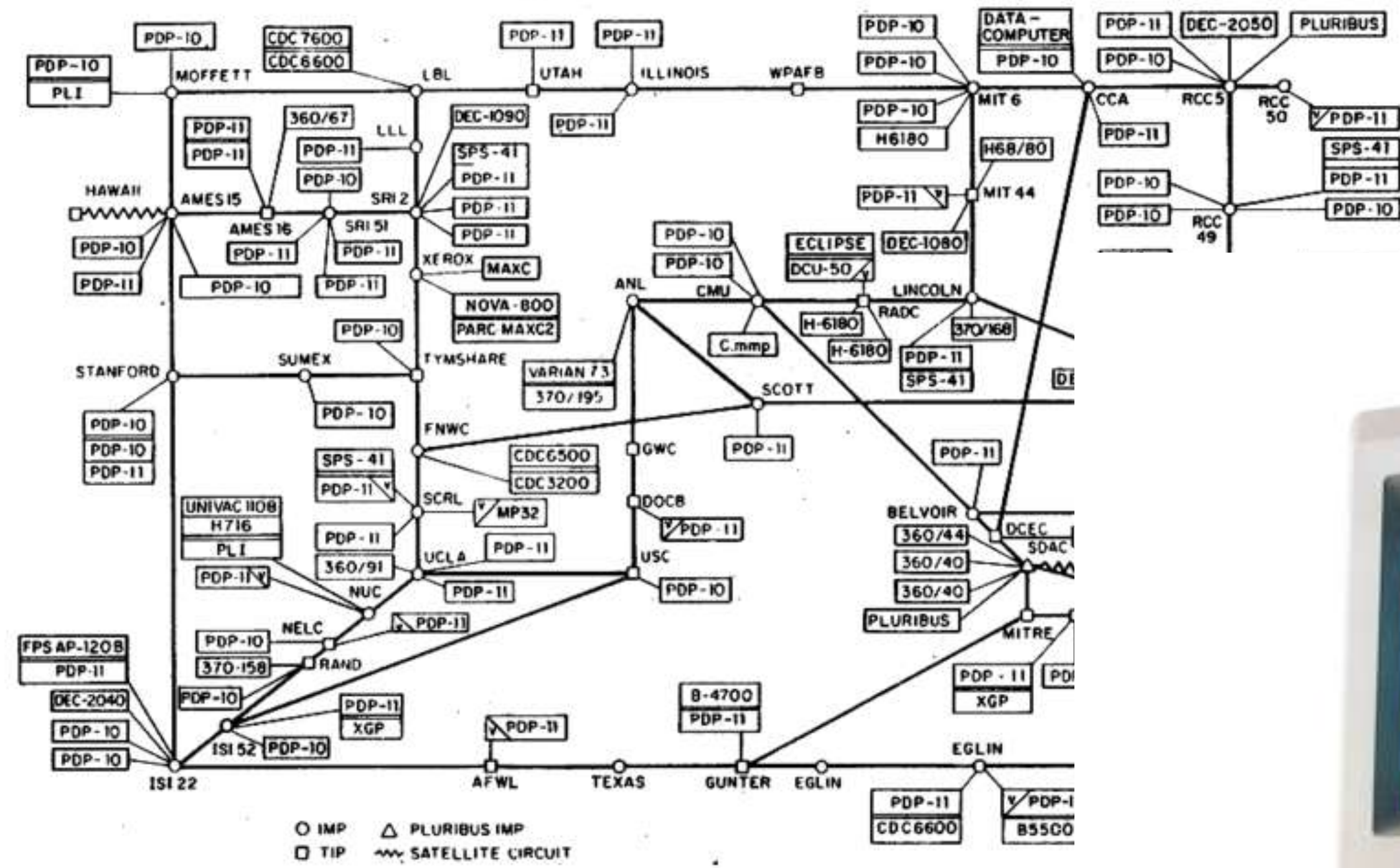
Hardcover

ISBN: 9780262120166

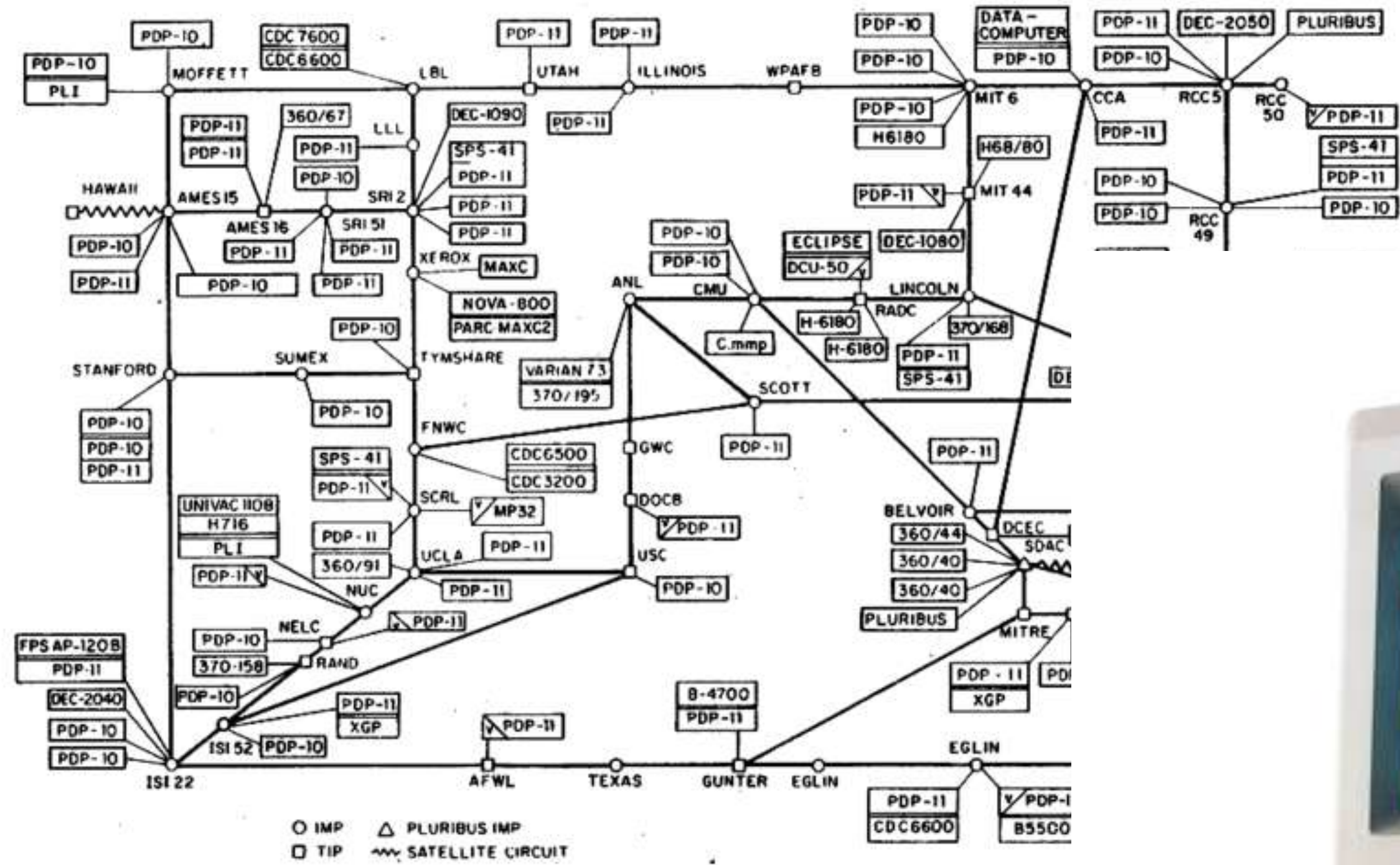
Published: March 15, 1965

Out of print

ARPANET LOGICAL MAP, MARCH 1977



ARPANET LOGICAL MAP, MARCH 1977



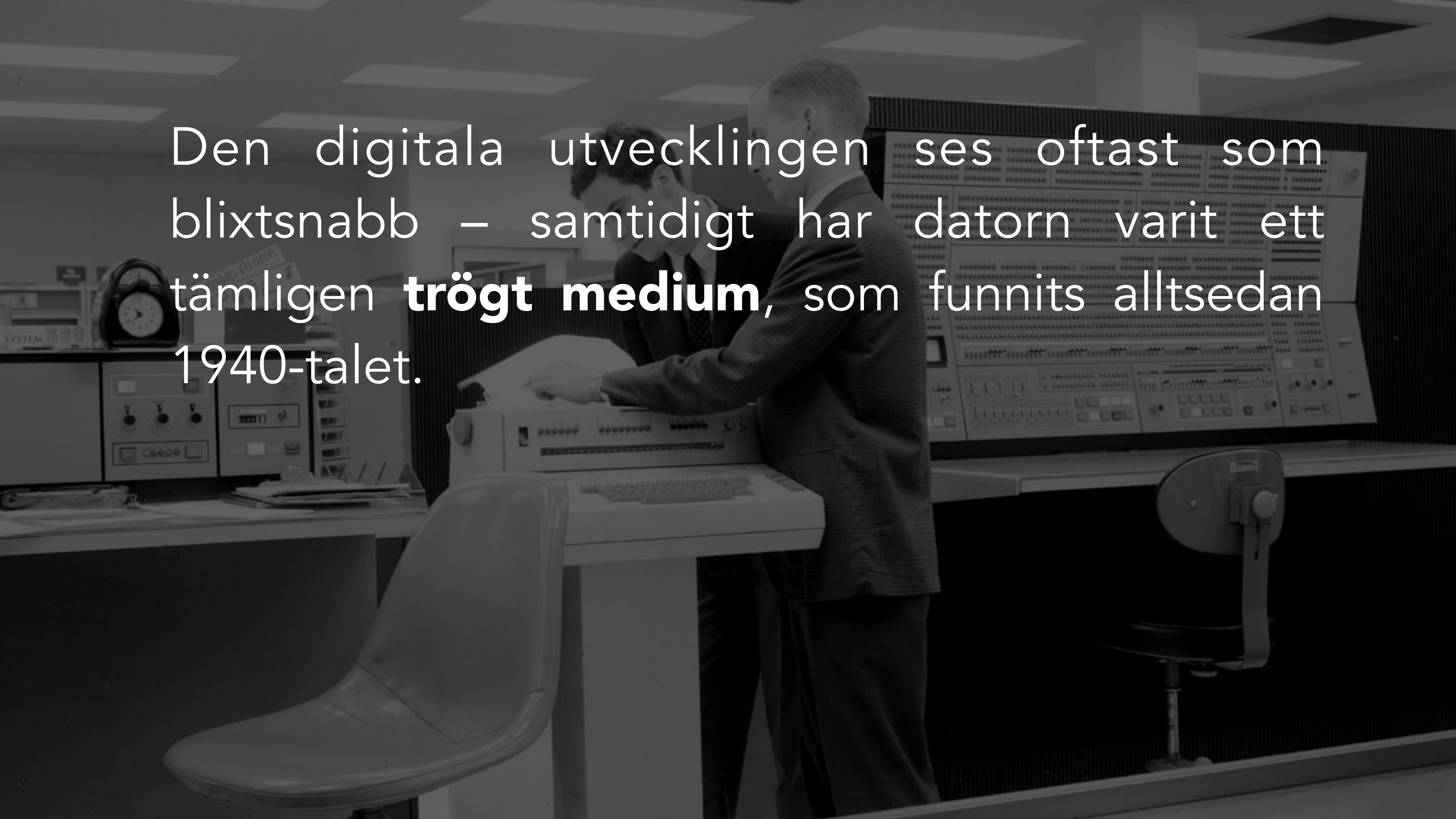
