

VisualOS

Lista de cambios

Esto es un extracto de la lista detallada de cambios del proyecto, generada de forma automática a partir del control de versiones.

Esta escrita en inglés por que no es posible registrar los cambios en múltiples lenguajes y se consideró que el inglés es el mas apropiado.

Figura 1. VisualOS versión 0.0.0

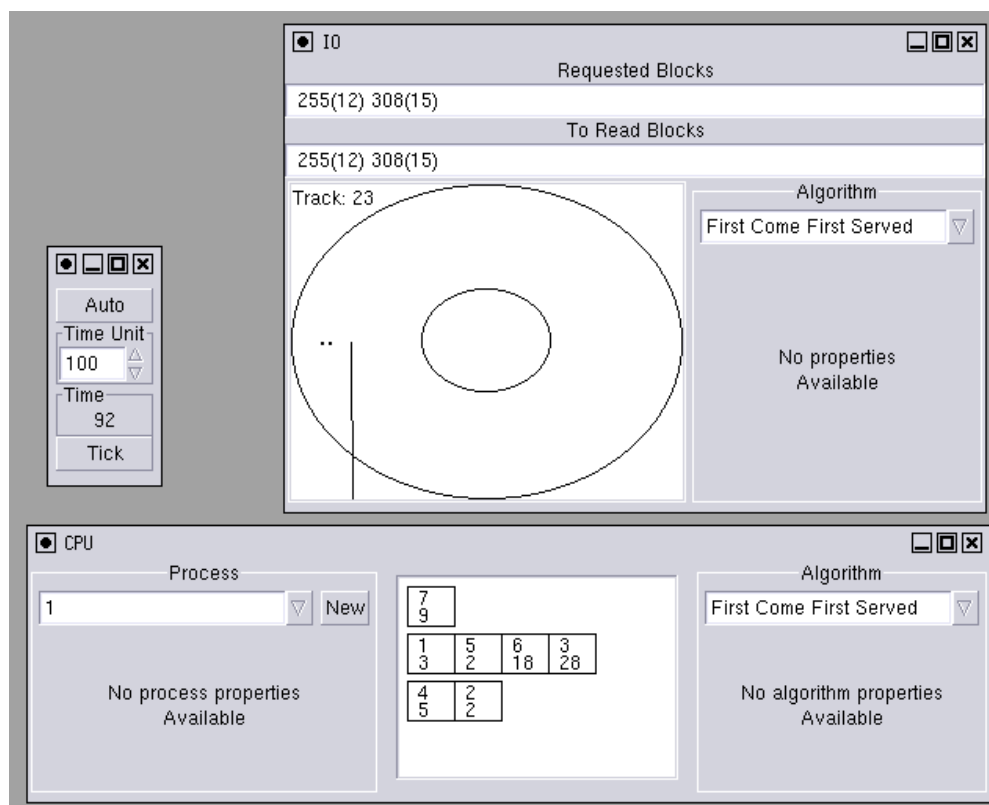
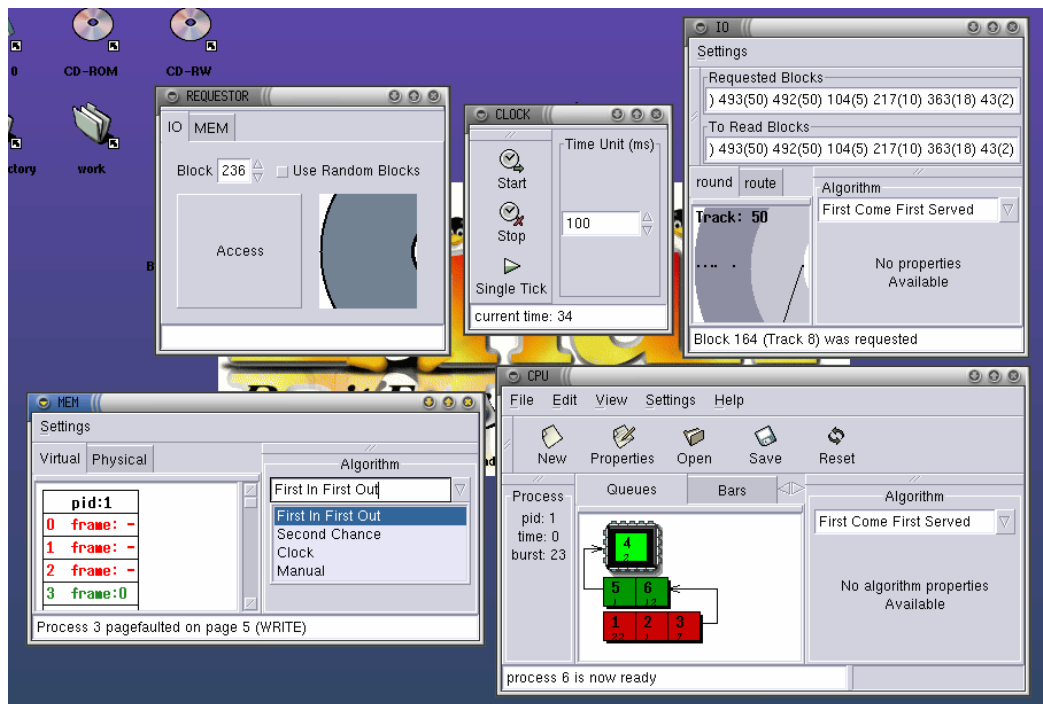


