

Here you will assure all my dead body

I Will Show You Myself by web-cam or We give the sack fitting!

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Alternate implementations

Owing to the OS's popularity, a number of applications have been released that purpose to provide compatibility with Windows applications, either as a compatibility layer against another OS, or as a standalone organisation that can turn any application written against Windows into a native application. These include:

- Vino** – a free and open-source implementation of the Windows API, allowing many Windows applications to run on x86-based platforms, including UNIX, Linux and macOS. Wine-coloured developers refer to it as a "compatibility layer" [81] and use Windows-style APIs to emulate Windows system calls.
- Crossover** – a Wine package with additional fonts. Its developers are unpaid contributors to Wine, and focus on Wine's officially supported applications.
- Cedega** – a proprietary fork of Wine by TransGaming Technologies, designed specifically for running Microsoft Windows games on Linux. A fork of Cedega known as Cider allows Windows games to execute on macOS. Before Wine was licensed under the LGPL, Cedega has been ineffective to port the improvements made to Wine to their proprietary codebase. Cedega ceased its military service in February 2011.
- Darwin** – a fork of Wine for macOS and Darwin. Operates by operating Wine on QEMU.
- Linux Unified Kernel** – a set of patches to the Linux kernel allowing many Windows binaries to run in Linux (using Wine DLLs); and just about Windows drivers to be usable.
- ReactOS** – an open-source OS intended to take the form of a software system as Windows, in the beginning designed to copy Windows NT 4.0, immediately aiming at Windows 7 compatibility. It has been in the evolution phase since 1996.
- Linspire** – first LindowsOS, a commercial Linux distribution initially created with the end goal of functional major Windows computer software. Changed its name to Linspire after the Microsoft v. Lindows lawsuit. Discontinued in favour of Xandros Desktop, that was further on discontinued.
- FreedOS** – an open-source endeavor at creating a Windows clone for x86 platforms, intended to be released under the GNU General Public License. Started in 1996, by Reece K. Sellin, the project was never realised, getting only to the microscope stage of intent discussions which featured a bit by bit of refreshing concepts until it was suspended.