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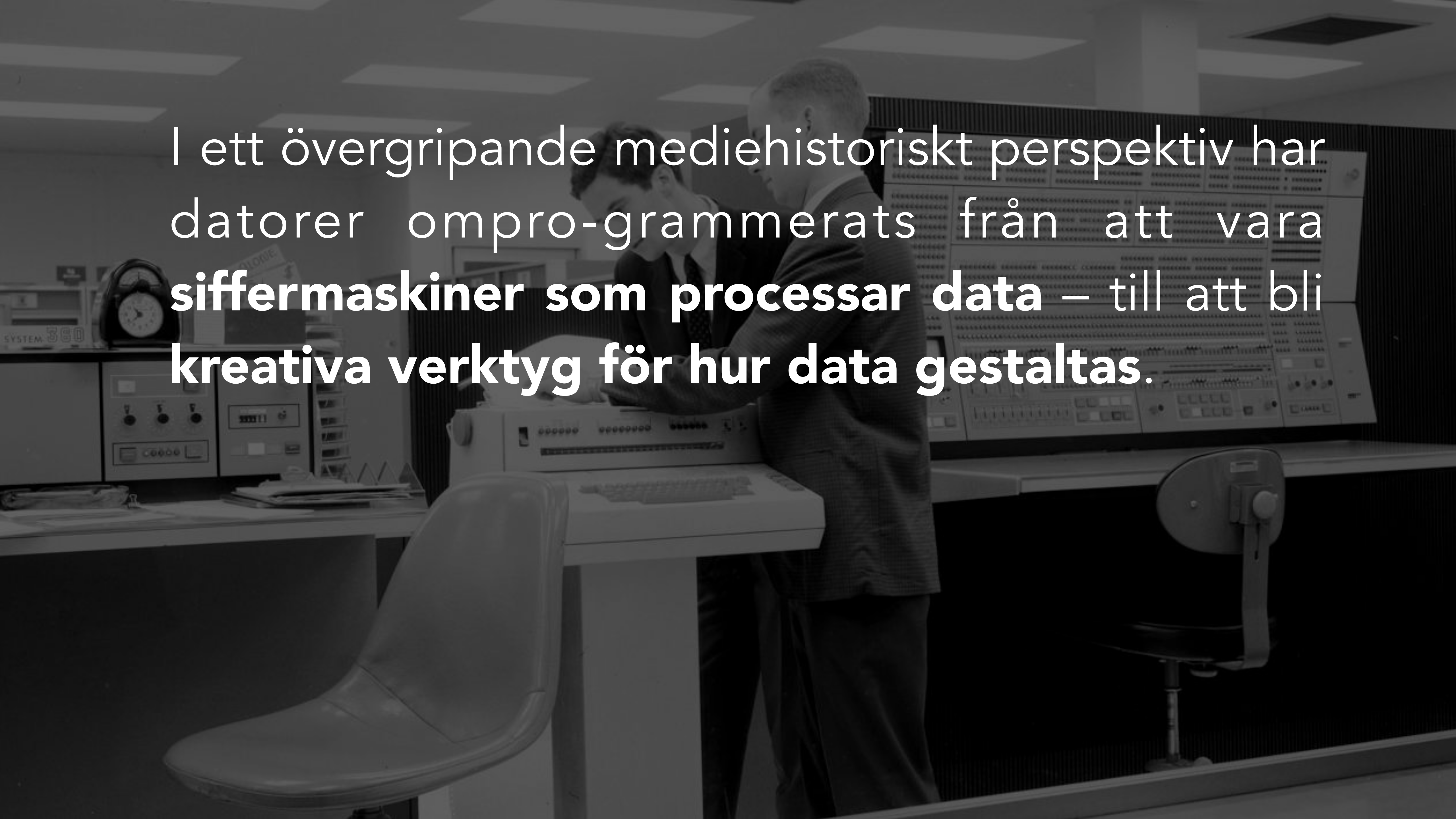


MICROSOFT

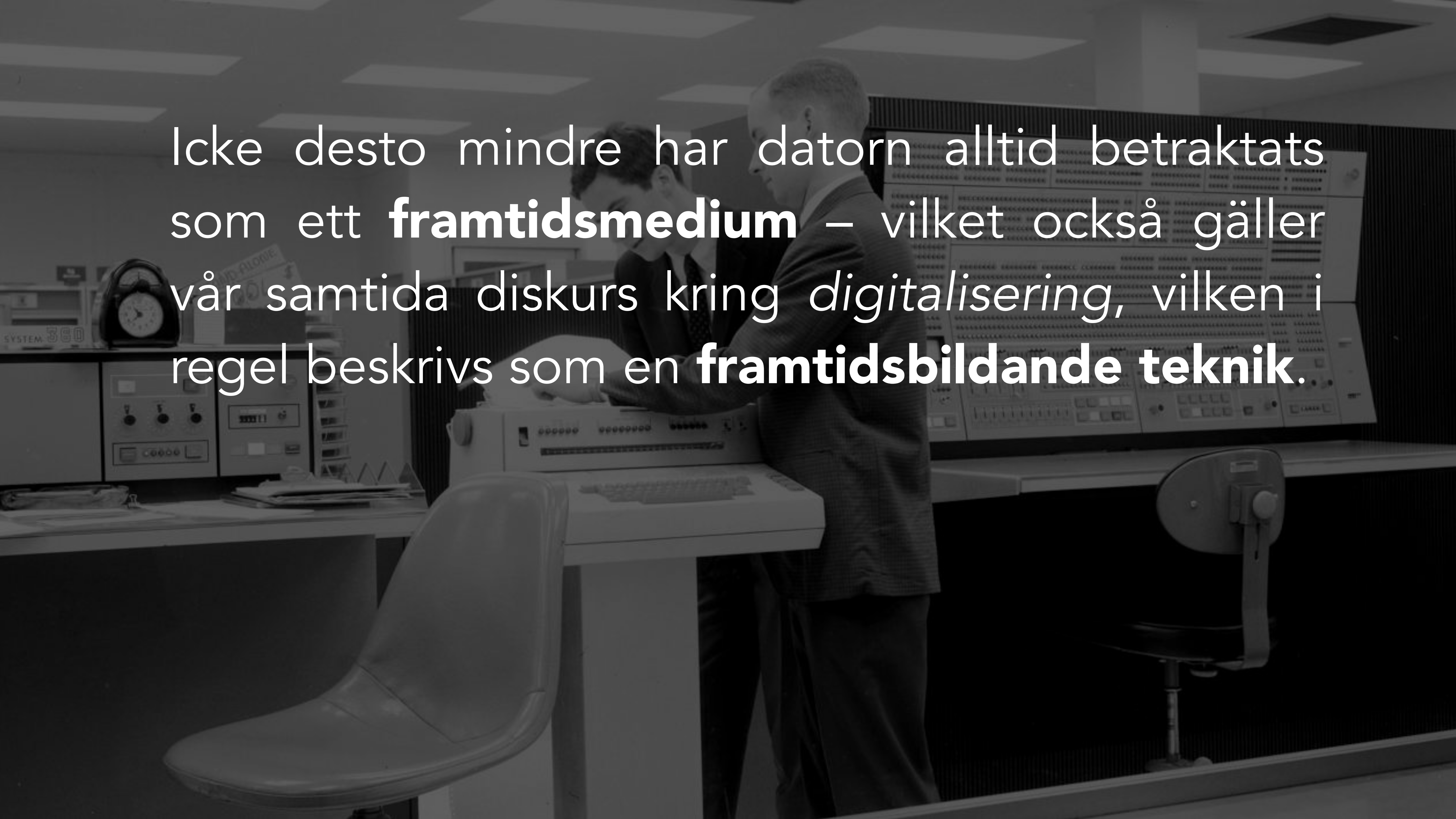


Den digitala utvecklingen ses oftast som blixtsnabb – samtidigt har datorn varit ett tämligen **trögt medium**, som funnits alltsedan 1940-talet.





