

Could Haiku ever become a BSD?



What BSD gave us,
what we could still gain from it.

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Haiku



- Free Software rewrite of BeOS
- An Operating System for the desktop
- A lot of POSIX
 - Filesystems, uid/gid, signals, sockets...
 - But we don't claim to be Unix®
- Some more funny things
 - Typed & indexable xattrs



So, what did we steal, er, reuse?



License

- We use the “MIT” license (\approx BSD) 
 - For most of the code
- We do ship some GPL blobs too 
 - We still use Glibc (BeOS binary compatibility)



FreeBSD network drivers

- Non-mainstream = less drivers
- Same approach as RTEMS
 - FreeBSD kernel compat layer (static lib)
 - NIC / WLAN drivers ported without much change
- We still have some native drivers



OpenSound System v4

- Ported to BeOS & Haiku
- Native interface to MediaKit
- Still a bit buggy
- But more drivers!



Kernel driver bus system

- Old (BeOS) bus_managers had a rescan() hook...
 - not designed for USB
- New driver subsystem has similarities with newbus
- Will Linux someday have a stable DDI? ☺



Some tools

- We use GNU Coreutils
- But some other tools we borrowed elsewhere



grep -R Regents

- Network: ftp[d], telnet[d], ping, traceroute...
- Termcap stuff
- libroot/posix/
 - stdio
 - stdlib



OpenSSH

- Of course!
- We still need to fix multiuser though...



Ok, that's nice, but...
What Else?™



libc

- ZETA (last BeOS) attempted BSD libc switch
- We had a patch for Haiku as well
- Still need BeOS binary compat (glibc) for R1



Graphic Drivers?

- I noticed there was a talk about FreeBSD gfx stack...
- Maybe they are cleaner than Linux ones?
- TODO check linuxkpi 😊



PF / NAT

- We have our own net stack but...
- At least NAT would be nice



Kernel?

- Rump kernels?
 - Could be useful maybe
- Haiku/kFreeBSD?
 - We also have our own kernel cause it's fun to hack
 - Emulate native IPC with sockets/kqueue?



Evil poetry?

Daemon, fish and flag,
Giving us so much of code,
Thanks to all of you!



Thanks

- Questions?

