

3D Graphics

- Direct access to the hardware
 - high performance
- Accelerated 3D hardware functions
 - ATI Radeon cards
 - NVidia driver is under construction
- OpenGL compliant API
 - project 'o27 in space'

User Interface

- RASH
 - textual user interface
 - different rotateable console windows
- Oberon GUI
 - graphical user interface
 - same (keyboard) interface as RASH
- Active Text
 - every element is a text
 - text activation like a command
 - a corresponding method is invoked

Plurix Oberon GUI

The screenshot displays the Plurix Oberon GUI interface, which is divided into several windows:

- Browser:** Shows a directory tree with the following structure:
 - <dir> DistExec
 - <ObText> ToolText
 - <dir> config
 - <dir> devices
 - <dir> fonts
 - <dir> graphics
 - <dir> java
 - <dir> jc
 - <dir> kernel
 - <dir> naming
 - <dir> pattern
 - <dir> scheduler
 - <dir> src
 - <class> symInfo
- Log:** Contains the text:
 - Oberon GUI V0.1 on Plurix
 - Right-Click/Strg-E will activate textual commands
 - Get further Help with F1 or Right-Click on '?'
- Edit.Tool:** Shows a window titled "Mein Text..." with a mouse cursor pointing at it.
- OpenGL-Demo: Particle Grid:** Displays a 3D visualization of 150 particles and 72 FPS. The particles are represented as glowing blue and red points connected by thin lines, forming a complex, interconnected network.
- Edit:** Contains a welcome message:
 - Welcome to the Plurix Oberon GUI!**
 - This help will provide a small guide about how to get started as well as a table containing some useful shortcuts for keyboard-usage.
 - The Oberon-GUI is a small lightweight user-interface dedicated to the assumption that every component is a text, and thus texts play quite an important role in this GUI. Therefore the most important rule is:
 - A click with the right mouse button will activate text.**
- Loaded.Tool:** Contains the text:
 - Welcome**
 - To the Plurix Oberon GUI!