

ReactOS May Begin Heavily Using Wine Code

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While we don't normally talk much about ReactOS, the free software operating system that was started some twelve years ago to provide binary compatible with Windows NT, there is a new proposal to abandon much of its Win32 subsystem that has built up over the past decade and to create a new Windows subsystem that in large part is derived from Wine code.

ReactOS developers have achieved quite a lot in terms of implementing its open-source Win32 subsystem where some applications and device drivers from Windows will run on the React Operating System without any modifications and there is audio support and other areas of the Windows API implemented. With their current Win32 subsystem being far from finished (or even being beta quality), inheriting some architectural problems, and just not progressing as nicely as once envisioned, Aleksey Bragin of ReactOS has proposed a major change.

[rest here](#) [2]

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