January 15th, 2024

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To whom it may concern,

I've sent in a customer support message via the customer support form (https://www.myarcadegaming.com/pages/customer-support) on the second of January but have yet to receive a response as of the time of writing. My question is regarding the source code for the system firmware shipped on the Atari Gamestation Pro. Various software components of this firmware are licensed under variants of the GPL license. As stated in the license terms, any utilized source code, modified or not, must be made available to any recipients of the product they are included in. See https://www.gnu.org/licenses/gpl-faq.html, "Can I release a modified version of a GPL-covered program in binary form only?".

As per the GPLv2 and GPLv3,

> *The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities.*

LGPLv2.1 is worded a little differently.

> *"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.*

Section 3 in the GPLv2 and section 6 in the GPLv3 pertain to requirements for sharing corresponding source. See section 6 for LGPLv2.1.

Below is a list of GPL-licensed works I identified as being used in the Atari Gamestation Pro as well as their associated licenses.

- MiniGUI (Frontend): GPLv3 (https://github.com/VincentWei/MiniGUI/blob/master/LICENSE)
- BusyBox: GPLv2 (https://busybox.net/license.html)
- Linux: GPLv2 (https://github.com/torvalds/linux/tree/master/LICENSES)
- Retroarch: GPLv3 (https://github.com/libretro/RetroArch/blob/master/COPYING)
  - Jungle2016 Core (MAME 2016): GPLv2 (https://www.mamedev.org/legal.html)
  - a5200 Core (Atari 5200): GPLv2 (https://github.com/libretro/a5200/blob/master/License.txt)
  - Fceumm Core (NES/Famicon): GPLv2 (https://github.com/libretro/libretro-fceumm/blob/master/Copying)
  - Mednafen PCEngine Core: GPLv2 (https://github.com/libretro/beetle-pce-fast-libretro/blob/master/COPYING)
  - Prosystem Core (Atari 7800): GPLv2 (https://github.com/libretro/prosystem-libretro/blob/master/License.txt)
  - Stella Core (Atari 2600): GPLv2 (https://github.com/libretro/stella/blob/master/License.txt)
  - Vice Core (Commodore 64): GPLv2 (https://github.com/r-type/vice3.0-libretro/blob/master/vice/COPYING)
- FFMPEG: LGPLv2.1, some GPLv2+ components (https://ffmpeg.org/legal.html)
- ALSA: LGPLv2.1 (https://github.com/alsa-project/alsa-lib/blob/master/COPYING)
- Stella (Standalone Build, Non-Libretro): GPLv2 (https://github.com/stella-emu/stella/blob/master/License.txt)
- U-Boot: GPLv2 (https://github.com/u-boot/u-boot/tree/master/Licenses)

I may have missed some works. If there are any other GPL-licensed works, disclosing the use of the work and sharing the corresponding source code is required as per the license text.

Thanks,

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