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PÓLO DO I.S.T.

Keeping OPEN-R alive

Why and How



What's wrong with the current platform?

- It's closed-source
- It's hard to debug a program (segfaults/mem leaks)
- The development cycle is slow and painful
- We need the AIBOs to test/run the programs
- OPEN-R was compiled with old toolchain (gcc 3.3)





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So why keep it alive?

**We have already developed too much
code for that platform**



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Goal

- Short-term: Develop an open-source OPEN-R implementation to run on a normal PC, that should be as simple as changing the OPEN-R root in the Makefiles
- Mid-term: integrate code with an existing simulator (the Italian?) and make it run the OPEN-R servers
- Long-term: run the code without recompiling in an emulator (with qemu)





The API

- OPEN-R has 3 servers: Sensors, Actuators and Audio
- The API has about 200 functions
- Plus some data structures to communicate with servers





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Is it possible?

Well, at least the WINE project implemented the
Windows API



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