Haiku OS

a quick look

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Agenda

three perspectives

- User
- Developer
- Porter

What is Haiku?

- Desktop-oriented operating system
- Not Linux, not UNIX
- BeOS clone, binary compatible
- MIT licensed

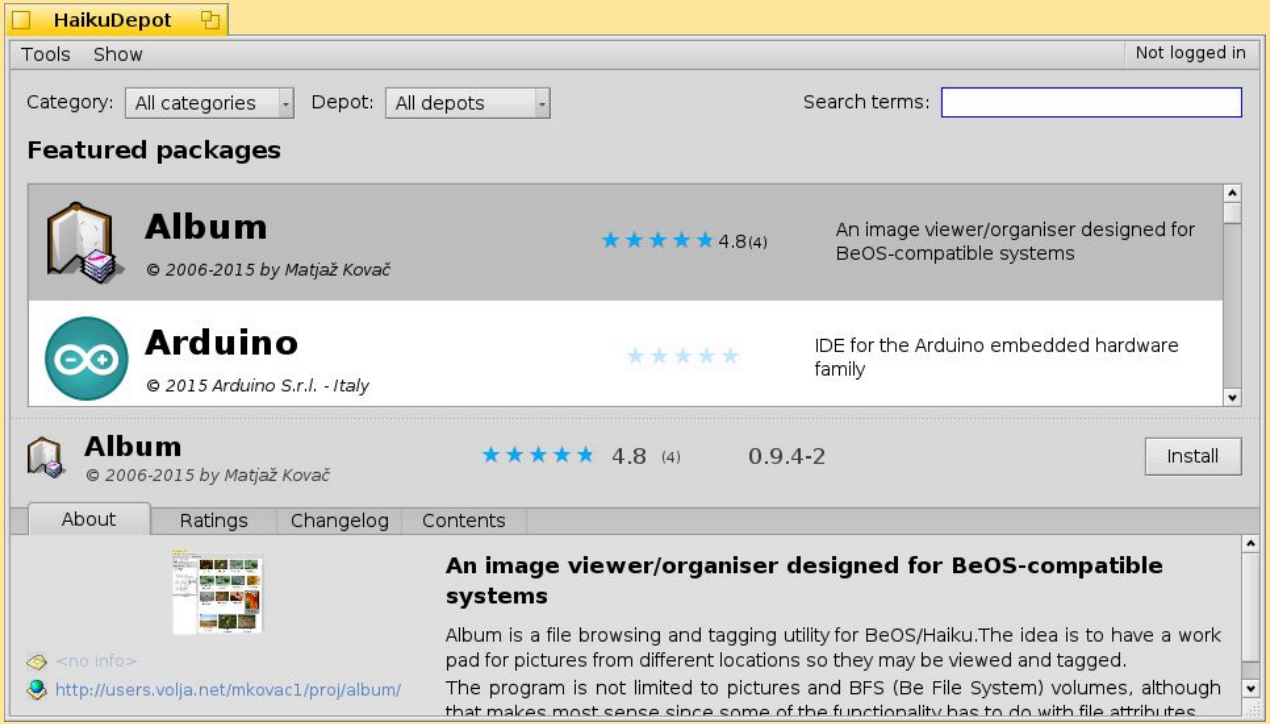
User

- Package management
- Icons
- File management
- Replicants
- Stack & Tile

Package management

- Very elegant solution
- HPKGs are being put into /packages directory
  - Metadata in .PackageInfo file inside the package
- packagefs mounts them
- Directories like /bin, /develop, etc. are virtual and read-only
- Overriding files by putting them in equivalent structure under /non-packaged
- Problems to solve:
  - Packages are being built and uploaded manually
  - No way to reproduce the package repository
    - No automatic build system deployed
    - Three have been developed

