# What's up on Haiku?

R1/beta2, packaging, porting and contributing.

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#### Haiku?

- Free Software Operating System
- Inspired by the BeOS
- Our own kernel
- Our on GUI
- Started 2001
- R1/beta1 2018



## Official platforms

- x86\_gcc2h (32bit): Recommended
  - GCC2h: GCC2.95 hybrid + GCC3 er, 7, er, 8
  - Binary compatible with BeOS R5
- x86 (32bit)
  - GCC8 only, no BeOS R5 compat
- x86\_64
  - Almost official, good support



## Exotic platforms

- PowerPC
  - Still not finished
- ARM still in the works
  - Lot of demand (Raspberry Pi...)
- M68k barely started
- SPARC64 started by PulkoMandy
- RISC-V just started



# Nightly Builds

- Haiku & HaikuPorts repositories
  - buildbots
- Online updates
- Transactional updates
  - You can boot previous packages states



#### R1/beta2

- Real Soon Now™
- Infrastructure makes it easier now
- R1/beta1 DVDs are still available
  - And you can upgrade after the install.



## We started optimizing

- Boot with less than 256MB of RAM
  - A long time ago it used to be 40MB...
  - But Installer needs more
- Various improvements
  - Thread synchronization
  - Memory allocation
  - We tried rpmalloc... back to Hoard2 for now



# And cleaning up

Switch to musl libc for math on new platforms



## Security

- Area cloning limitations
- SMAP + SMEP
- Lot of fixes thanks to PVS-Studio
- Still a lot to do
  - (we're cloning an OS which ran all apps as root )



#### More drivers!

- xHCI (USB3) stabilized
- UEFI support integrated
- NVMe SSD support
- PS/2 fixes (trackpad...)
- Oh, and we still support



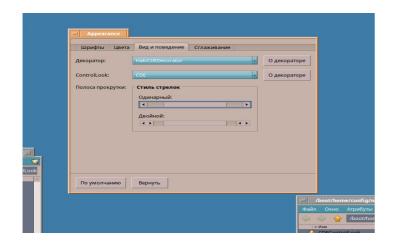
#### **HDPI**

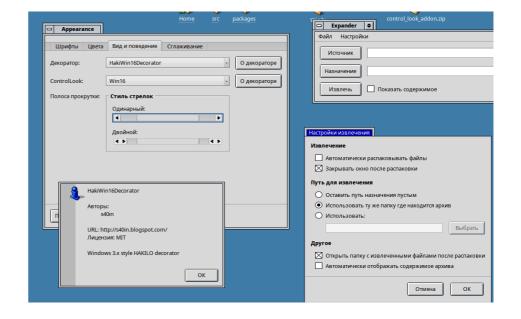
- Better adaptation to very high resolutions
- GUI layout scales with the system font size
- But, we already had vector icons
  - Custom HVIF format allows storing them in inodes



# Theming

- BControlLook class can be replaced
  - HakiControlLook...







# Packaging, before

- BeOS
  - ZIP files, unzip anywhere
  - Or PKG files with click-o-drome
  - No dependency management
- Haiku
  - installoptionalpackage (mostly wget+unzip \$1)



# Packaging, now

- /system/packages/
  - \*.hpkg
  - administrative/
    - active-packages
    - state\_\${date}/
    - writeable-files/
- Installing Haiku = copy 200 files
- Updating = download 15 files



# packagefs

- Mounted on /system/ and ~/config/
- Union of active packages contents
- Shine-through directories for manual install
  - .../non-packaged/ (=/usr/local)



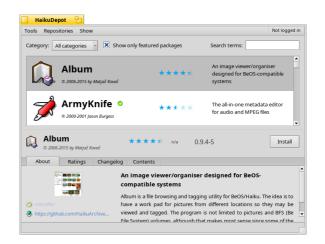
### HaikuPorter

- Python
- Package names from Gentoo
- Builds recipes in a chroot with deps
- HaikuPorts on GitHub has them



#### Interface

- GUI
  - HaikuDepot
  - SoftwareUpdater
- pkgman







# Challenges

- Since R1/beta1: Packaging
  - Almost reproducible build
  - But requires strict dependencies
- Haiku needs Haiku to build
- Bootstrap builds = easy to break
  - HaikuPorts-cross not well maintained...
- Config files & list-of-installed-by-{pip,...}



