**In Memory of John Bruno Hare July 8, 1955 - April 27, 2010, Founder & Achitect Sacred Text Archive**

**[](http://www.webweasel.com/brujo/index.htm)**

<http://www.sacred-texts.com/jbhobit.htm>

J**ohn Bruno Hare (JBH or Bruno), the founder and architect** of ISTA (Internet Sacred Text Archive) passed away on April 27, 2010 after a four-year battle with Melanoma. JBH’s life mission was to keep the archive free and available worldwide, forever, and ISTA is his legacy. Bruno’s efforts placed this website, sacred-texts.com, among the top 10,000 read websites in the United States, and among the top 20,000 read websites of the entire Internet. He dedicated ISTA to religious tolerance and scholarship, calling it a “quiet place in cyberspace."

A **colleague of JBH’s once remarked**, “If the only thing Mr. Hare had ever accomplished was to create sacred-texts.com he would be deserving of the highest praise and our sincerest gratitude.” Establishing the archive was no small feat. With the help of a small worldwide network of volunteers, over the course of approximately 13 years, Bruno managed to contribute over 2,000 digital editions of Public Domain text to the archive. For each text this typically involved historical and copyright research, acquisition of the text itself, scanning, converting, proofing, formatting, in many cases providing translation and commentary, and uploading to the archive.

B**runo possessed an amazing set of skills** and wore many hats, including software engineer, anthropologist, linguist, commentator, businessman, game designer, and even ethnomusicologist/musician. He was highly functional in many languages, Sanskrit among them, and was steeped in many areas of inquiry, including theoretical physics, computer science, music, and religion.

I**t was JBH’s intention** that the Internet Sacred Text Archive would function as a repository of the world’s Public Domain sacred texts, and be a neutral and secure space for free, anonymous, and worldwide access to digital versions of these texts. Efforts of groups such as Project Gutenberg, with their wide- ranging transcription of texts in the humanities, the Open Siddur Project, with their digitization of Jewish texts for spiritual practice, and the Creative Commons, with their legal framework for assuring the freedom of new and old texts, mirror and compliment JBH’s efforts, and JBH supported and invited support of these projects.

A**pproximately a year prior to his passing** JBH established a structure for perpetuating ISTA and keeping it alive and free to the public.  Additionally, ISTA plans to continue to add texts, products, features and services consistent with JBH's directions.  While ISTA is run and maintained in accordance with the structure that JBH chose, its ultimate fate resides in the hands of its readers, who access it daily.  [By supporting ISTA itself](http://www.sacred-texts.com/cdshop/index.htm) (or by contributing to the mission of any of the deserving Public Domain projects listed here) you can be part of John Bruno Hare's vision for preserving humanity's Public Domain spiritual works as civilization enters the Digital Age.

How does the Sage seat himself by the sun and moon, and hold the universe in his grasp? He blends everything into one harmonious whole, rejecting the confusion of this and that. Rank and precedence, which the vulgar prize, the Sage stolidly ignores. The revolutions of ten thousand years leave his unity unscathed. The universe itself may pass away, but he will flourish still.

[*Musings of a Chinese Mystic*](http://www.sacred-texts.com/tao/mcm/mcm14.htm), by Lionel Giles, [1906], at [sacred-texts.com](http://www.sacred-texts.com/tao/mcm/mcm14.htm)

<http://www.webweasel.com/brujo/index.htm>

### John B. Hare P.O. Box 7429 Santa Cruz, CA 95061 [brujo@cruzio.com](mailto:brujo@cruzio.com)

I have 20 years experience writing software in C/C++ and other languages. I specialize in Internet Programming, Website Development, and Multimedia and Game Programming. I'm available for contract or full time work in Santa Cruz County.

### [Expertise](http://www.webweasel.com/brujo/resume/expert.htm)

* Experienced Windows and Internet software developer.
* Complete responsibility for developing commercial-grade applications from scratch.
* Program mostly in C, also PERL, Java, Javascript, C++, and LISP.
* Productivity roughly ten times the average (300-1,000 lines of code per day), with superior quality and internal documentation.
* Software Marketing, including advertising, strategic partnerships, distributor relations, marketing communications and trade show logistics.
* Technical writing, both end user and design documentation.
* Managing small teams of programmers. Delivering software on time and under budget.
* Business experience starting and running small software companies.