HaikuDepot

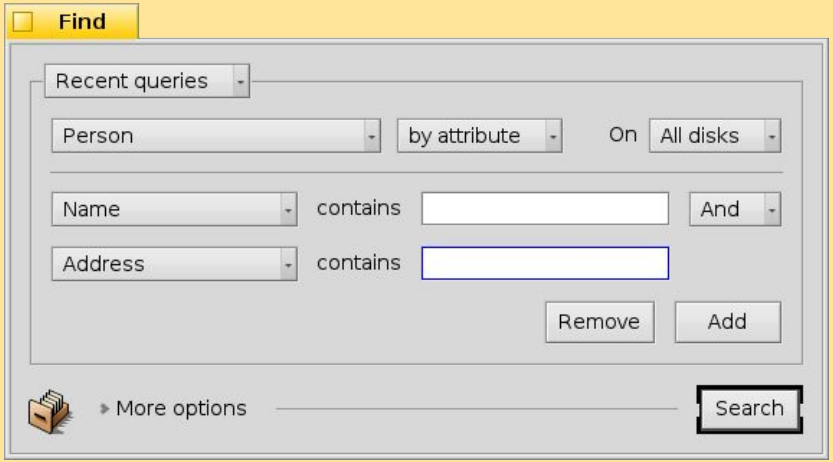

HaikuDepot
Tools
Show
Not logged in
Category:
All categories
Depot:
All depots
Search terms:
Featured packages
Album
© 2006-2015 by Matjaž Kovač
4.8(4)
An image viewer/organiser designed for BeOS-compatible systems
Arduino
© 2015 Arduino S.r.l. - Italy
IDE for the Arduino embedded hardware family
Album
© 2006-2015 by Matjaž Kovač
4.8 (4)
0.9.4-2
Install
About
Ratings
Changelog
Contents
An image viewer/organiser designed for BeOS-compatible systems
Album is a file browsing and tagging utility for BeOS/Haiku.The idea is to have a work pad for pictures from different locations so they may be viewed and tagged.
The program is not limited to pictures and BFS (Be File System) volumes, although
<no info>
http://users.volja.net/mkovac1/proj/album/

Icons

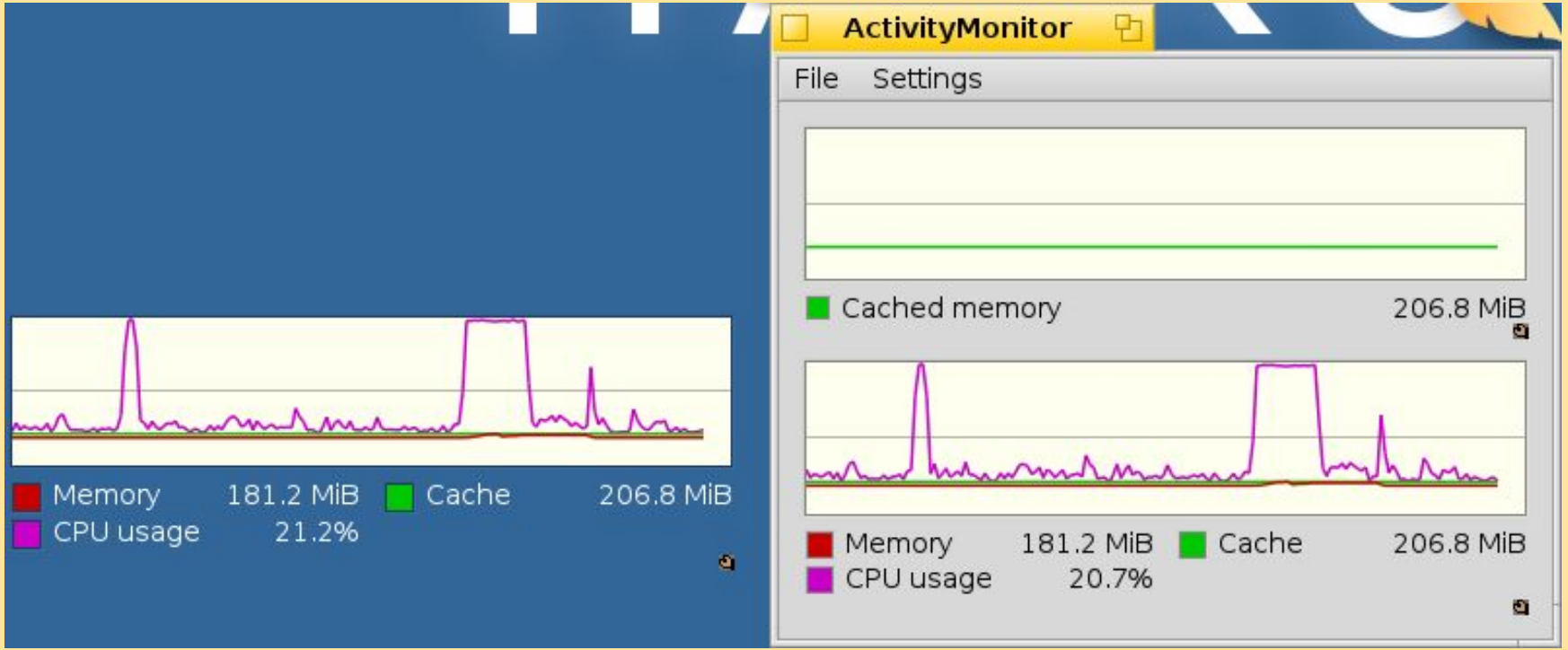
- Vector icons
- Haiku Vector Icon Format (HVIF)
  - Supports LODs
- Small size (max. ~1 KiB)
  - Can be embedded in a file attribute

