

Overview

Since the past decade, developers from around the world are working hard to make ReactOS a reality. Intended to be fully compatible with Windows applications and hardware drivers, ReactOS will finally provide an alternative to people wishing to embrace open source but remain hindered by the lack of Linux versions for their everyday software or incompatible hardware. ReactOS is an open implementation of the Windows platform, built from the ground up with an NT-compatible kernel, Win32 subsystem and shell. It ships with its own version of the familiar Explorer shell, ensuring newcomers will have a familiar and seamless experience. Not only that, ReactOS aims to avoid many common security pitfalls caused by poor planning or implementation in Windows, better protecting users from malicious viruses and attacks.

0.3.3

ReactOS 0.3.3 features a completed kernel rewrite, which vastly increases stability and functionality. It is far superior to the previous release when it comes to hardware compatibility and easily surpasses it in software compatibility. Many applications that failed to work in 0.3.1 have returned and look better than ever. 0.3.3 signifies the most improvements visible to end users in a long time, with additions to the control panel and improved GUI rendering without glitches. Gamers can also rejoice as Unreal Tournament '99 once more works on 0.3.3, demonstrating the potential ReactOS holds as a gaming platform. ReactOS has also reached the point where it can run a virtualised version of itself in QEMU, a further step forward in making ReactOS truly self-hosting.

⚠ Please bear in mind that ReactOS 0.3.3 is still in alpha stage, meaning it is not feature complete and is not recommended for everyday use.

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ReactOS^{0.3.3}



System requirements

- Pentium 200Mhz (or compatible)
- 64MB RAM
- 2MB VGA Graphics adapter (4MB SVGA recommended)
- 150MB Free disk space
- CD-ROM Drive