Nunya OS

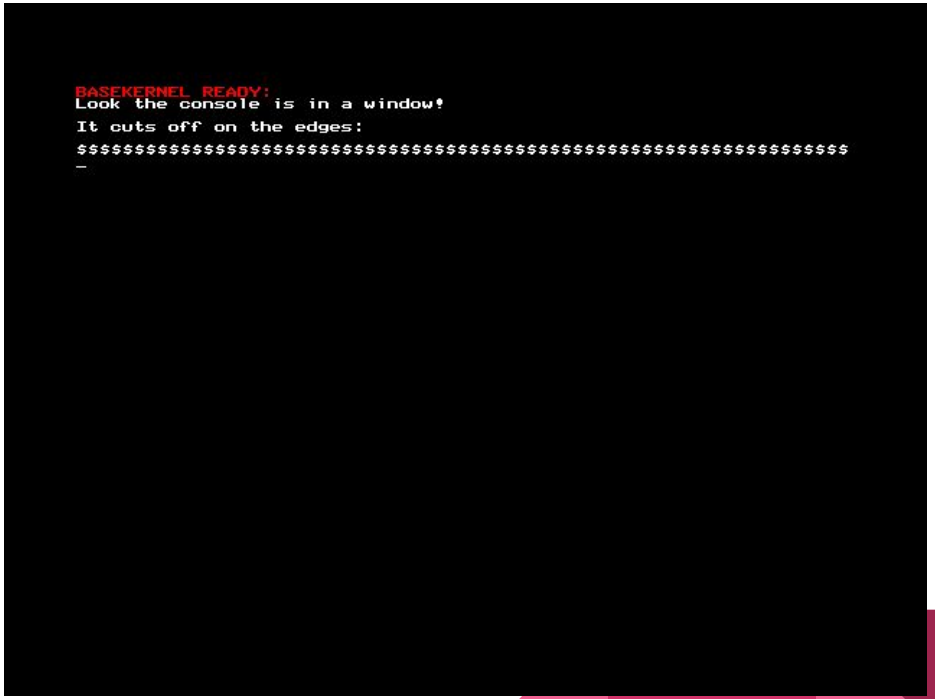
Week 3

Update on the Week

- Windowing System
- Virtual Memory / User Space Memory
- Travis CI
- ISO Filesystem Read