File management

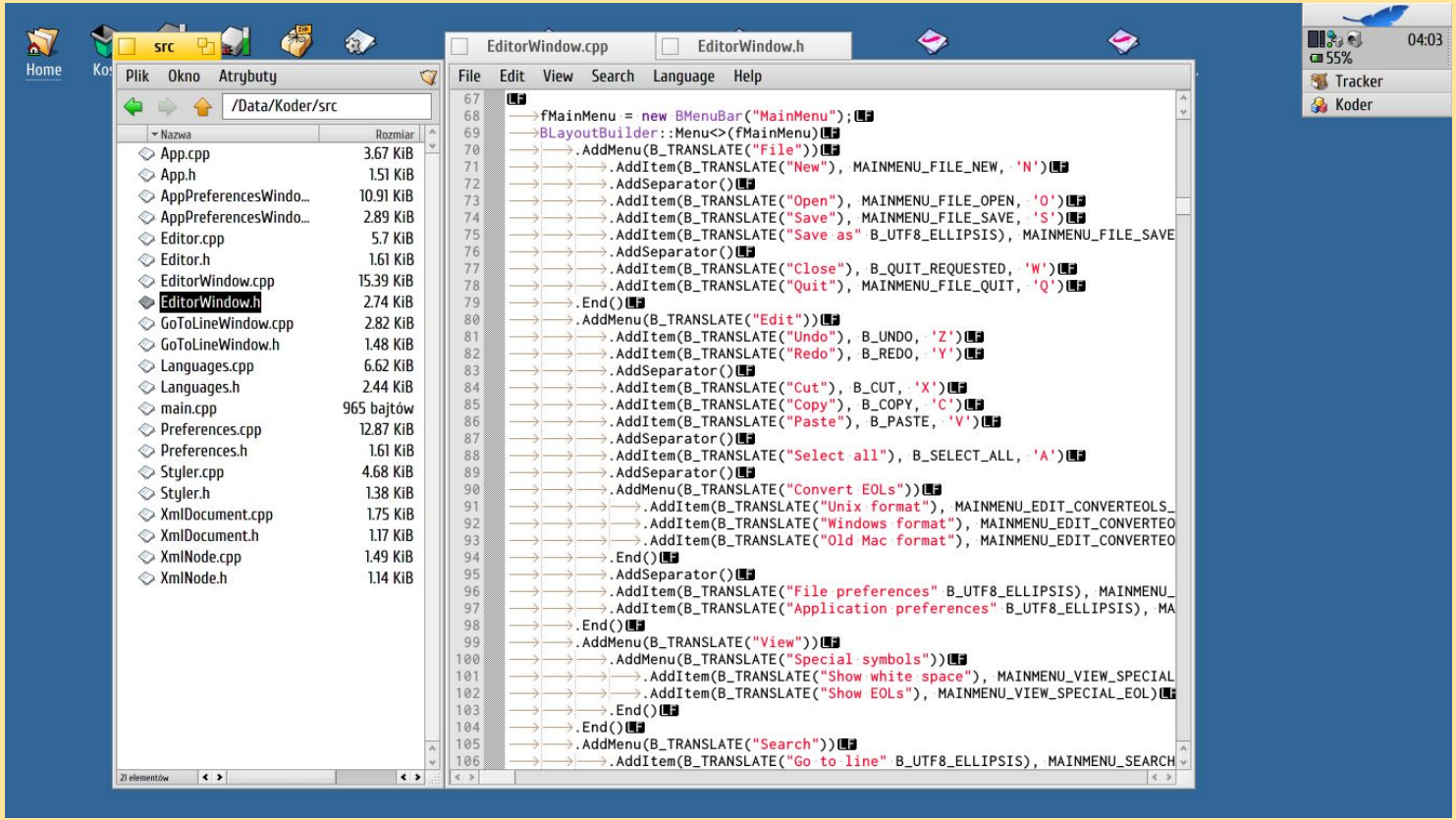
- You can move or rename any file, regardless if it is opened somewhere
- Extensive file attributes support
  - You can define your own attributes...
  - ...and search by them...
  - ...but it creates compatibility problems