Figura 2. VisualOS versión 0.9.0



2000-07-16 Sunday 21:46 ranty

* docs/: Bibliografia.sgml, Descripcion.sgml, Manual-es.sgml, VisualOS-docs.sgml: Cosmetic update.

2000-07-15 Saturday 13:40 ranty

* configure.in: this is almost done, bumped version to 0.9.0

2000-07-14 Friday 16:59 ranty

* docs/Descripcion.sgml: revised by Guillermo

2000-07-13 Thursday 01:26 ranty

* docs/Descripcion.sgml: Revised by Luis Quintales

2000-07-11 Tuesday 21:59 ranty

* docs/screen_shots/Makefile.am: autogenerate user manual screenshots

2000-07-03 Monday 01:18 ranty

* src/VisualOS.glade: little interface cleanup

2000-07-01 Saturday 10:34 ranty

* src/VisualOS.glade: more comfortable page increment in the CLOCK's time unit

2000-06-30 Friday 13:43 ranty

* TODO, src/IO/algorithms/Makefile.am,
src/IO/algorithms/algorithms.c, src/IO/algorithms/manual.c,
src/IO/algorithms/manual.h: added a manual algorithm to IO
subsystem

2000-06-25 Sunday 14:09 ranty

* docs/Descripcion.sgml: each subsystem may show in a different machine

2000-06-22 Thursday 18:15 ranty

* src/MEM/algorithms/fifo.c: fifo algorithm was returning locked frames, should be fixed now.

2000-06-22 Thursday 18:12 ranty

* src/process.c: handle nicely early process termination.

2000-06-22 Thursday 14:19 ranty

* src/MEM/drawings/virtual.c: removed an annoying warning

2000-06-22 Thursday 11:31 ranty

* src/CPU/queues.c: Properly set proc->nqueue in wakeup_proc.

2000-06-19 Monday 18:30 ranty

* src/: Visua-
lOS.glade, CPU/misc_menu_callbacks.c: added an about
dialog

2000-06-16 Friday 15:30 ranty

* src/CPU/queues.c: don't allow taking processes out of the wait
queue before they are ready

2000-06-15 Thursday 01:15 ranty

* src/: process.c, process.h, CPU/CPU.c, CPU/CPU.h,
CPU/cpu_config.c, CPU/cpu_config.h, CPU/simulation.c,
CPU/simulation.h, MEM/MEM.c, MEM/mem_config.c, MEM/mem_config.h:
Added documentation and little cleanup

2000-06-14 Wednesday 23:56 ranty

* src/CPU/editor/memory.c: fixed compile warnings.

2000-06-13 Tuesday 00:48 ranty

* src/MEM/drawings/virtual.c: include the page number on the table.

2000-06-13 Tuesday 00:41 ranty

* configure.in: update version number

2000-06-13 Tuesday 00:37 ranty

* src/MEM/swap.c: fixed a couple typos.

2000-06-12 Monday 23:48 ranty

* src/MEM/MEM.c: Handle page bitmap loose synchronization correctly; A process may "access" a recently lost frame because the CPU didn't get the bitmap updated.

2000-06-10 Saturday 13:50 ranty

* src/MEM/page_info.c: use *_bit functions

2000-06-09 Friday 20:17 ranty

* src/MEM/swap.c: fixed a typo which would cause and infinite loop

2000-06-09 Friday 18:59 ranty

* src/VisualOS.glade: removed useless menu entries

2000-06-09 Friday 18:45 ranty

* src/CPU/drawings/overlappedBars.c: fixed the scroll bar

2000-06-09 Friday 18:28 ranty

VisualOS

* src/CPU/cpu_config.c: use better defaults

2000-06-09 Friday 18:21 ranty

* src/VisualOS.c: each subsystem can now showup in a different X display

2000-06-09 Friday 12:36 ranty

* src/: VisualOS.c, VisualOS.glade, messaging.c, messaging.h, CPU/misc_menu_callbacks.c: the system can be reset

2000-06-08 Thursday 21:34 ranty

* src/CPU/clock.c: robustnes

2000-06-08 Thursday 19:58 ranty

* src/drawing.c: drawing styles can no be detached