How bww ports software to OS/2

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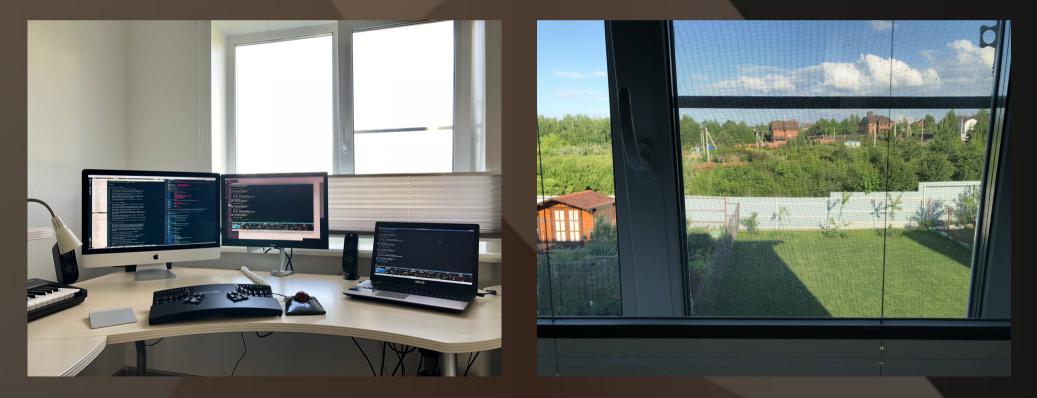
About me

Full-time OS/2 software developer since 2003.
 Co-founder of bww and its main contractor since 2012.

Worked for netlabs.org since 2003.Worked at innotek in 2004-2008.

About me

Was born today 41 years ago :-) →Live in a village in Moscow outskurts, <u>Russia:</u>



About me

Ported Qt 3 to OS/2.
Ported Qt 4 to OS/2.
Ported OpenJDK 6 to OS/2.
Contributed in Odin, OS/2 versions of Adobe Flash, LIBC, GCC, Python, RPM, numerous developer tools and libraries.
Maintain Firefox for OS/2 since v17 (2013).

What's needed to create or port software

Hardware that can run the OS.
OS documentation.
Programming tools (compiler, linker etc).
Software libraries (basic I/O, database, graphics).
Knowledge :-)

How it's done on other platforms

1. You get any modern computer that meets your needs and install the OS.

2.You install programming tools (compiler, linker etc) and up-to-date documentation.

3.You install needed software libraries.

4.You start porting software or creating it from scratch.

5. You get support from vendors and community.

How it's done on OS/2

1.You need a specific computer model supported by OS/2.

2. You search for programming tools and find them missing or too old so you have to port them first.3. You search for software libraries and... same as

above.

4. Only then you start porting software you wanted.

5.You don't have vendor or community support so you have to dig it all on your own.

Future plans

Port Ot 5 to OS/2
Port Chrome to OS/2
Port newer OpenJDK to OS/2
Release a tool to load programs in high memory
Provide a LIBCx extension to access memory above 4G through QSINIT

Future plans

→Continue active support for RPM and its infrastructure.

→Continue active support for all tools and libraries that allow to develop software for OS/2.

→Further Firefox work is not planned (Rust is a show stopper).

Adobe Flash work is not planned (it's officially dead now).

The End

Thank you! Dont hesitate to ask questions!