Replicants


ActivityMonitor
File
Settings
Cached memory
206.8 MiB
Memory
181.2 MiB
Cache
206.8 MiB
CPU usage
20.7%
Memory
181.2 MiB
Cache
206.8 MiB
CPU usage
21.2%

Stack & Tile


Home
src
Plik Okno Atrybuty
/Data/Koder/src
Nazwa Rozmiar
App.cpp 3.67 KiB
App.h 1.51 KiB
AppPreferencesWindo... 10.91 KiB
AppPreferencesWindo... 2.89 KiB
Editor.cpp 5.7 KiB
Editor.h 1.61 KiB
EditorWindow.cpp 15.39 KiB
EditorWindow.h 2.74 KiB
GoToLineWindow.cpp 2.82 KiB
GoToLineWindow.h 1.48 KiB
Languages.cpp 6.62 KiB
Languages.h 2.44 KiB
main.cpp 965 bajtów
Preferences.cpp 12.87 KiB
Preferences.h 1.61 KiB
Styler.cpp 4.68 KiB
Styler.h 1.38 KiB
XmlDocument.cpp 1.75 KiB
XmlDocument.h 1.17 KiB
XmlNode.cpp 1.49 KiB
XmlNode.h 1.14 KiB
21 elementów
EditorWindow.cpp
EditorWindow.h
File Edit View Search Language Help
fMainMenu = new BMenuBar("MainMenu");
BLayoutBuilder::Menu<>(fMainMenu)
.AddMenu(B_TRANSLATE("File"))
.AddItem(B_TRANSLATE("New"), MAINMENU_FILE_NEW, 'N')
.AddSeparator()
.AddItem(B_TRANSLATE("Open"), MAINMENU_FILE_OPEN, 'O')
.AddItem(B_TRANSLATE("Save"), MAINMENU_FILE_SAVE, 'S')
.AddItem(B_TRANSLATE("Save as" B_UTF8_ELLIPSIS), MAINMENU_FILE_SAVE
.AddSeparator()
.AddItem(B_TRANSLATE("Close"), B_QUIT_REQUESTED, 'W')
.AddItem(B_TRANSLATE("Quit"), MAINMENU_FILE_QUIT, 'Q')
.End()
.AddMenu(B_TRANSLATE("Edit"))
.AddItem(B_TRANSLATE("Undo"), B_UNDO, 'Z')
.AddItem(B_TRANSLATE("Redo"), B_REDO, 'Y')
.AddSeparator()
.AddItem(B_TRANSLATE("Cut"), B_CUT, 'X')
.AddItem(B_TRANSLATE("Copy"), B_COPY, 'C')
.AddItem(B_TRANSLATE("Paste"), B_PASTE, 'V')
.AddSeparator()
.AddItem(B_TRANSLATE("Select all"), B_SELECT_ALL, 'A')
.AddSeparator()
.AddMenu(B_TRANSLATE("Convert EOLs"))
.AddItem(B_TRANSLATE("Unix format"), MAINMENU_EDIT_CONVERTEOLS_
.AddItem(B_TRANSLATE("Windows format"), MAINMENU_EDIT_CONVERTEO
.AddItem(B_TRANSLATE("Old Mac format"), MAINMENU_EDIT_CONVERTEO
.End()
.AddSeparator()
.AddItem(B_TRANSLATE("File preferences" B_UTF8_ELLIPSIS), MAINMENU_
.AddItem(B_TRANSLATE("Application preferences" B_UTF8_ELLIPSIS), MA
.End()
.AddMenu(B_TRANSLATE("View"))
.AddMenu(B_TRANSLATE("Special symbols"))
.AddItem(B_TRANSLATE("Show white space"), MAINMENU_VIEW_SPECIAL
.AddItem(B_TRANSLATE("Show EOLs"), MAINMENU_VIEW_SPECIAL_EOL)
.End()
.End()
.AddMenu(B_TRANSLATE("Search"))
.AddItem(B_TRANSLATE("Go to line" B_UTF8_ELLIPSIS), MAINMENU_SEARCH
04:03
55%
Tracker
Koder