I ett övergripande mediehistoriskt perspektiv har datorer ompro-grammerats från att vara **siffermaskiner som processar data** – till att bli **kreativa verktyg för hur data gestaltas.**



Icke desto mindre har datorn alltid betraktats som ett **framtidsmedium** – vilket också gäller vår samtida diskurs kring *digitalisering*, vilken i regel beskrivs som en **framtidbildande teknik**.

JANUARY 1977

\$1.50 in NORTH AMERICA

BYTE

the small systems journal

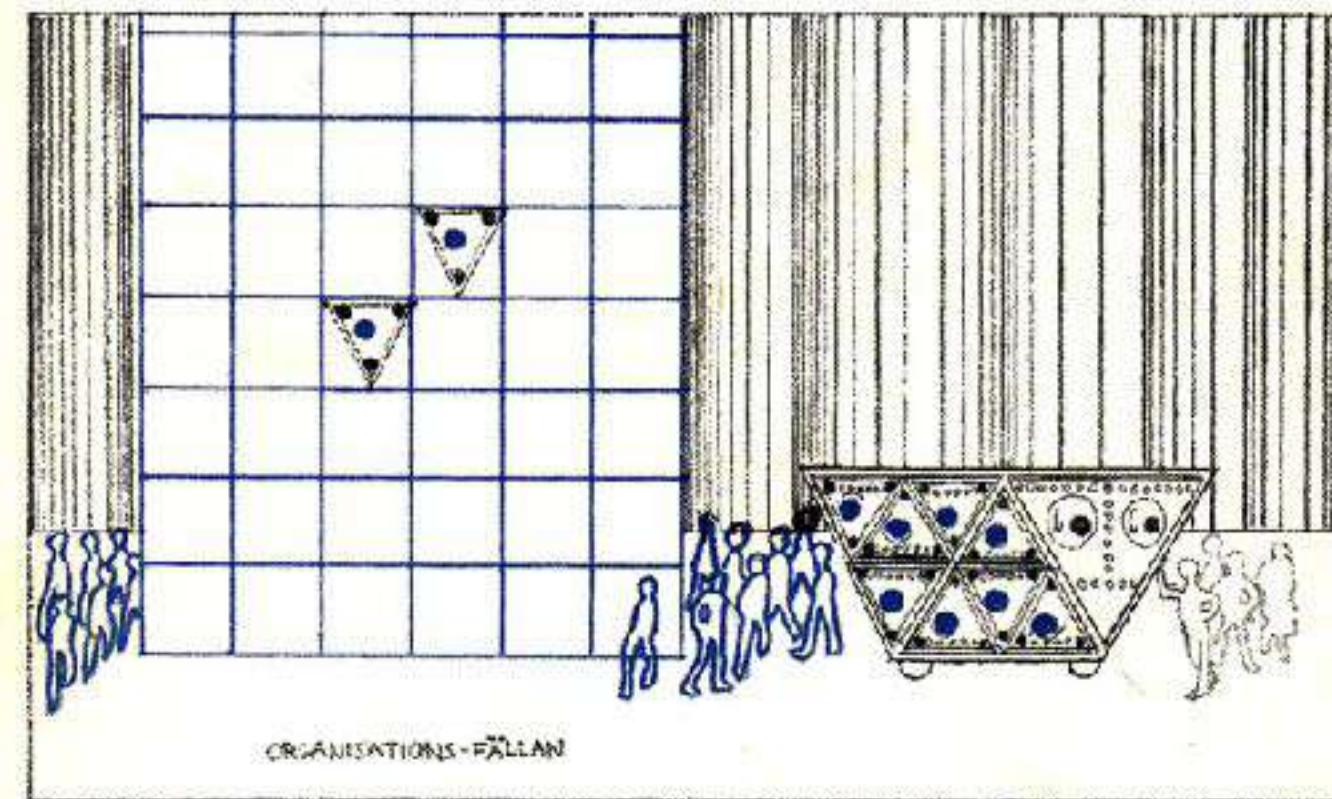


VOLUME 2, Number 1

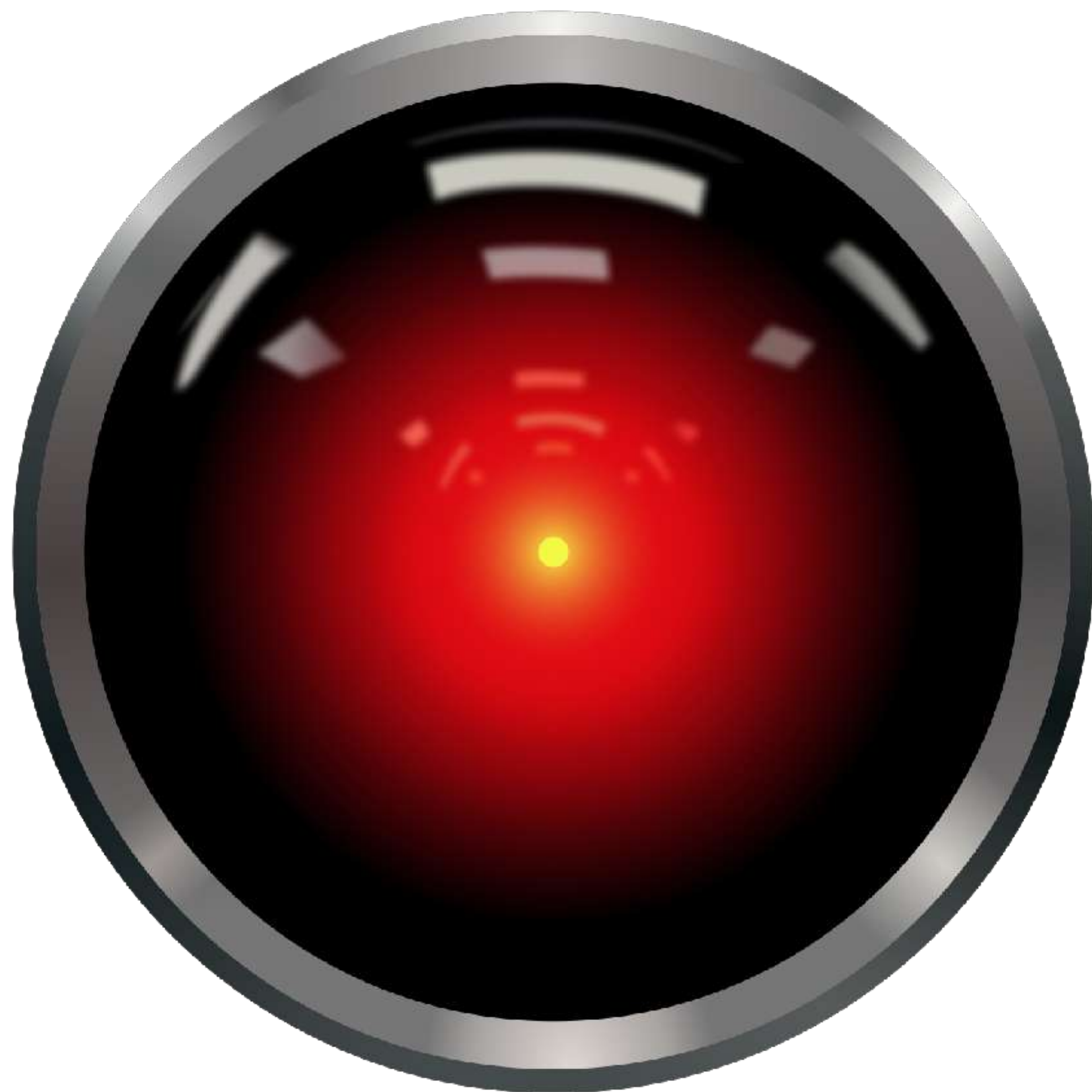
ROBERT
LIVNEY

Olof Johannessson Sagan om den stora datamaskinen

Delfinserien

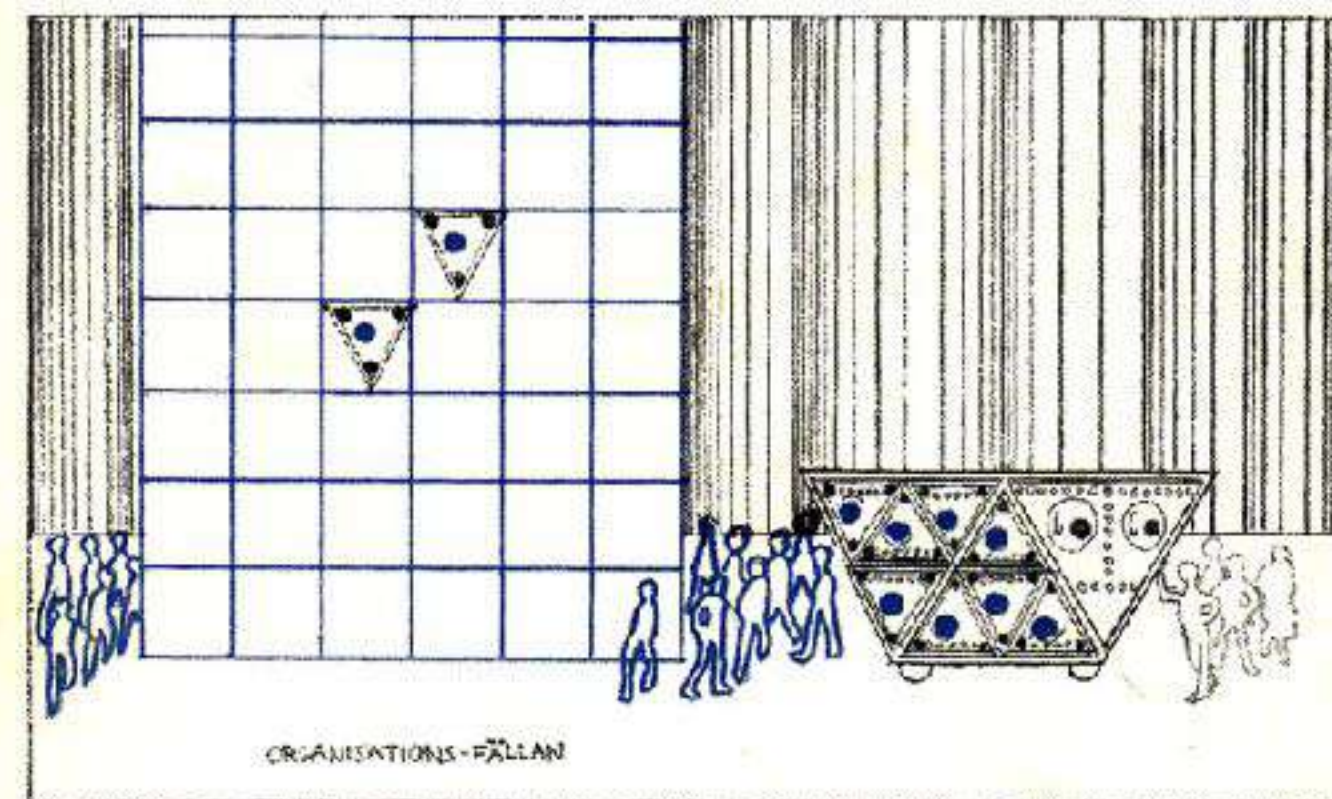


ORGANISATIONS-FÄLLAN

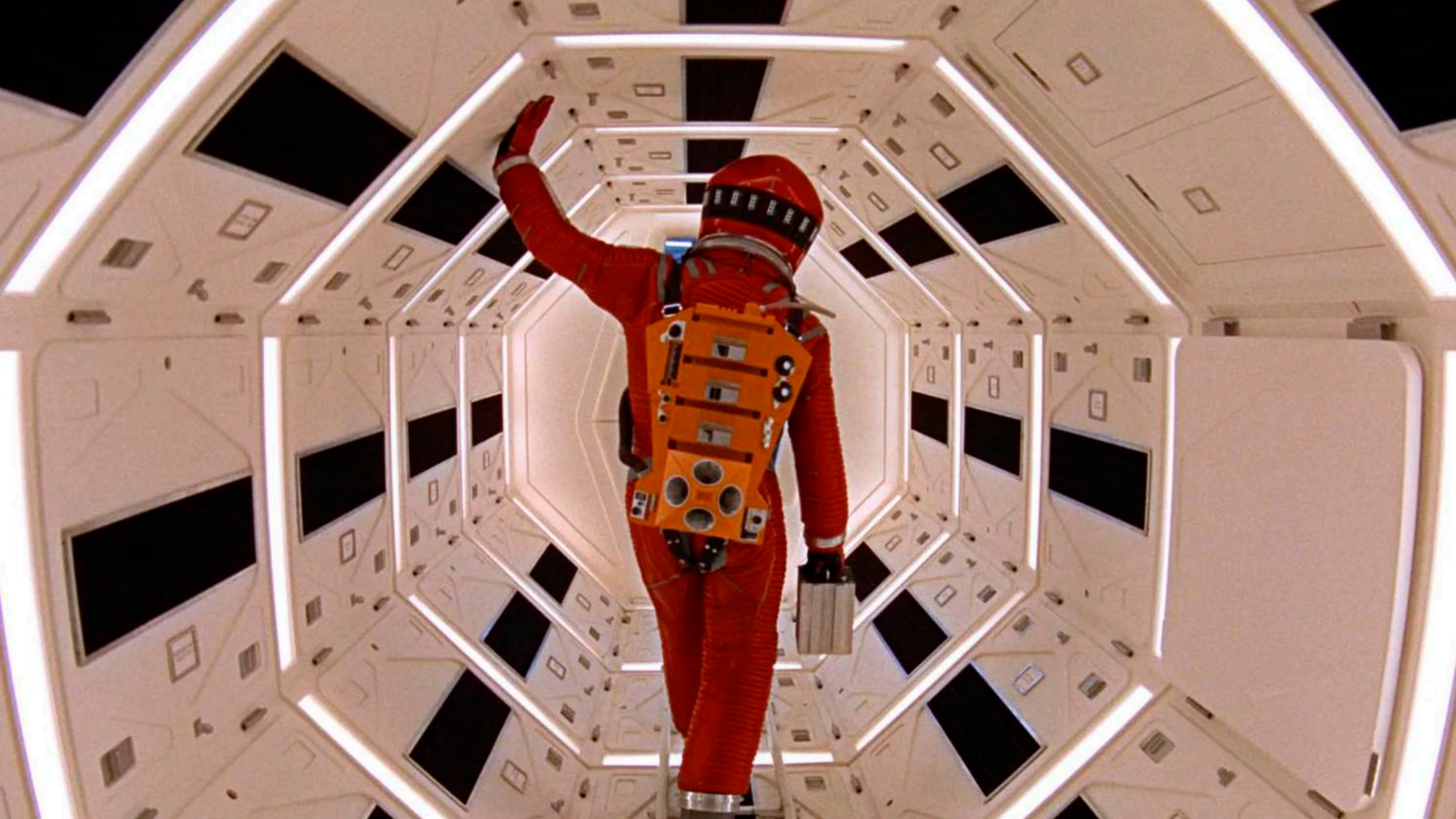


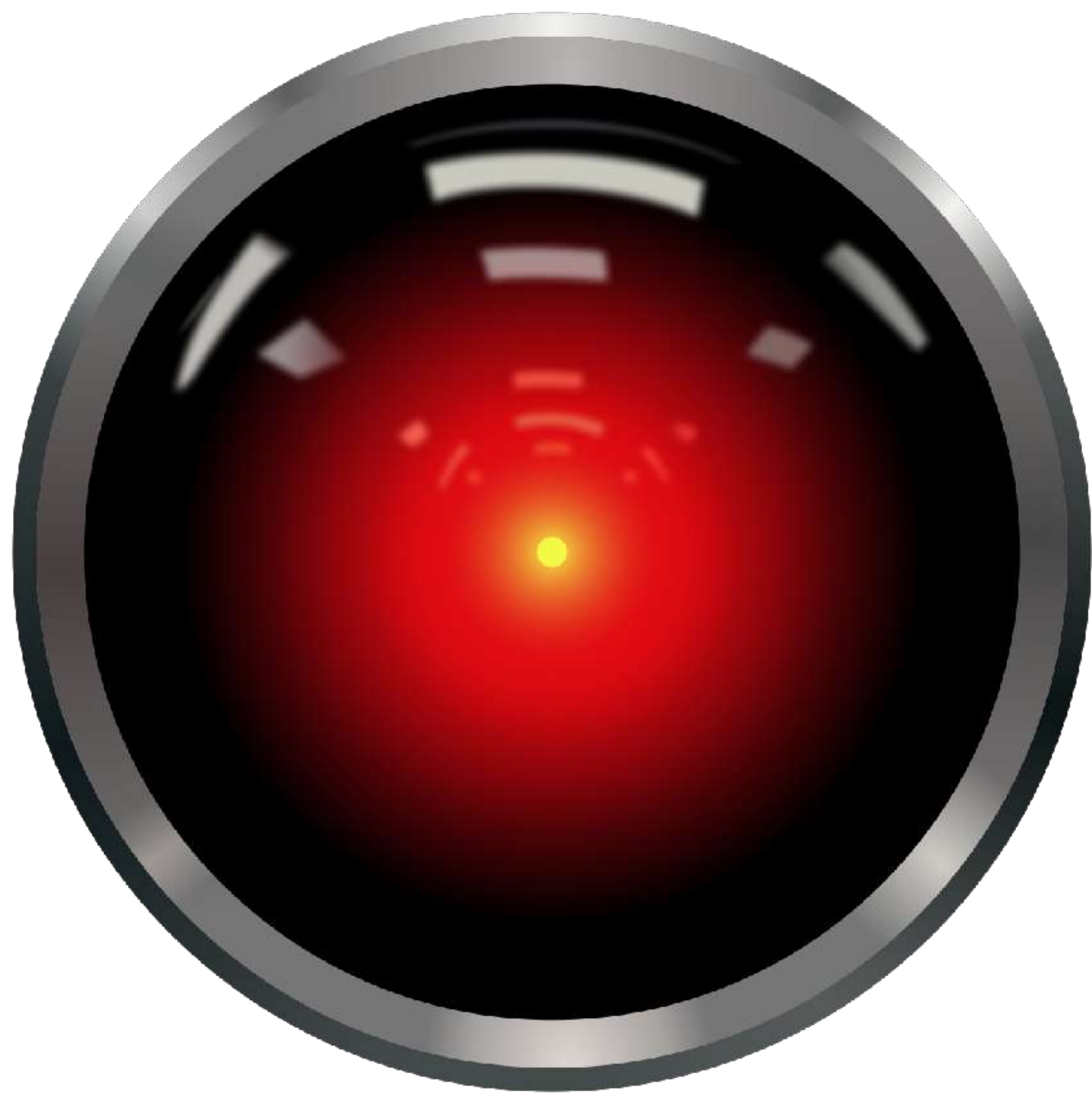
Olof Johannessson Sagan om den stora datamaskinen