### [Experience](http://www.webweasel.com/brujo/resume/experi.htm)

* 2000-present [Internet Sacred Text Archive (sacred-texts.com)](http://www.sacred-texts.com/index.htm), proprietor. Run large-scale (500 Mb, 60k page) website, write content-management tools for dual website/CD-ROM output and specialized software tools for HTML eBook production in C. Design website. Manage technical aspects of site, including bandwidth reduction, search engine positioning strategy, PayPal, Amazon affiliate and Google AdWords implementation. Scanned and proofed over 200 public domain books using OmniPage and MSWord. Developed Unicode and UTF-8 content management tools in C. Site now gets 15k visitors, 50K page views, and half a million hits a day, and has achieved profitability.
* 7/2001-present ContentX *Consultant*  
  Wrote 3d real-time strategy game demo in C and C++, using DirectX and Direct3d APIs (see [screenshots on main page](http://www.webweasel.com/brujo/resume/index.htm)). Helped write business plan, competitive analysis and marketing materials. Composed game soundtrack music using Sonic Foundry tools. Assisted with game design issues and documentation. Debugged ActiveScript (Flash).
* 2/2002 Santa Cruz Games, *PC Porting Guru*. Worked on commercial video game, assisted in porting C++ game engine to PC DirectX from PlayStation, debugging, wrote main game loop framerate throttle, encrypted save/restore facility, InstallShield Pro installer in six languages.
* 9/2001 Geofusion, *Consultant*. Wrote AVI file export library for GIS system.
* 9/2001 SlugWeb, *Consultant*. Helped debug PHP based shopping cart.
* 7/2001-9/2001 EC Bridge *Consultant*  
  Wrote C program to convert ASP database-driven website to standalone CD-ROM version in pure JavaScript.
* 3/2001-4/2001 Ecosystems *Consultant*  
  Wrote Windows 2000 System Tray application to monitor solar power output in C and PERL. Application polled power monitoring device using Windows serial port API and transmitted data to remote host via FTP using the Wininet API. Wrote PERL script to obtain local IP address and transfer to remote database via HTTP.
* 2/2001 Dramatis *Consultant*  
  Implemented complex Javascript rollovers for commercial website. Wrote C program to generate Javascript source code.
* 11/2000-2/2001 Social Computing *Consultant*.  
  Evaluated Bluetooth and other wireless technologies for potential business opportunities. Evaluated Bluetooth toolkits and development systems. XML programming in Java.
* 1997-2000 EyeStream.com. (WebKapture, Inc.) (Capitola) *Lead Programmer, VP R&D.*  
  Developed Windows based audio/video editing software (Video 1-2-3) for output to AVI, RealMedia, MP3 format. etc. Application also generated and uploaded user-designed web pages containing the streaming media. Video 1-2-3 was developed in C and C++ for the Windows 95 and NT platforms using Visual C++ and SourceSafe. Interfaced with third party APIs including scanner support using TWAIN, and video capture using Video for Windows. Implemented software libraries for the FTP and HTTP protocols. Developed video community site in PERL on the Linux platform and performed local and remote Linux system administration. Collaborated with graphic designer to implement websites and user interfaces. Implemented MP3 encode and play services in C and C++, including low-level code optimization. Implemented extensive library of video special effects such as blends, dissolves, pan and zoom, wipes, fades, and bilinear texture warping. Implemented imaging tools including rotation and resampling and an audio volume envelope tool. Wrote timecode-based multimedia text container applet in Java. Developed electronic commerce software 'unlock' implementation. Developed proprietary streaming format. Ported code in C and C++ to the Windows 95 platform to implement the G723 audio compression format. Wrote DLLs and Active-X components in C and C++ to enhance Visual Basic product. Wrote Netscape plug-in and Active-X viewer component in C and C++ to view proprietary streaming video format. Wrote marketing and business plans, performed project management. Composed original music for corporate Flash presentations using Soundforge and Acid.
* 1996-97 WebWeasel.com. (Santa Cruz) *President.*  
  Developed and Marketed Windows 95 based Internet spider application. Implemented HTTP protocol using sockets. Developed commercial Window 95 application from scratch in C using Windows 95 API, including user interface, search engine database. Implemented on-line 'unlock' implementation. Documented product and built WinHelp file. Used InstallShield to construct install file.  