Developer

- BeAPI
- Hybrid builds
- Debugger
- Translators
- Qt
- Java
- Contributing

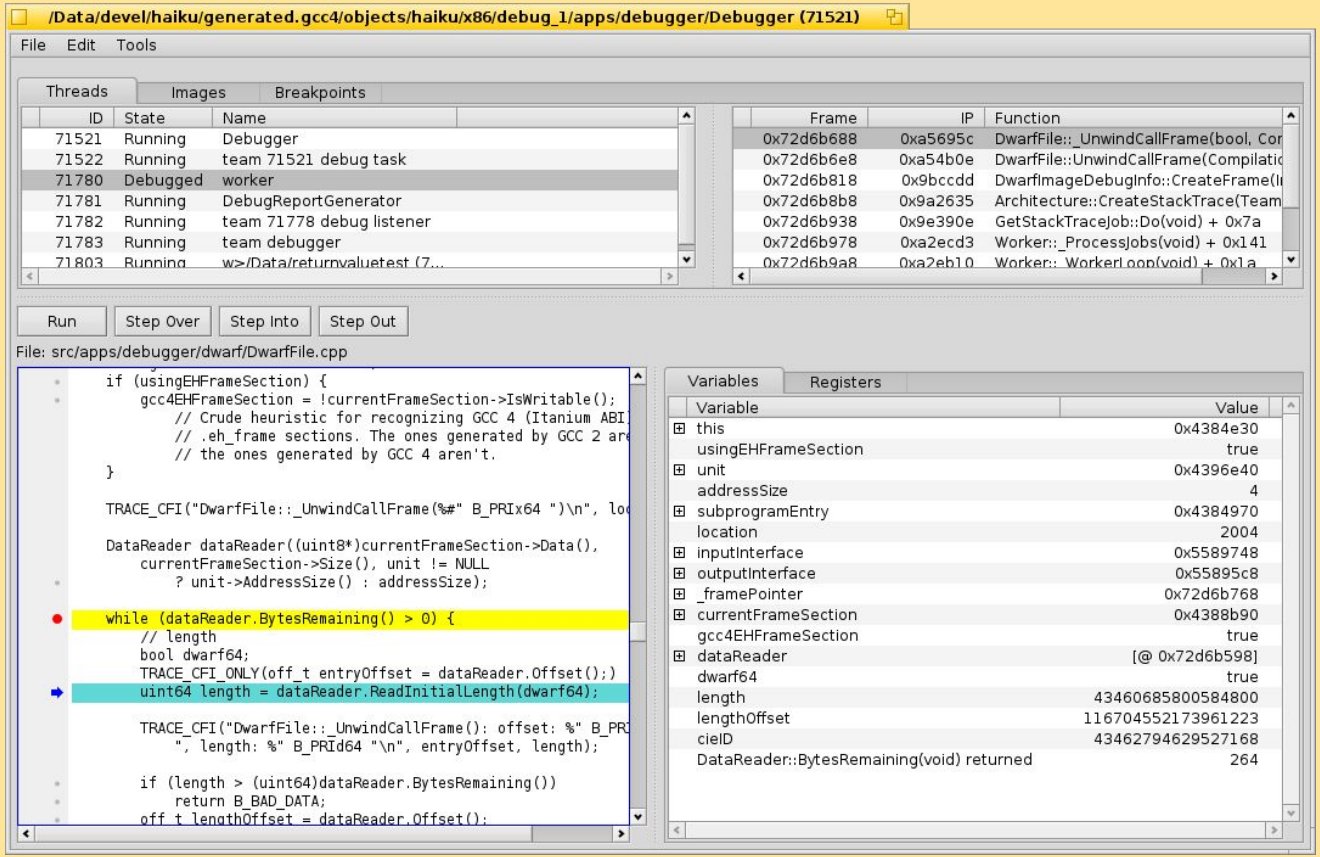
BeAPI

- Native language: C++
- Object Oriented but nowadays a bit dated
- New in Haiku:
  - LayoutKit
  - LocaleKit
  - NetworkKit
  - CryptoKit (WIP, recently started)
- Creating bindings is problematic
- GUI programming only with C++ or yab (or bash with `dialog` clones)

