

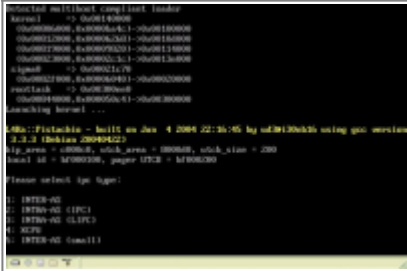

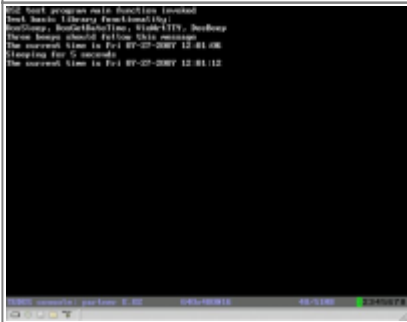


# osFree screenshots

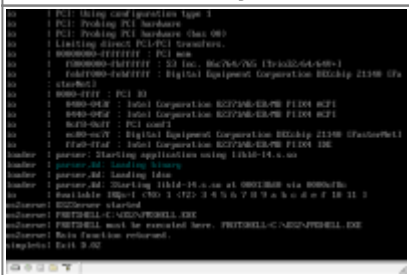
Click on a thumbnail to enlarge. Oldest screenshots are shown first.

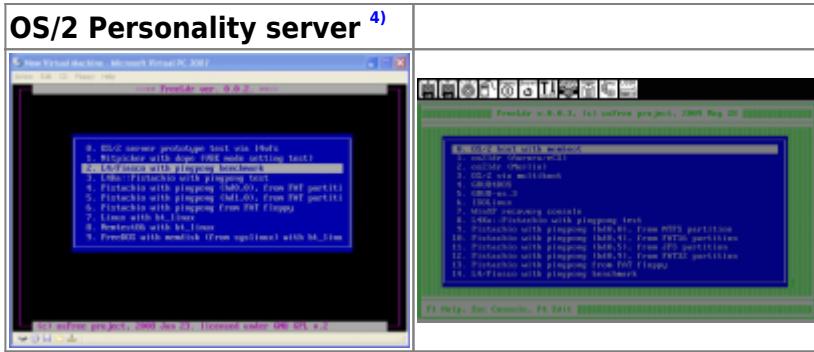
## Version 0.0.2

All screenshots in this section are of software currently under development.


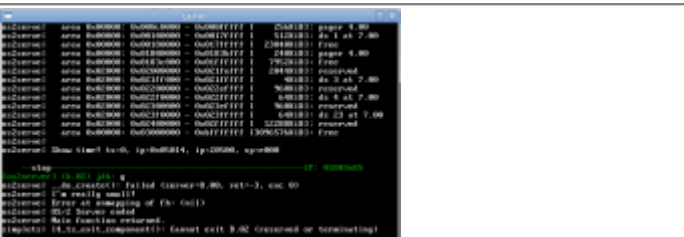

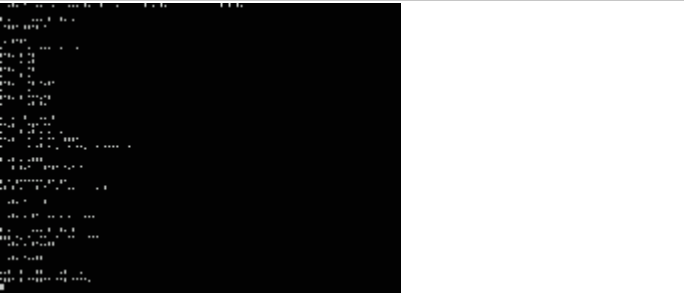
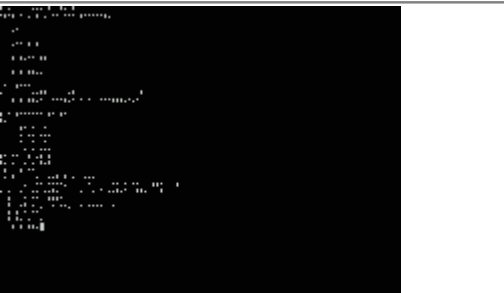
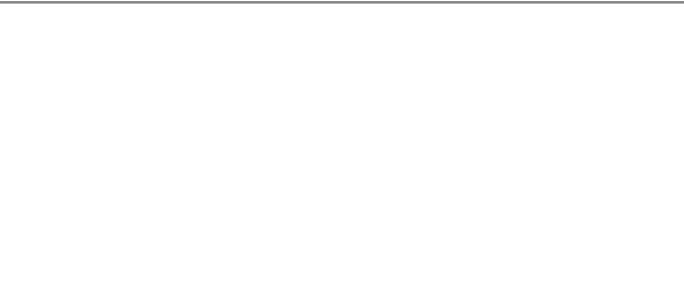
<p><b>Boot Sequence</b></p> 	<p><b>With Original Bootsector</b></p> 
<p><b>Boot Sequence with LILO <sup>1)</sup></b></p> 	<p><b>OS/2 Test Application <sup>2)</sup></b></p> 
<p><b>OS/2 Application Output <sup>3)</sup></b></p> 	

## Version 0.0.3

<p><b>OS/2 Personality server <sup>4)</sup></b></p> 	
<p><b>FreeLdr boot menu <sup>5)</sup></b></p>	<p><b>FreeLdr boot menu <sup>6)</sup></b></p>



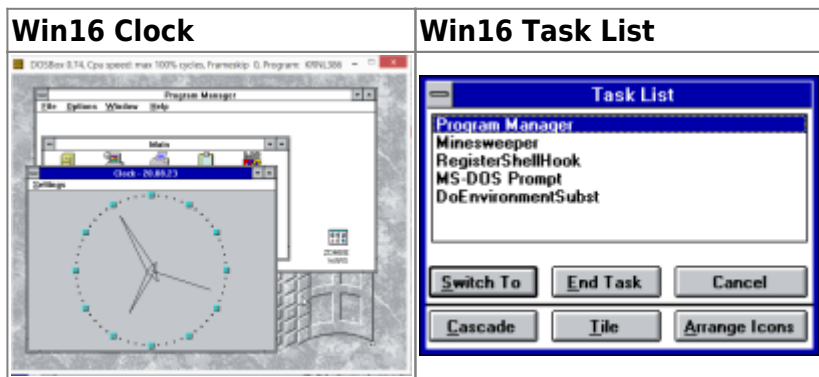
**Version 0.0.4**

<p><b>OS/2 LX Executable (Win32 host) <sup>7)</sup></b></p> 	<p><b>OS/2 LX Executable (L4 host) <sup>8)</sup></b></p> 
<p><b>FreeDOS startup</b></p> 	<p><b>argenv.exe (arguments and environment test)</b></p> 
<p><b>sort.exe (DosOpen test)</b></p> 	

**Version 0.0.5**



### Development



1) Here you can see result of FreeLDR, Kickstart, L4Ka:Pistachio, sigma0 server and initial screen of pingpong application.

2) Here you can see result of GRUB, Bootstrap, Fiasco and core servers with ongoing port/reimplementation of OS2Linux for L4 microkernel. Output to log server.

3) Same as above, but output to graphical L4Con console.

4) CONFIG.SYS already parsed and start of PROTSHELL execution

5) simple menu

6) full-featured menu

7) This is native OS/2 application in LX format executed under OS/2 Personality server on top of Win32 host

8) This is native OS/2 application in LX format executed under OS/2 Personality server on top of L4 host

9) menu screen

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