# The good

- Updates are soooo fast
- catattr SYS:PACKAGE /foo/bar
  - Tells you which package has it
  - You know it didn't change
- You can blacklist files in packages
- You can boot previous states if it breaks



#### **Problems**

- Stage1 loader locates haiku\_loader.hpkg
  - If this one breaks...
  - Happened last week on nightly
- Failed updates must be redownloaded
- Uses more memory & CPU
  - We started benchmarking
  - We used to cache both compressed & uncompressed content



#### Numbers

- Published packages (x86\_gcc2)
  - 4298 on HaikuPorts
  - 1511 in the 3 other repos (Clasqm, BeSly, FatElk)
- On my dev VM
  - \$ ls /system/packages/\*.hpkg| wc -l
    689



# So you want to port your app?



#### POSIX...ish

- We never claimed full POSIX compatibility
- But many Linux folks use syscalls as if...
  - And forget to check in configure.ac
  - And then complain when we add our calls with proper checks
- "You don't have inotify|whatever"
  - BeOS did it 20 years ago, differently
  - Inotify isn't POSIX either
- It's usually ok to have fallbacks



#### Modularize

- If your code is clean you shouldn't need a lot of #ifdefery
- Subclass implementation per platform
- Don't insist on extra stuff
  - Added value vs dependency hell
- It's usually ok to have fallbacks
  - Did I say that already?



## Example: qtkeychain

- PR just got merged
- Commit 1

```
- #if defined(Q_OS_UNIX) && !defined(Q_OS_DARWIN) && !defined(Q_OS_ANDROID)
+ #if defined(KEYCHAIN_DBUS)
```

- Commit 2
  - CmakeList.txt: changed 17 lines
  - keychain\_haiku.cpp
- That's it.



#### **DON'T**:

- return -EF00;
  - We have them negative already
  - For BeOS compat, & POSIX couldn't make their mind anyway back then
  - Best is to #define myerr(e) depending on \$0S

#### Issue 6

The following new requirements on POSIX implementations derive from alignment with the Single

The majority of the error conditions previously marked as extensions are now mandatory, ex

Values for errno are now required to be distinct positive values rather than non-zero values. This c



#### **Build tools**

- CMake, meson...
- Autotools
  - don't forget to AC\_CHECK\_LIBS, AX\_PTHREAD...
    - POSIX doesn't tell which lib has what anyway



# Compiler

- Official target x86\_gcc2
- Hybrid: gcc2 + gcc8
  - Like Linux' /lib + /lib64
- GCC2 (so C89) required for system parts
- Otherwise it's ok with latest



#### X11

- Well, cleanup first?
- Conky: I started to cleanup X11 everywhere
- Wayland users will thank you



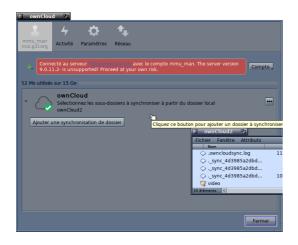
# Qt[4,5]

- Keep Qt5X11Extras optional, Wayland users will love you too
- Qt is quite well done
- Haiku plugin gives native look (& feel mostly)
- OpenGL not working yet in Qt

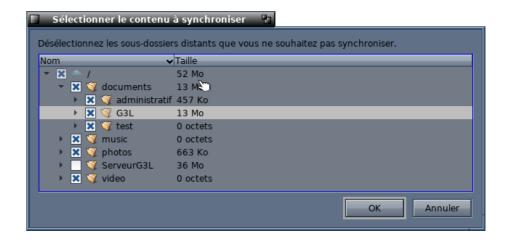


# Example: {own,next}cloud client

- OwnCloud
  - QtWebEngine optional
- Port already running
- folderwatcher\_haiku



- NextCloud
  - QtWebEngine req'd
    - it's a Chromium fork
- Would take years to port





# Fix your toolkit

- LWN: The Platform Problem
- You are entitled to sending patches instead of working around missing features



# Contributing

- Port apps
- Write code
- Translations
  - System
  - Apps
- Design
  - Icons...
- Advocacy...



# GSoC + GCI + Outreachy

- More write support on btrfs
- WebKit updates...
- Potential new contributors



## I want to help! Where do I start?

- HaikuPorts wiki
- www.haiku-os.org/ .../getting-started
- dev. .../EasyTasks
- dev. .../SubmittingPatches!

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Questions?