  See [www.webweasel.com](http://www.webweasel.com/).
* 1996 Magma, Inc. and Sensormatic. (Campbell) *Consultant.*  
  Developed cross-platform (DOS, Windows, NT) diskette security application. Wrote DOS and Windows device driver and interface software.
* 1996 Swenson & Co., and Engima Logic, Inc. (Santa Cruz) *Consultant.*  
  Developed Java security applet using socket based communication with BSD host application written in C on site in Honolulu, Hawaii. Audited software and businesses for potential acquisition. Developed ecommerce marketing and business concepts for presentation to board of directors of Enigma Logic, Inc using 3D Studio and Powerpoint.
* 1996-7 Harmony Foods. (Santa Cruz) *Consultant.*  
  Developed application in C for Windows 3.1 to batch process incoming EDI format purchase orders into internal purchase order file format.
* 1996 Aware Media. (Santa Cruz) *Consultant.*  
  Developed Netscape Plug-in to stream MP3 files for Awares' Japanese clients (NTT). Developed Java applet for demonstration of specialized visual effects.
* 1995-96 MediaX. (Santa Cruz) *Consultant.*  
  Developed Multimedia and Game software in Macintosh and Windows environments. Consulted for Apple Computers' Advanced Technology Group. Developed in C on Apple Macintosh platform using Code Warrior, also Macintosh Common LISP and Sk8. Developed 3D action game demo on Windows platform using Renderware and 3D Studio.
* 1992-95 The Paradigm Group, Inc. (Capitola). *Senior Programmer.*  
  Developed DOS and Windows based text database extracted from Microsoft Word files; application generated report files in MS Word based on user queries. Implemented software libraries to access MS Word format files.
* 1989-91 Syzygy, Inc. (Scotts Valley). *Senior Programmer.*  
  Developed DOS, UNIX and embedded software for micro to mainframe communication. Ported SNA protocol stack to Sun platform. Rewrote SNA protocol stack for reentrancy and embedded it in router hardware. Developed DOS based interface for Cylink security software.
* 1987-89 Lifeboat Software (Tokyo, Japan). *Management Consultant.*  
  Managed 8 programmers in China, opened subsidiary for Japanese software distributor in US. Trained and managed Chinese programmers on site in Shanghai. Implemented internationalization of LISP compiler on site in Tokyo. Business development in Hong Kong, Shanghai and Tokyo.
* 1984-98 Sapiens Software Corporation. (Santa Cruz). *Founder, Vice President of R&D, President.*  
  Developed LISP implementation for DOS, Virtual Memory Library. Marketed, sold and supported product. Managed 12 programmers. Wrote DOS based software installer, hypertext help system. All aspects of running a software startup, including financial and legal issues, tradeshow logistics, advertising and marketing. Negotiated software licenses, including site and binary licenses. Business development in Japan.  
  See [Star Sapphire Common LISP Product Sheet](http://www.webweasel.com/lisp/index.htm).
* 1984-85 Pleasant Valley Software. (Santa Cruz). *Vice President.*  
  Managed 6 programmers on site in Madras, India, marketed software contracting services in the US, Netherlands and India. Developed video game software for low end computers (Atari, C64, PCjr). Developed Unix based project management software in C. Most business at PVS was conducted using Macintosh systems. Performed project management. Business development in Madras and Bangalore, India.
* 1982-84 The Santa Cruz Operation. (Santa Cruz) *Member of the Technical Staff.*  
  33rd employee; Ported Xenix (a Unix derivative) to the IBM PC. Also Technical Marketing, Training and Technical Writing. During my two years at SCO, I took on a wide range of tasks, including kernel hacking, UNIX stress testing, documentation using such tools as *troff* and *nroff*, source code hierarchy *diff*s, and many other jobs. I had to build a lot of homebrew tools in C and shell scripts to accomplish these tasks. I wrote an archiver, maintained the source for the Xenix C compiler, particularly the linker, and put together the first Xenix games distribution, ported from the BSD games distribution. SCO got a lot of prerelease hardware systems, some of it well known such as an original IBM PC (with no hard drive), the Lisa, and the Macintosh; others not so well known such as the Convergent Technologies 8086 workstations; I got extensive hands-on experience on with all of these systems. Finally, I helped build the training department and conducted many of the first corporate and in-house UNIX training sessions at SCO.
* 1982 ESVEL Corporation, (Campbell) *Intern.*  
  Wrote mainframe database interface software in Pascal and documentation.

