
Note: This project does NOT include source access.#

This page should have links to all pages, not about specific code, that helps people develop. If you're looking for code design or tech information, try the OS Tech page.

Getting started#

- The Getting Started Guide
- Get The OS Source
- Build The OS Source
- Using What You Built
- Understanding the Source Tree
- A developer's getting started guide : source tree layout | picking a dev env | build targets | staging areas

Contributing to the OS#

- Report bugs ... Request features ... Contribute new code

Debugging #

- Debugging the Kernel
- Kernel Debugging and the IDE
- VMWare and Kernel Debugging
- QEMU and Neutrino
- QEMU as an OMAP3530 Beagleboard Target
- Debug Malloc
- Common Causes of Kernel Crashes

Build #

- Build The OS Source
- Understanding the Neutrino Build Process
- Regular test builds: Tinderbox Contents
- Using the Momentics IDE to build the Kernel

Tricky Dev Topics#

- GCC Extended Inline Assembly Constraints

User Documentation: #

- System Architecture Guide
- User's Guide
- Programmer's Guide
- Building Embedded Systems
- Utilities Reference
- Library Reference

Can't Find It?#

Post to the OSDev forum. Or try the OS Tech page.