



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

2021/09/01 04:23 · prokushev · [0 Comments](#)

Win16 Personality: A Windows 3.x Compatibility Layer

The Win16 Personality is a project to create a free, open-source reimplement of the 16-bit Microsoft Windows 3.x operating environment. It aims to provide compatibility with Windows 3.0, Windows 3.1, and Windows 3.11 for running classic Win16 applications.

Project Goals

- Provide binary compatibility for a range of applications built for Windows 3.1/3.11.
- Reimplement core system components: KERNEL.EXE, USER.EXE, GDI.EXE.
- Serve as a research and educational platform for the classic Windows 3.x architecture.
- Integrate the Win16 environment as one of the “Personalities” within the osFree microkernel OS, and ensure it can also run on pure DOS.

Current Status

The project is in early development (alpha stage). Current work focuses on the core 16-bit KERNEL and USER module. GDI is not yet implemented. The first practical milestone is to correctly run simple system utilities like WinVer, Clock and so on.

Components and Applications

Windows 3.x Application Clones

Clones of classic Windows 3.x applications are also being developed:

Name	Description	Status
CALC (pure API)	Standard calculator for basic arithmetic.	
CALENDAR	Desktop calendar for viewing dates and appointments.	
CARDFILE	Electronic index card database for organizing information.	
CHARMAP (pure API)	Utility for viewing and inserting special characters.	
Clipboard Viewer (pure API)	Viewer for inspecting the current clipboard content.	Done

Name	Description	Status
Clock (pure API)	Analog or digital clock displaying the current time.	Done
Control Panel	Main panel for adjusting system settings and hardware.	
DRWATSON	Diagnostic tool for capturing system information and errors.	
EXPAND	Utility for decompressing files from distribution disks.	Done
FASTOPEN	Utility for speeding up file access by caching directories.	Done
MPLAYER	Media Player for playing multimedia files.	
MSD	Microsoft Diagnostics tool for detailed hardware analysis.	
Notepad (pure API)	Simple text editor for plain text files.	Done
PACKAGER	Object Packager for embedding and linking documents (OLE).	
PBRUSH (ATL)	Paintbrush graphics editor for creating bitmap images.	
PIF Editor (pure API)	Editor for creating Program Information Files (PIFs) for DOS.	
PRINTMAN	Print Manager for print jobs and printer queues.	
Program Manager (pure API)	Main shell for organizing applications and documents into groups.	
REGEDIT	Registration Info Editor for the Windows registration database.	
SETUP	Windows Setup program for changing system configuration.	
SOL (pure API)	The classic Solitaire card game.	
Sound Recorder	Recorder for playing and editing sound files (.WAV).	
System Configuration Editor (pure API)	Editor for modifying system files (AUTOEXEC.BAT, CONFIG.SYS).	Done
Task Manager (pure API)	Manager for switching between running applications and tasks.	Done
WINFILE (pure API)	File Manager for managing files, directories, and disks.	
WINHELP (pure API)	Windows Help engine for displaying application help files.	
Minesweeper (pure API)	The classic Minesweeper puzzle game.	Done
WINSHELD	The Windows (Win) Shield is the Windows counterpart of the PM Shield. It is both an executable file and a dynamic link library (WINSHELD.EXE and WINSMSG.DLL, respectively). Win Shield serves a complementary purpose, maintaining Workplace Shell windowing-state information for its DOS session.	
Windows Version (pure API)	Dialog box displaying Windows version and copyright information.	Done
WRITE	Write word processor for creating formatted documents.	

The main project source code is available in the repository: <https://github.com/osfree-project/WIN16>
[osfree-project/WIN16](https://github.com/osfree-project/WIN16)

Core System Modules & API

The reimplementation of the core Windows 3.x system modules and interfaces includes:

- [BIOS API](#)
- [DOS API](#)
- [XMS API](#)
- [Task List API](#)
- [DOSX \(DPMI\) API](#)
- [LOGO API](#)
- [Screen grabbers API](#)

- [Task switcher API](#)
- [SYSTEM driver](#)
- [KEYBOARD driver](#)
- [MOUSE driver](#)
- [DISPLAY driver](#)
- [KERNEL module](#)
- [GDI module](#)
- [USER module](#)
- [SHELL module](#)
- [LZEXPAND module](#)

Related Pages

- [Main osFree page](#)
- [Wikipedia article about this OS family](#)

From:

<http://osfree.su/doku/> - **osFree wiki**

Permanent link:

<http://osfree.su/doku/doku.php?id=en:docs:win16>

Last update: **2026/02/18 05:03**