Delfinserien



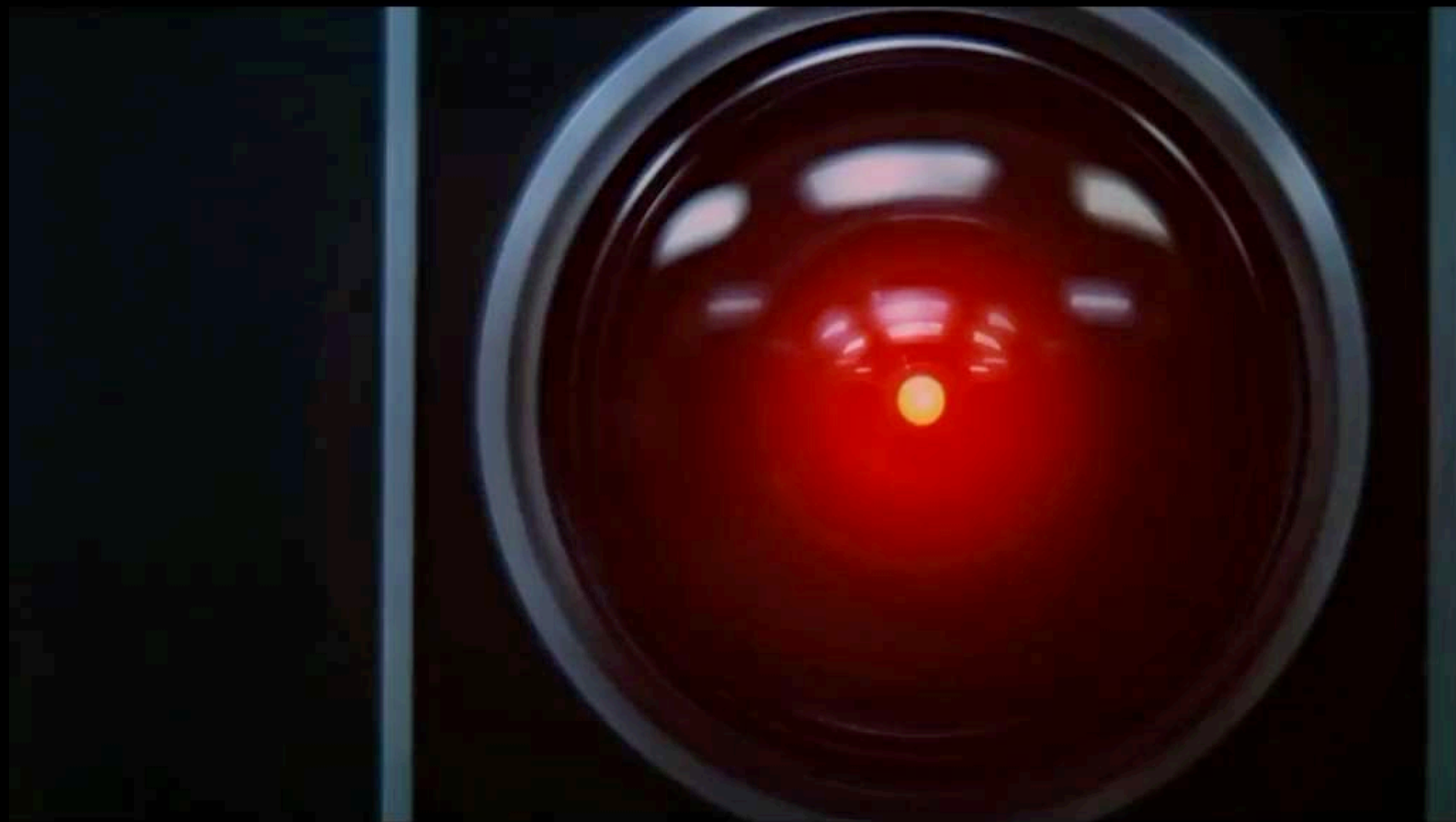
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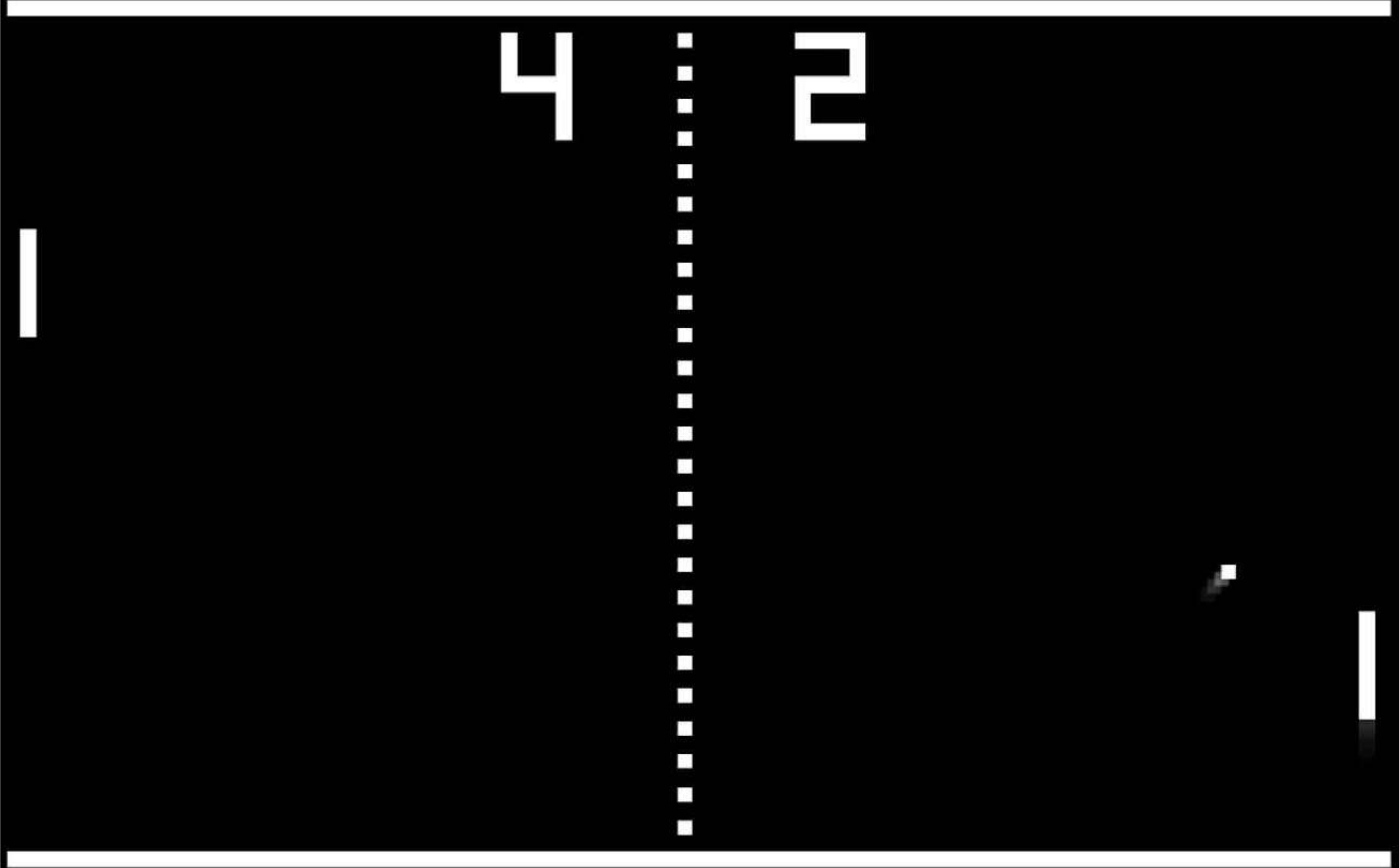