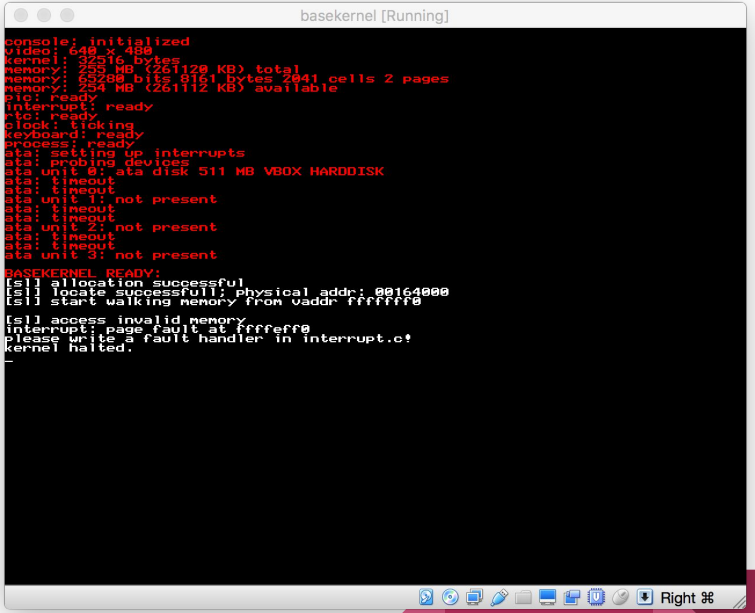
Windowing System

- Basic system with full bounds clipping
- window.h API now available

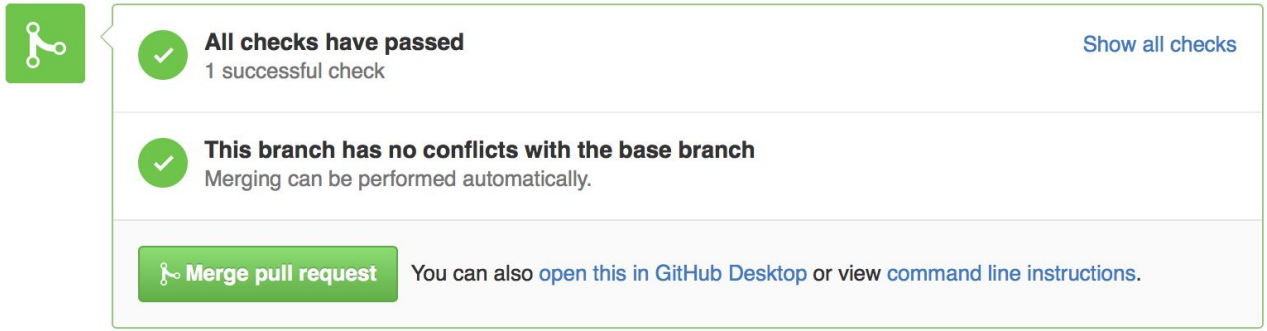

BASEKERNEL READY:
Look the console is in a window!
It cuts off on the edges:
$$$

Virtual Memory

- Investigated the structure of physical memory
- Looked into the location of the video buffer in relation to VirtualBox
  - dedicated video memory discovered
- Successfully walked user memory



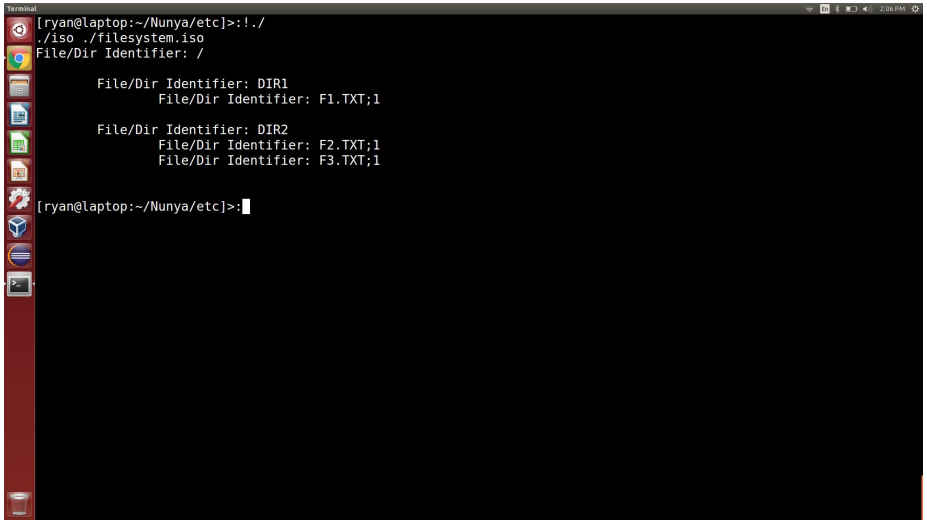
TravisCI



- Now builds and tests for each pull request on master
- Issues with authentication / tokens / organization key policies
    - may need to make a Travisbot account

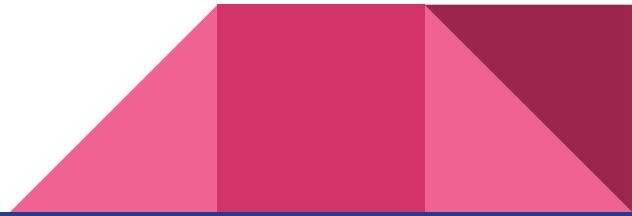
ISO Filesystem Read

- Can enumerate a file system tree
- Currently uses some outside libraries to run
  - stdio.h, string.h, stdint.h
  - Team effort to substitute in our own code
- Issues with VirtualBox recognizing CDs



For Next Week(s)

- Decouple ISO filesystem from external libraries
- ISO filesystem write
- Continue to develop user memory plan
- Benchmark page swap policy
- Flesh out Window drawing (borders, titles, etc)
- PS/2 mouse support
    - Need to add history support to console
- Explore new Travis user repo to resolve issues



QUESTION TIME!

- How far can/should we deviate from the ISO standard?
  - Block size: 512 vs 2048
- More questions to come...