

Method of operating systems

The present-day computer world has strongly evolved. There are many sorts of operating systems and which are mostly
5 not compatible. By inefficient or too slow software, or extra filters or restrictions, the machines become too slow which is inefficient.

Here a new method of operating electric and electronic systems (like e.g. computers) is described in which optimal use is made of machine language by removing slowing-down, filtering and/or
10 restricting files in the software of an operating system (e.g. Windows, Apple, Unix, Linux, Commodore, Atari, Symbian, etc.). As a result, the machine language becomes seemingly 'immediate' – after giving command instructions e.g. with a mouse, keyboard, sensors etc. – for controlling all connected hardware parts (e.g. memory, screen,
15 processors, mother board, ...) as this occurs in the known way in various kinds of hardware. This then occurs much, much faster than normal.

As a consequence, e.g. appliances which operate much faster are achieved such as for example computers, mobile phones, a faster build-up of a screen is realised, processors operate more
20 efficiently, video, data, sound, software is compressed more efficiently, data transmission improves, software applications become faster etc., and files can also be made compatible for a wide range of different appliances which normally do not allow this. With this method of operation, first the SYSEDIT or an equivalent programme is opened and all files in which
25 limitations and/or restrictions occur are removed. In a second step the so-called register editor or an equivalent programme is opened and next all

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