Hybrid builds

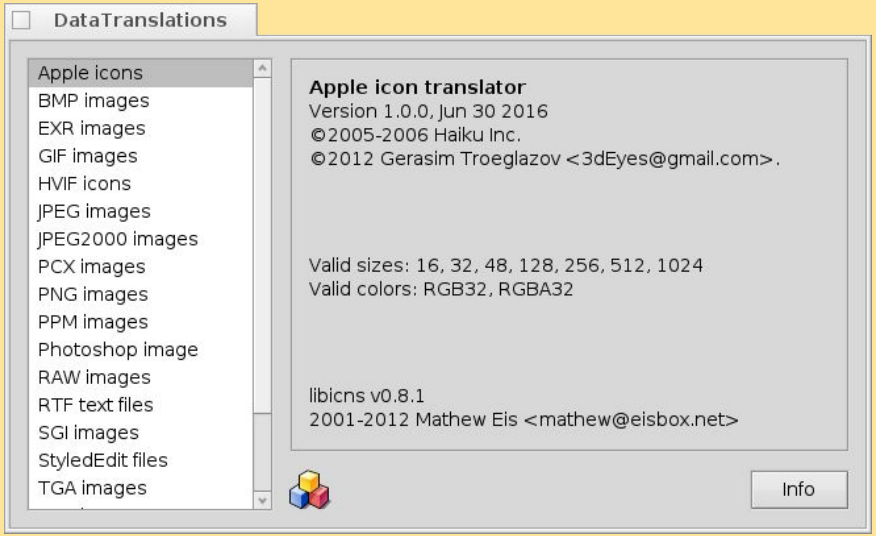
- Due to binary compatibility goal Haiku still uses GCC 2.95
- Hybrid builds ship with both GCC2 and GCC5
  - GCC2 for the main OS
  - GCC5 for userland applications
- Official release is GCC2 with GCC5 userland libraries
- Unsupported builds:
  - GCC5 with GCC2 userland libs
  - GCC2/5 only

Debugger


/Data/devel/haiku/generated.gcc4/objects/haiku/x86/debug_1/apps/debugger/Debugger (71521)
File Edit Tools
Threads Images Breakpoints
ID State Name
71521 Running Debugger
71522 Running team 71521 debug task
71780 Debugged worker
71781 Running DebugReportGenerator
71782 Running team 71778 debug listener
71783 Running team debugger
Frame IP Function
0x72d6b688 0xa5695c DwarfFile::_UnwindCallFrame(bool, Cor
0x72d6b6e8 0xa54b0e DwarfFile::UnwindCallFrame(Compilatic
0x72d6b818 0x9bccdd DwarfImageDebugInfo::CreateFrame(I
0x72d6b8b8 0x9a2635 Architecture::CreateStackTrace(Team
0x72d6b938 0x9e390e GetStackTraceJob::Do(void) + 0x7a
0x72d6b978 0xa2ecd3 Worker::_ProcessJobs(void) + 0x141
Run Step Over Step Into Step Out
File: src/apps/debugger/dwarf/DwarfFile.cpp
if (usingEHFrameSection) {
gcc4EHFrameSection = !currentFrameSection->IsWritable();
// Crude heuristic for recognizing GCC 4 (Itanium ABI
// .eh_frame sections. The ones generated by GCC 2 are
// the ones generated by GCC 4 aren't.
}
TRACE_CFI("DwarfFile::_UnwindCallFrame(%#" B_PRIx64 ")\n", loc
DataReader dataReader((uint8*)currentFrameSection->Data(),
currentFrameSection->Size(), unit != NULL
? unit->AddressSize() : addressSize);
while (dataReader.BytesRemaining() > 0) {
// length
bool dwarf64;
TRACE_CFI_ONLY(off_t entryOffset = dataReader.Offset();)
uint64 length = dataReader.ReadInitialLength(dwarf64);
TRACE_CFI("DwarfFile::_UnwindCallFrame(): offset: %" B_PRI
", length: %" B_PRId64 "\n", entryOffset, length);
if (length > (uint64)dataReader.BytesRemaining())
return B_BAD_DATA;
Variables Registers
Variable Value
this 0x4384e30
usingEHFrameSection true
unit 0x4396e40
addressSize 4
subprogramEntry 0x4384970
location 2004
inputInterface 0x5589748
outputInterface 0x55895c8
_framePointer 0x72d6b768
currentFrameSection 0x4388b90
gcc4EHFrameSection true
dataReader [@ 0x72d6b598]
dwarf64 true
length 43460685800584800
lengthOffset 116704552173961223
cieID 43462794629527168
DataReader::BytesRemaining(void) returned 264

