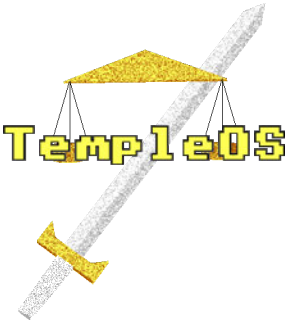
TempleOS

TempleOS (formerly J Operating System, LoseThos, and SparrowOS) is a biblical-themed lightweight operating system (OS) designed to be the Third Temple prophesied in the Bible. It was created by American programmer Terry A. Davis, who developed it alone over the course of a decade after a series of manic episodes that he later described as a revelation from God.



The system was characterized as a modern x86-64 Commodore 64, using an interface similar to a mixture of DOS and Turbo C. Davis proclaimed that the system's features, such as its 640x480 resolution, 16-color display, and single-voice audio, were designed according to explicit instructions from God. It was programmed with an original variation of C (named HolyC) in place of BASIC, and included an original flight simulator, compiler, and kernel.

First released in 2005 as J Operating System, TempleOS was renamed in 2013 and was last updated in 2017.

Background

Terry A. Davis (1969–2018) began experiencing regular manic episodes in 1996, leading him to numerous stays at mental hospitals. Initially diagnosed with bipolar disorder, he was later declared schizophrenic and remained unemployed for the rest of his life. He suffered from delusions of space aliens and government agents that left him briefly hospitalized for his mental health issues. After experiencing a self-described "revelation", he proclaimed that he

was in direct communication with God, and that God told him the operating system was for God's third temple.

Davis began developing TempleOS circa 2003.3 One of its early names was the "J Operating System" before renaming it to "LoseThos", a reference to a scene from the 1986 film Platoon. In 2008, Davis wrote that LoseThos was "primarily for making video games. It has no networking or Internet support. As far as I'm concerned, that would be reinventing the wheel". Another name he used was "SparrowOS" before settling on "TempleOS".5 In mid-2013, his website announced: "God's temple is finished. Now, God kills the CIA until it spreads [redacted]

System overview

TempleOS is a 64-bit, non-preemptive multitasking, multi-cored, public domain, open source, ring-0-only, single address space, non-networked, PC operating system for recreational programming. The OS runs 8-bit ASCII with graphics in source code and has a 2D and 3D graphics library, which runs at 640x480 VGA with 16 colors. Like most modern operating systems, it has keyboard and mouse support. It supports ISO 9660, FAT32 and RedSea file systems (the latter created by Davis) with support for file compression. According to Davis, many of these specifications—such as the 640x480 resolution, 16-color display and single audio voice—were instructed to him by God. He explained that the limited resolution was to make it easier for children to draw illustrations for God.

The operating system includes an original flight simulator, compiler, and kernel. One bundled program, "After Egypt", is a game in which the player travels to a burning bush to use a "high-speed stopwatch". The stopwatch is meant to act as an oracle that generates pseudo-random text, something Davis likened to a Ouija board and glossolalia. An example of generated text follows:

among consigned penal result perverseness checked stated held sensation reasonings skies adversity Dakota lip Suffer approached enact displacing feast Canst pearl doing alms comprehended nought.

TempleOS was written in a programming language developed by Davis as a middle ground between C and C++, originally called "C+" (C Plus), later renamed to "HolyC". It doubles as the shell language, enabling the writing and execution of entire applications from within the shell. The IDE that comes with TempleOS supports several features, such as embedding images in code. It uses a non-standard text format (known as DolDoc) which has support for hypertext links, images, and 3D meshes to be embedded into what are otherwise standard ASCII files; for example, a file can have a spinning 3D model of a tank as a comment in source code. Most code in the OS is JIT-compiled, and it is generally encouraged to use JIT compilation as opposed to creating binaries. Davis ultimately wrote over 100,000 lines of code for the OS.

Read more at: (https://en.wikipedia.org/wiki/TempleOS), (https://en.wikipedia.org/wiki/Terry_A._Davis), (https://templeos.org/).