### [Education](http://www.webweasel.com/brujo/resume/edu.htm)

In High School (Blair High School, Pasadena CA), I got experience programming:

* in JOSS (a predecessor of MUMPS) (interactively on an IBM Selectric rigged as a TTY) at Caltech. Wrote an adventure game.
* in Fortran II and IV and machine language on an IBM 1620. Wrote simulations and games.
* in Fortran IV on a Univac mainframe at JPL, the Mariner Mars backup computer. Wrote a simulation of the Earths' carbon cycle.

University education:

* Bachelors of Science in Linguistics, Kresge College, UCSC, 1978.  
  Attended University of California at Los Angeles (UCLA), then transferred to the University of California at Santa Cruz (UCSC). Studied Lingustics, Anthropology, Ethnomusicology, Political Economy. I wrote a 300 page senior thesis on pronouns.
* Additional coursework in Computer Science, UCSC 1980-2.  
  Studied Data structures, Compiler theory, Computer Architecture. Programmed in Pascal under UNIX V7 on a PDP11.

<http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive>

The **Internet Sacred Text Archive** (ISTA) is a [website](http://en.wikipedia.org/wiki/Website) dedicated to the preservation of electronic [public domain](http://en.wikipedia.org/wiki/Public_domain) texts, specifically those with significant cultural value. Works which fall into this category range from [religious texts](http://en.wikipedia.org/wiki/Religious_text) such as the [Bible](http://en.wikipedia.org/wiki/Bible), the [Qur'an](http://en.wikipedia.org/wiki/Qur%27an), the [I Ching](http://en.wikipedia.org/wiki/I_Ching), or the [Vedas](http://en.wikipedia.org/wiki/Vedas), to the [classical literature](http://en.wikipedia.org/wiki/Classics) of [Virgil](http://en.wikipedia.org/wiki/Virgil), [Plato](http://en.wikipedia.org/wiki/Plato), or [Sophocles](http://en.wikipedia.org/wiki/Sophocles), and on to the more contemporary works of [Shakespeare](http://en.wikipedia.org/wiki/William_Shakespeare), or the [Brothers Grimm](http://en.wikipedia.org/wiki/Brothers_Grimm).

The website was first opened to the public on March 9, 1999 by the current administrator John Bruno Hare, in [Santa Cruz](http://en.wikipedia.org/wiki/Santa_Cruz,_California), [California](http://en.wikipedia.org/wiki/California), [USA](http://en.wikipedia.org/wiki/United_States).[[1]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-ISTA_about-0) Its texts are organised into 77 different categories, with several new texts being added each month.[[2]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-ISTA_new-1) The maintenance costs for the website — which as of 2006[[update]](http://en.wikipedia.org/w/index.php?title=Internet_Sacred_Text_Archive&action=edit) receives anywhere from five hundred thousand to two million visits a day — are funded by sales of the website on [DVD](http://en.wikipedia.org/wiki/DVD) or [CD-ROM](http://en.wikipedia.org/wiki/CD-ROM), and other monetary donations.[[1]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-ISTA_about-0)

While the majority of visitors seem to recognise the valuable resource the website provides,[[3]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-hacker_foiled-2) the ISTA has still suffered several [denial-of-service attacks](http://en.wikipedia.org/wiki/Denial-of-service_attack) since its inception.[[4]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-ISTA_abuse-3) The first major attack on the website came on March 13, 2002 and lasted for 10 days. After the website's administrator successfully traced the attack to a [university](http://en.wikipedia.org/wiki/University) in [Berlin](http://en.wikipedia.org/wiki/Berlin), and had the user responsible barred from using the computers there, the administrator received an email from the attacker himself. An excerpt from which may aid in understanding his and others motivations for attacking the website: "I surely can not agree with to mix up all the pagan cults, idols, witchcrafts (6. & 7. book of 'Moses'), esoteric, ocullt [*sic*], theosophic and even satanic views and the God that created heaven and earth that hates these former things with one another without distinction."[[3]](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_note-hacker_foiled-2)

## See also

* [Christian Classics Ethereal Library](http://en.wikipedia.org/wiki/Christian_Classics_Ethereal_Library)

## References

1. ^ [***a***](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-ISTA_about_0-0) [***b***](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-ISTA_about_0-1) Hare, John. ["About Sacred-Texts"](http://www.sacred-texts.com/about.htm). <http://www.sacred-texts.com/about.htm>. Retrieved 2006-11-07.
2. [**^**](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-ISTA_new_1-0) Hare, John. ["What's New?"](http://www.sacred-texts.com/new.htm). <http://www.sacred-texts.com/new.htm>. Retrieved 2010-04-04.
3. ^ [***a***](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-hacker_foiled_2-0) [***b***](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-hacker_foiled_2-1) Internet Sacred Text Archive (2002-03-26). ["German Hacker foiled"](http://www.sacred-texts.com/news/032602.htm). Press release. <http://www.sacred-texts.com/news/032602.htm>. Retrieved 2006-11-07.
4. [**^**](http://en.wikipedia.org/wiki/Internet_Sacred_Text_Archive#cite_ref-ISTA_abuse_3-0) Hare, John. ["Abuse of Sacred-texts.com"](http://www.sacred-texts.com/abuse.htm). <http://www.sacred-texts.com/abuse.htm>. Retrieved 2006-11-07.

## External links

* [The Internet Sacred Text Archive](http://www.sacred-texts.com/)
* ["Online religious book publisher seeks growth"](http://www.santacruzsentinel.com/localnews/ci_13035056), Santa Cruz Sentinel, 8/11/2009.

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