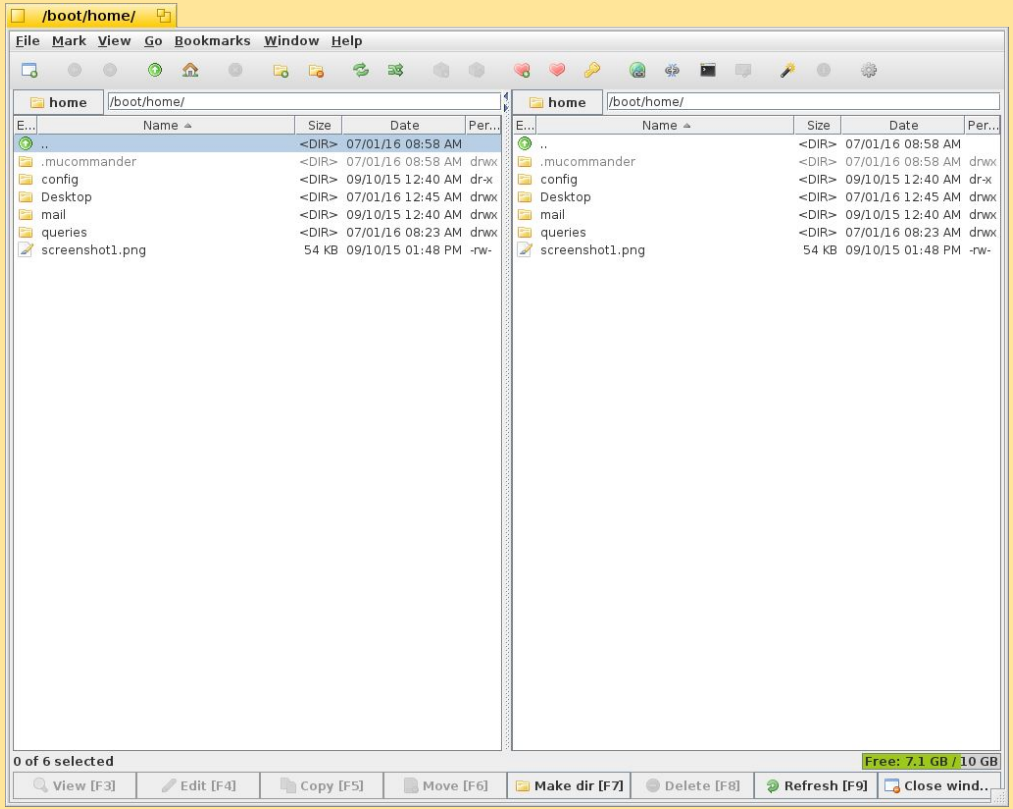
Translators

- OS-wide plugin system
- Applications can easily support many formats



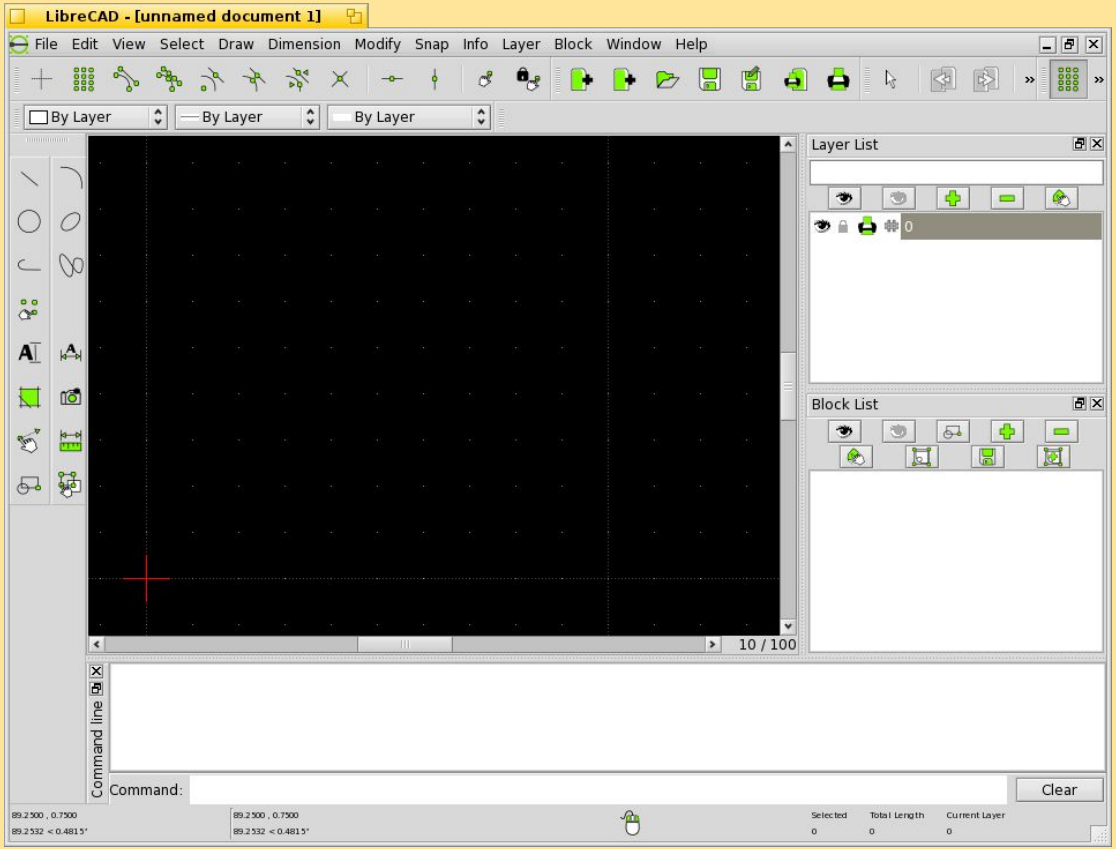
Java

- OpenJDK 7
- OpenJDK 8
- Eclipse doesn’t work
  - SWT requires Java API bindings
- NetBeans works - kind of…
  - Starts only the first time



Qt

- Qt 4
  - put together to “just work”
- Qt 5
  - upstreamed



Contributing

- Haiku
  - Trac for issue tracking
  - Patches attached to issues
  - Code review happens on ML after committing
- HaikuPorts
  - GitHub’s pull request workflow

Porter

- POSIX compatibility
- Ports system
- Sample recipe

Ports system

- HaikuPorter
  - Written in Python 2
  - Emits warnings in case of misplaced files
  - Features build master mode
  - Builds packages in `chroot`-ed environment
- Currently just one master branch
- Patches stored in one .patchset file
  - HaikuPorter creates a git repository for the extracted sources
  - Retains commit history
  - HaikuPorter can automatically extract them from changes
- Follows Gentoo Portage’s directory structure

Sample recipe

```
SUMMARY="Short description of ProjectX"
DESCRIPTION="Long ProjectX description."
HOMEPAGE="https://homepage/of/projectx.org"
COPYRIGHT="2014 Developer name"
LICENSE="MIT"
REVISION="1"
SOURCE_URI="https://example.com/projectx-$portVersion.tar.gz"
CHECKSUM_SHA256="0000000000000000000000000000000000"
SOURCE_DIR="$portVersionedName"
