

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.