IBM

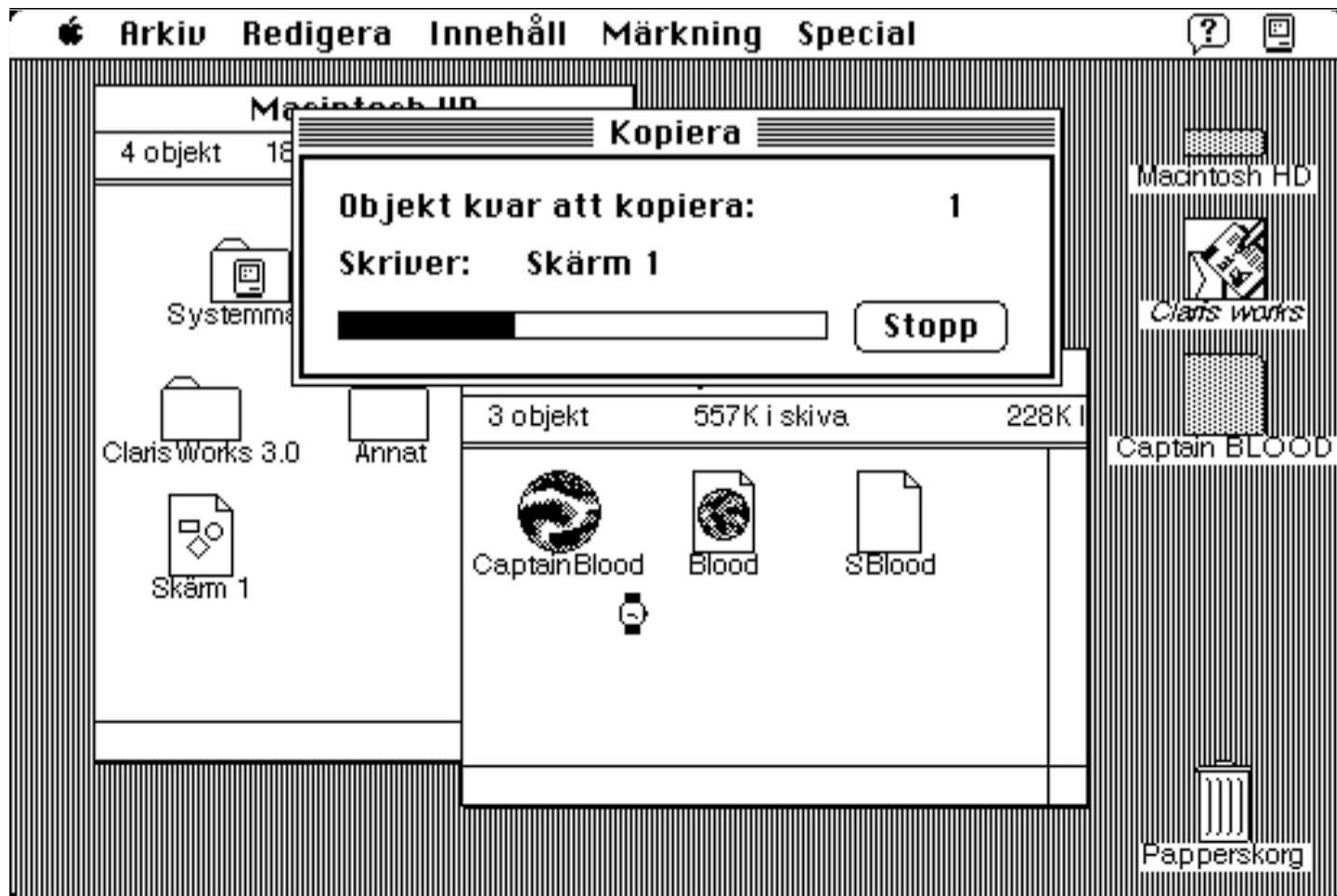
HAL











Introducing Apple II.™



You've just run out of excuses for not owning a personal computer.

Clear the kitchen table. Bring in the color TV. Plug in your new Apple II* and connect any standard cassette recorder/player. Now you're ready for an evening of discovery in the new world of personal computers. Only Apple II makes it that easy. It's a

cassette interface, so you can swap with other Apple II users.

You can create dazzling color displays using the unique color graphics commands in Apple BASIC. Write simple programs to display beautiful kaleidoscopic designs. Or invent your own games. Games like PONG—using the game paddles supplied. You can even add the dimension of sound through Apple II's built-in speaker.

But Apple II is more than an advanced, infinitely flexible game machine. Use it to teach your children arithmetic, or spelling for instance. Apple II makes learning fun.

Apple II can also manage household finances, chart the stock market or

index recipes, record collections, even control your home environment.

Right now, we're finalizing a peripheral board that will slide into one of the eight available mother-board slots and enable you to compose

music electronically.

And there will be other peripherals announced soon to allow your Apple II to

talk with another Apple II, or to interface to a printer or teletype.

Apple II is designed to grow with you as your skill and experience with computers grows. It is the state of the art in personal computing today, and compatible upgrades and peripherals will keep Apple II in the forefront for years to come.

Write us today for our detailed brochure and order form. Or call us for the name and address of the Apple II dealer nearest you. (408) 996-1010. Apple Computer Inc., 20863 Stevens Creek Boulevard, Bldg. B3-C, Cupertino, California 95014.



Apple II™ is a completely self-contained computer system with BASIC in ROM, color graphics, ASCII keyboard, light-weight, efficient switching power supply and molded case. It is supplied with BASIC in ROM, up to 48K bytes of RAM, and with cassette tape, video and game I/O interfaces built-in. Also included are two game paddles and a demonstration cassette.

SPECIFICATIONS

- **Microprocessor:** 6502 (1 MHz).
- **Video Display:** Memory mapped, 5 modes—all Software-selectable:
 - Text—40 characters/line, 24 lines upper case.
 - Color graphics—40h x 48v, 15 colors
 - High-resolution graphics—280h x 192v; black, white, violet, green (12K RAM minimum required)
 - Both graphics modes can be selected to include 4 lines of text at the bottom of the display area.
 - Completely transparent memory access. All color generation done digitally.
- **Memory:** up to 48K bytes on-board RAM (4K supplied)
 - Uses either 4K or new 16K dynamic memory chips
 - Up to 12K ROM (8K supplied)
- **Software**
 - Fast extended BASIC in ROM with color graphics commands
 - Extensive monitor in ROM
- **I/O**
 - 1500 bps cassette interface
 - 8-slot motherboard
 - Apple game I/O connector
 - ASCII keyboard port
 - Speaker
 - Composite video output



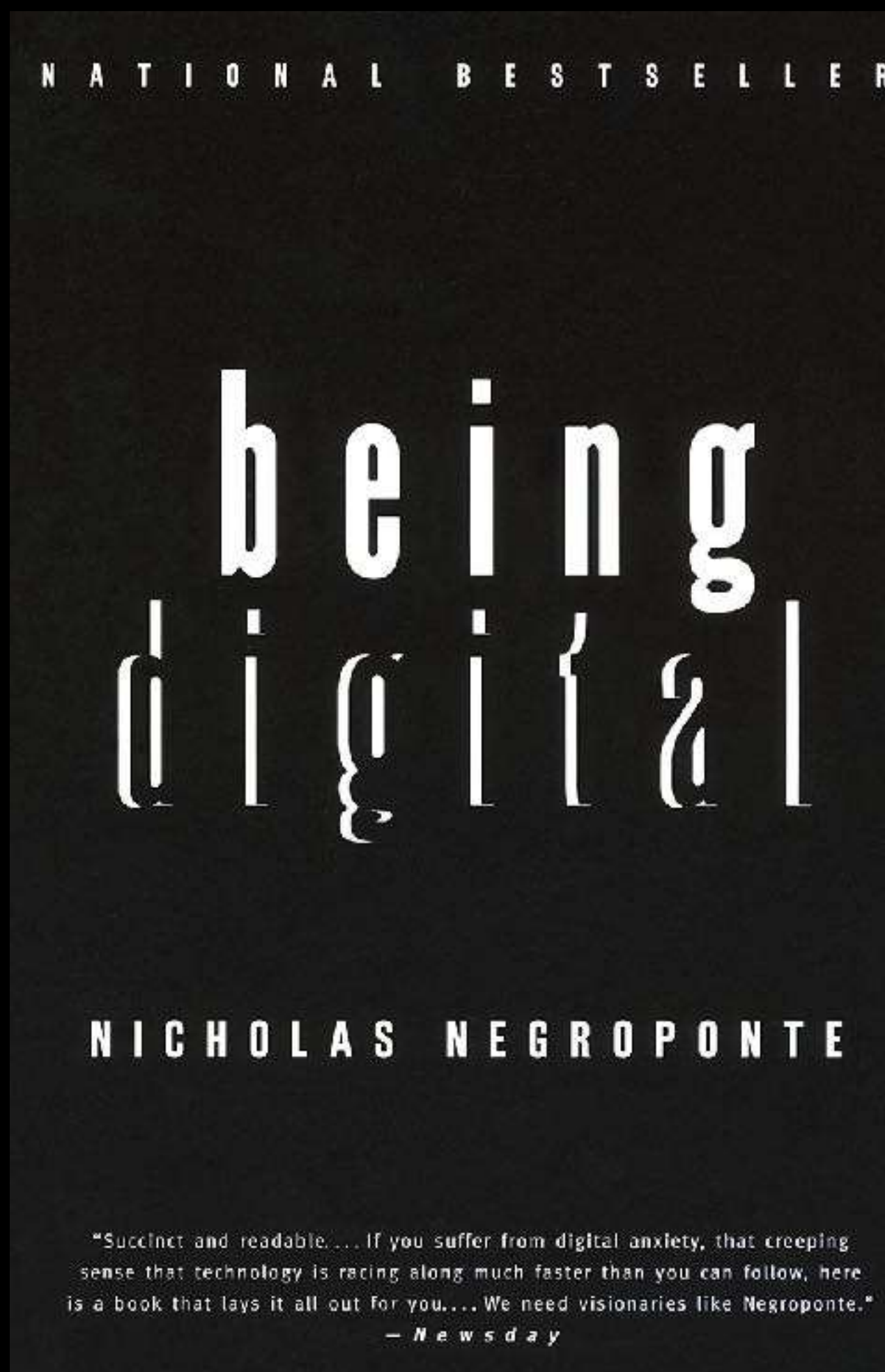
Apple II is also available in board-only form for the do-it-yourself hobbyist. Has all of the features of the Apple II system, but does not include case, keyboard, power supply or game paddles. \$598.

