

GUIdo

Overview

Pygame GUI library, named after the creator of Python, Guido van Rossum, believing that this library will be the first to implement a GUI completely compatible with pygame. Included is a "mini-OS" to show off all the elements. That "mini-OS" is called *Winnux 58* (**Windows 95** + **Windows 98** + **Linux**).

~~i kinda hate this name now~~

Features

- A working command line, with these *nix-style commands*:
 - `pwd`: print working directory
 - `ls`: list file and directories
 - `rm`: remove file(s)
 - `cd`: change directory
- A command-line text editor, `vis`
- SNAKE! (with an incredibly high framerate soo good luck with that)
- A virtual disk to put programs in

Please check our [wiki](#) for more details.

NEVER TRY TO MOUNT `files.img`

Directory structure:

- `/home/`
 - test.txt
(Note: this is created for the testing of the `cat` command.)
- `/sys/`
 - kernel.py
(This is where our OS boots. **DO NOT TRY TO DELETE IT.**)

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OS emulator using pygame.

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