PATCHES="projectx-$portVersion.patchset"
ADDITIONAL_FILES="projectx.rdef"

ARCHITECTURES="x86_gcc2 ?x86 ?x86_64"
SECONDARY_ARCHITECTURES="?x86"
```

Sample recipe

```
PROVIDES="
      projectx$secondaryArchSuffix = $portVersion
      lib:projectx$secondaryArchSuffix = $portVersion
      "
REQUIRES="
      haiku
      "
PROVIDES_devel="
      projectx${secondaryArchSuffix}_devel = $portVersion
      devel:libprojectx$secondaryArchSuffix = $portVersion
      "
REQUIRES_devel="
      haiku${secondaryArchSuffix}_devel
      projectx$secondaryArchSuffix == $portVersion base
      "
BUILD_REQUIRES="
      haiku_devel
      "
BUILD_PREREQUIRES="
      makefile_engine
      cmd:make
      cmd:gcc
      "
```

Sample recipe

```
BUILD()
{
      make $jobArgs OBJ_DIR=objects
}

INSTALL()
{
      mkdir -p $libDir
      mkdir -p $includeDir

      cp -a objects/libprojectx.so $libDir
      cp -R include/. $includeDir

      prepareInstalledDevelLibs libprojectx
      packageEntries devel $developDir
}

TEST()
{
      make check
}
```

Miscellaneous

- FreeBSD network compatibility layer
  - Lets us use FreeBSD drivers without changes
  - Currently from FreeBSD 9
- No graphics drivers for modern video cards ;(
  - WIP Gallium3D port
  - Mesa swrast & softpipe
- Who cares?
  - TuneTracker Systems
  - University of Auckland

Thanks for listening!

Questions?

WWW: https://haiku-os.org
IRC: #haiku on FreeNode

https://github.com/haikuports