PONG is a trademark of Atari Inc.
*Apple II plugs into any standard TV using an inexpensive modulator (not supplied).

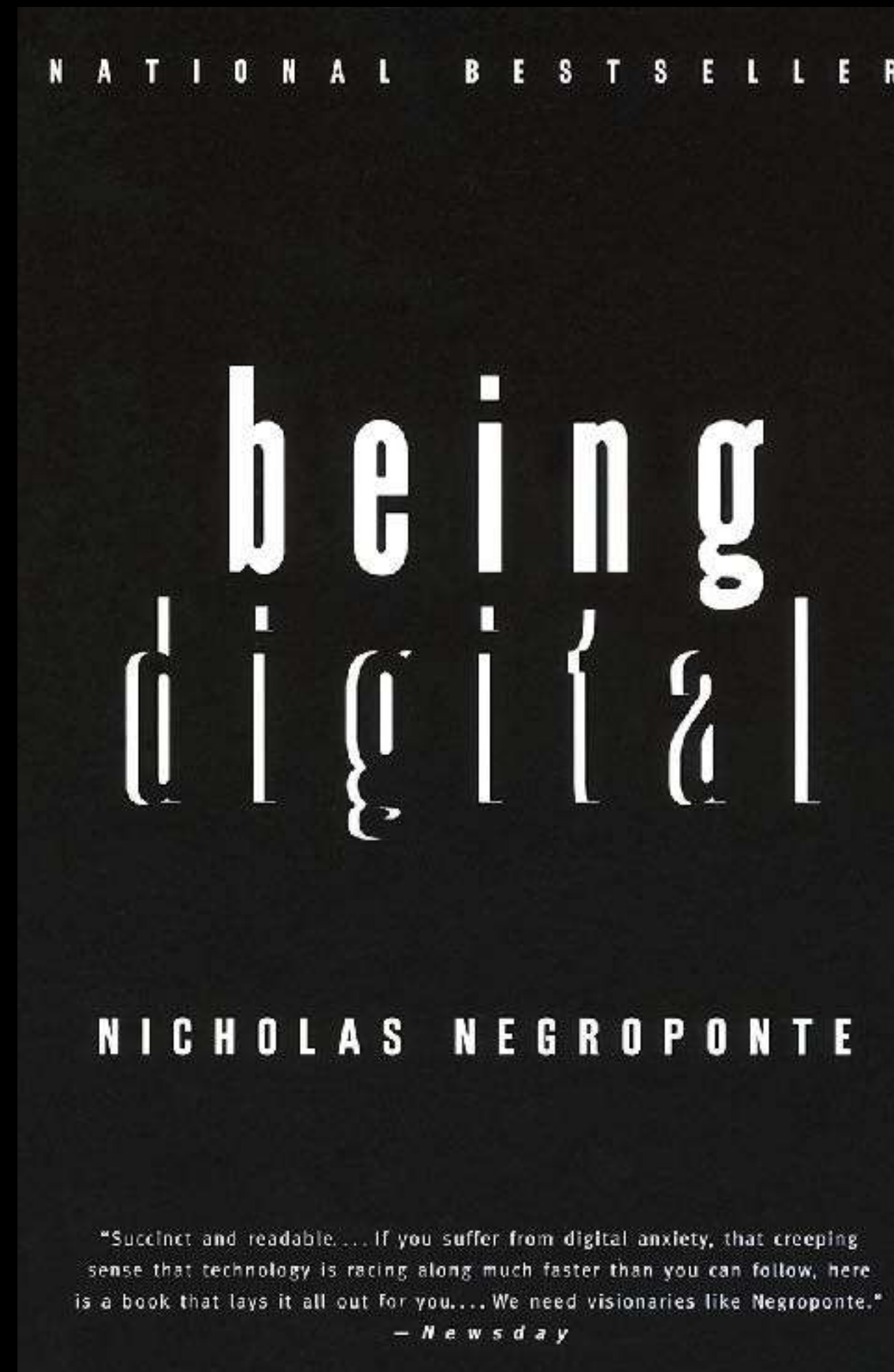
 **apple computer inc.™**

Circle 272 on inquiry card.



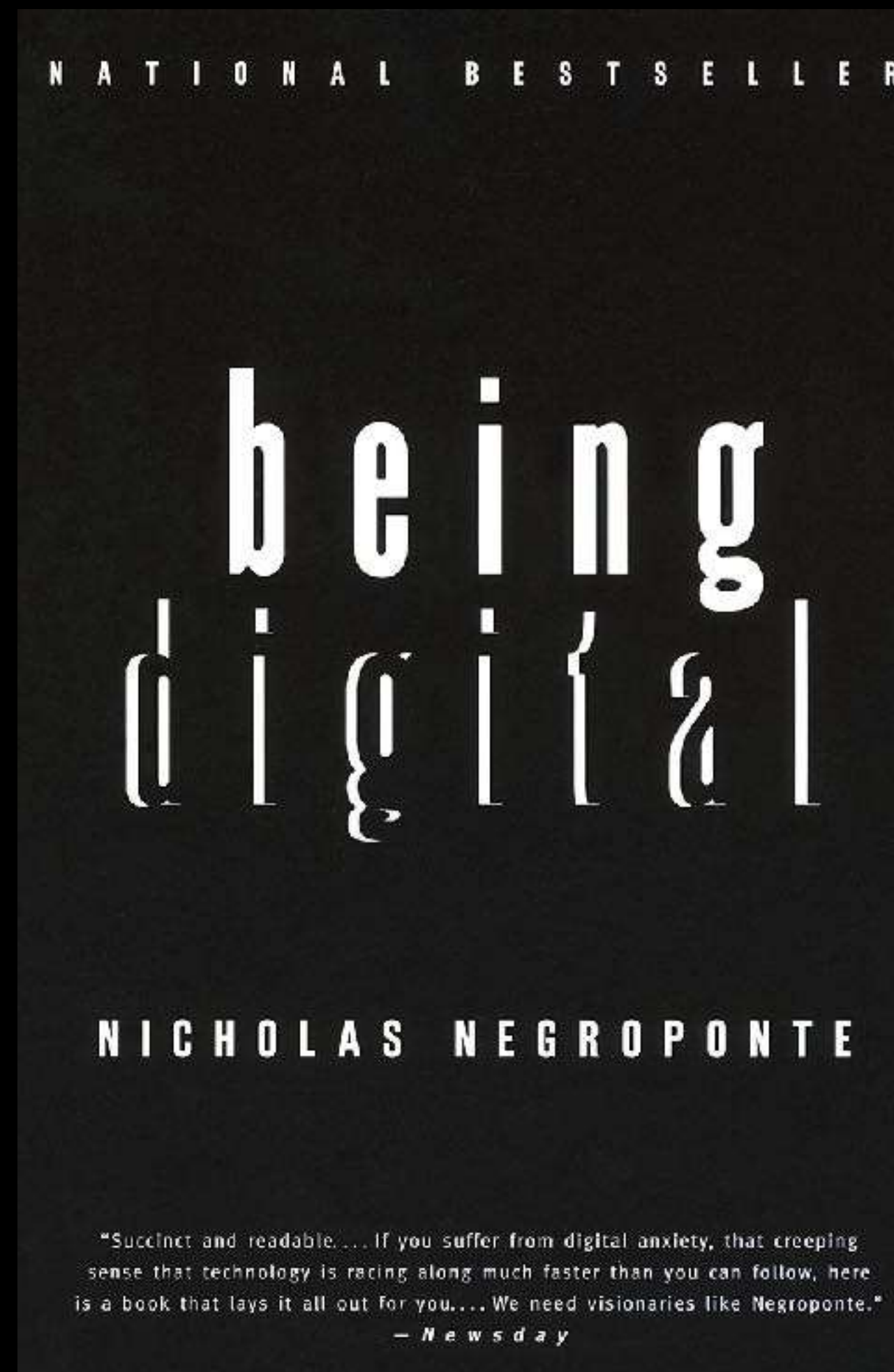


1996



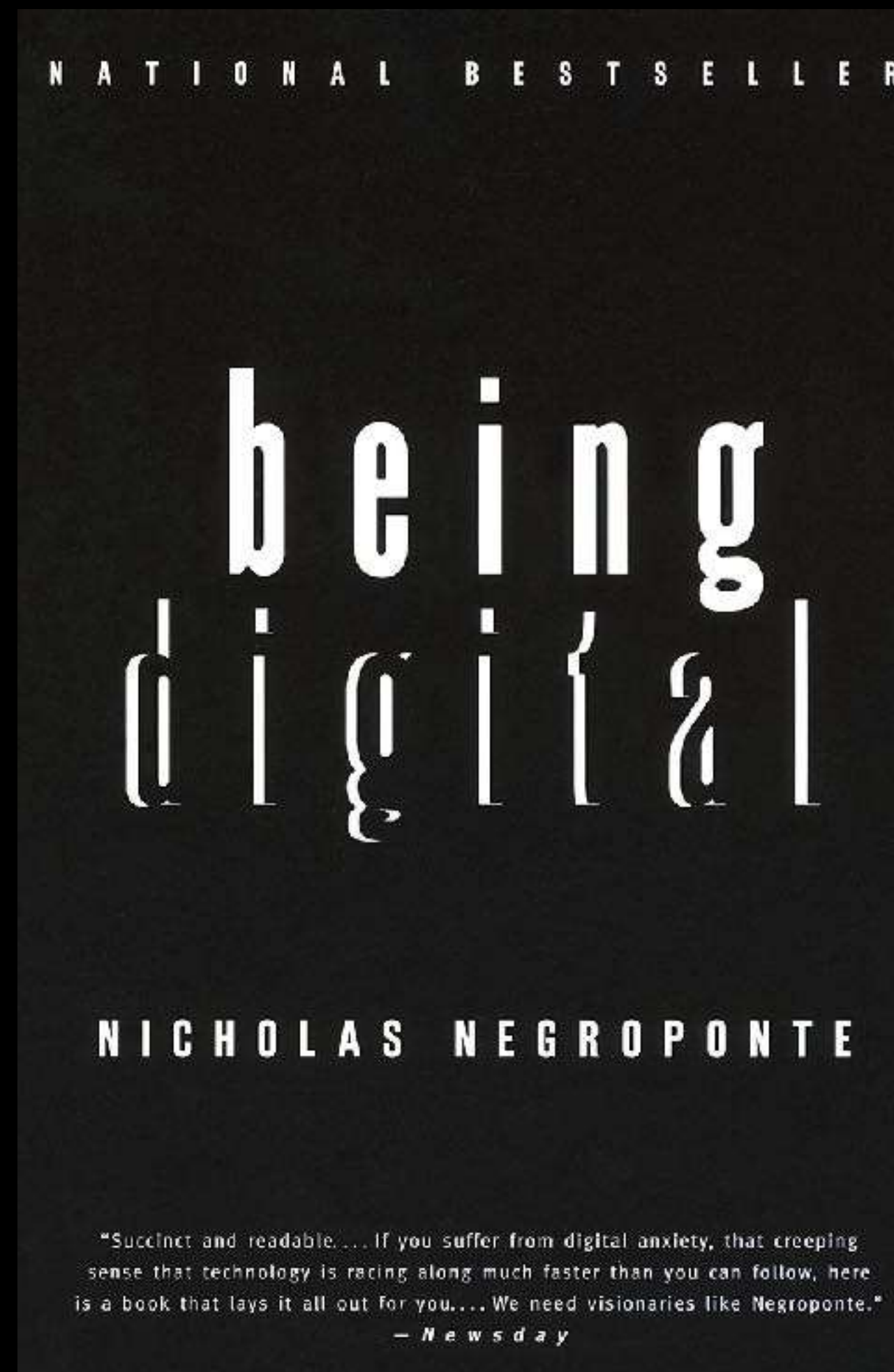
> atoms & bits

1996



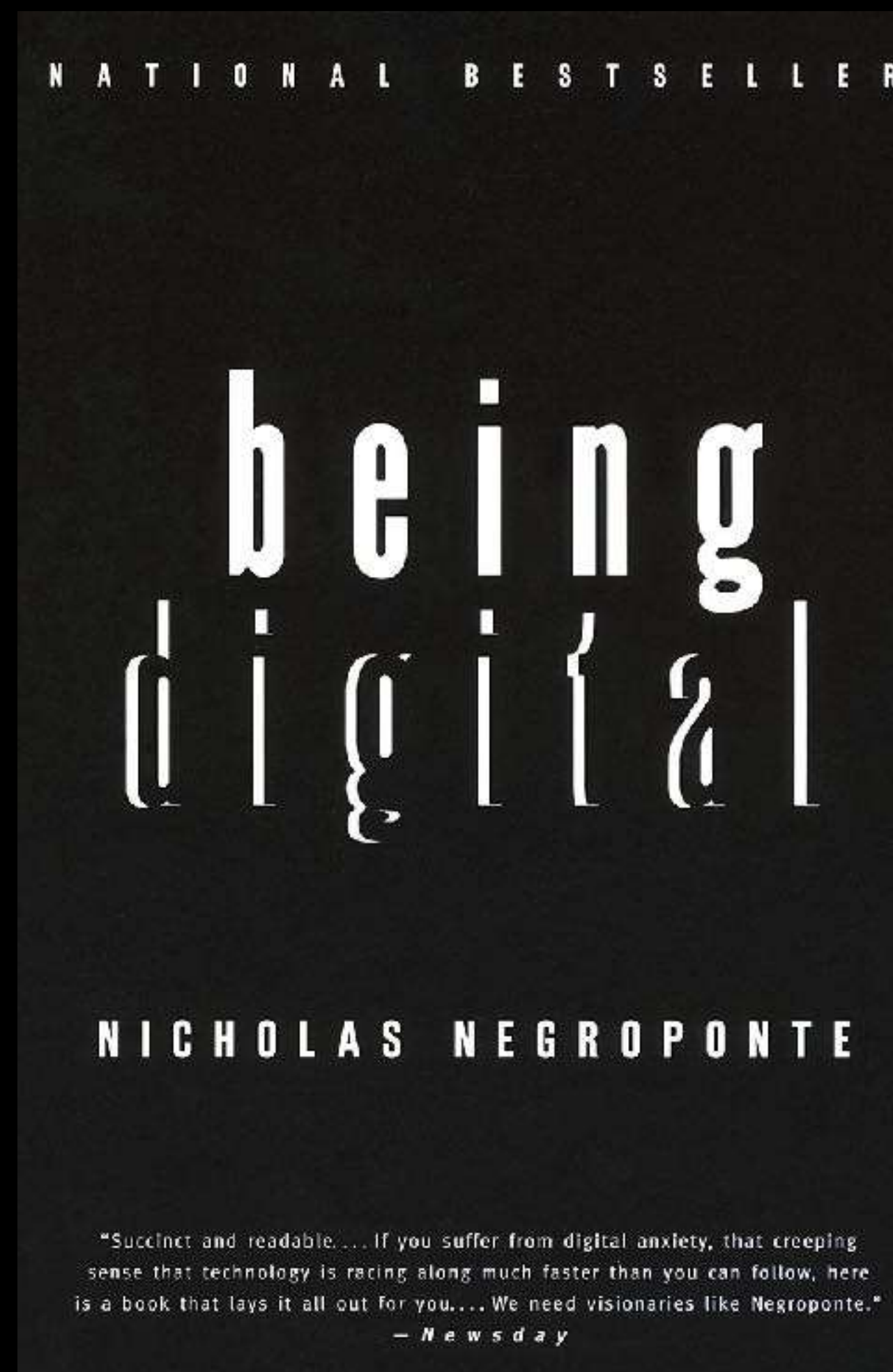
- > atoms & bits
- > datorn som multimediemaskin

1996



- > atoms & bits
- > datorn som multimediemaskin
- > en sorts sociala medier

1996



... computers [will] filter, sort, prioritize, and manage multimedia on our behalf ... as if The New York Times were publishing a single newspaper tailored to your interests ...

Being digital will change the nature of mass media from a process of pushing bits at people to one of allowing people (or their computers) **to pull at them ...**



Apple iMac G3 (1998)



Rip. Mix. Burn.

The new iMac. Now with iTunes and CD-RW.





File Edit Find Channels User Tools Web Help Sat 6:47:13 PM 9717 Users sharing 1743953 files (7384 Gigs)

Search results for turtles

Artist: turtles
Title: so happy together
100 Results
Search

Show advanced search options

Name	Size	Bitrate	Line Speed	Length	User	Ping
Turtles - So Happy Together .mp3	4.0 MB	192 Kbps	Cable	3:00 minutes	murda55	timeout
Turtles_So Happy Together.mp3	4.0 MB	192 Kbps	Cable	2:59 minutes	Jpkcr1	timeout
Turtles - So Happy Together.mp3	3.9 MB	192 Kbps	Cable	2:55 minutes	cfankeny	timeout
Me First and Gimmie Gimmies - So Happy Together (punk Turtles co...	1.8 MB	128 Kbps	T3+	2:01 minutes	dave87777	timeout
Copy of A New Found Glory - So Happy Together (punk Turtles cover...	1.8 MB	128 Kbps	T3+	2:01 minutes	corky273	timeout
Turtles--So Happy Together.mp3	2.6 MB	128 Kbps	T1	2:56 minutes	Zena5000	timeout
A New Found Glory - So Happy Together (punk Turtles cover).mp3	1.8 MB	128 Kbps	T1	2:01 minutes	keanie	timeout
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Turtles-So Happy Together.mp3	2.6 MB	128 Kbps	DSL	2:56 minutes	whazon100	timeout

Transfer Manager

Download Order	Progress	Size	Speed	Time
Andrew Lloyd Webber - Think of Me - The Phantom of the Opera - Disc 1 ...		4.9 MB	5.5 K/sec	10
John Williams - Duel Of The Fates.mp3		4.8 MB	14.2 K/sec	2
02_-_john_williams_-_duel_of_the_fates.mp3		4.8 MB	4.9 K/sec	5
Paul Simon - You Can Call Me Al.mp3		5.3 MB	2.8 K/sec	29
Paul Simon-You Can Call Me Al.mp3		5.3 MB	3.0 K/sec	26
Paul Simon-You Can Call Me Al.mp3		5.3 MB	1.6 K/sec	54
FF4- Main theme (Enya Remix).mp3		4.2 MB	12.4 K/sec	3



The Pirate Bay

– tack!

