

KernelHub

田子桐

2015年4月20日

# KernelTalk

## #1:Hi,there.KernelHub.

“Hi,there.KernelHub.

Please edit your KernelHub nickname first.No format,your real name is OK.

We demand you sign up a GitHub account,we need to share our ideas and codes with you.And we really believe that you will share your awesome idea to us someday.

I know for sure, it won't take a long time.

Welcome to us.Enjoy.”

——KernelHub

以上是我撰写的KernelHub的群公告V1.1，之所以拿它作为开头，是希望Kernel们请一定牢记在心！哈哈，开个玩笑。

这是KernelHub的第一期KernelTalk。我是想把它作为一个Podcast的形式给Kernel们呈现，不过时间有点仓促，所以现在的初步想法是做成通讯 + Podcast的形式。在每一期的Podcast发布之前，我都会做成这样一个文本格式的通讯来给Kernel们预告本期的KernelTalk的主要内容，以便大家选择性的收听。毕竟众（重）口难调对吧。

我将会把所有的KernelTalk托管到[KernelTalk](#)上，还没有注册GitHub账号的Kernel们可要抓紧了。以后每一期精彩的KernelTalk，你们都会错过哟。

虽尽力勘误，但因我能力极为有限，必将有疏漏之处，希望各位能够海涵，并不吝赐教，不胜感激。

为各位贡献我的一点微薄知识和经验，惶恐之至。

再次感谢各位的支持。

以上。

## 开源之心

很多人问我，为什么要把辛苦写出来的代码开源？看着自己的成果被别人使用，修改甚至拿来获利，不会感到难过么？

怎么会？想到去年暑假，自己拖着病躯在家里学Cocos2D的场景，内心对HotPunch的开源还是有一丝不舍。没有赶上为HotPunch拍摄，连制作组的照片都是最后P上去的。最后匆匆赶到学校，基友们也都回家了，自己窝在机房里一遍一遍调试，看着你们张丁师哥的代码黯然神伤..

赶到Deadline下午之前和大猛哥在宿舍里debug，猛哥最后一刻还在为游戏里的角色配音，最后连图标都没改就匆匆刻盘交上了，交上的时候，张丁在游戏里的人物“Ninja”还没有攻击力。

之后是漫长的等待，得到初赛分数拿到并列第一的时候我们高兴疯了，那种感觉就像自己的孩子拿到了三好学生。五个人兴冲冲的赶到济南，幻想着能拿到一等奖。

可惜只是幻想，最终还是没避免铩羽而归。

怎么会难过？那感觉就像把自己的孩子送人一样难过。

但是有很多的先驱们，他们为了人类的进步无私的共享自己的成果。正是有他们的存在，我们才得以享受到如此丰富多彩的世界。

如果没有他们，现在的世界是什么样的我不敢想象。充满黑暗，充满壁垒，我们还会在愚昧中摸索前行，没有指路的明灯。

所以有什么不可以？

如果这个世界，能够因为有我的存在，明亮一点点，自由一点点，开放一点点，能够让更多的人享受到明亮，自由，开放，那么我愿意贡献我的全部知识和热忱。

因为彼时的我，也曾享受到他们的成果带来的便利。

人类因开源而进步。

所以会有现在的KernelHub。

开源是一种精神，开源是一种信仰。

愿开源之心永存。

田子桐 于 15.04.20.

## 目录

几种常见的开源许可。	4
GitHub简介。	19
操作系统的安装。	21

## 几种常见的开源许可。

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Version 3, 29 June 2007

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```
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```

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## GitHub简介。

一开始就让Kernel去注册一个GitHub账号可能会让相当一部分Kernel感到困惑。因此我先给大家介绍一下什么是GitHub。

GitHub是一个[共享虚拟主机服务](#)，用于存放使用[Git版本控制](#)的软件代码和内容项目。它由GitHub公司（曾称Logical Awesome）的开发者Chris Wanstrath、PJ Hyett和Tom Preston-Werner使用[Ruby on Rails](#)编写而成。

GitHub同时提供付费账户和为开源项目提供的免费账户。根据在2009年的Git用户调查，GitHub是最流行的Git访问站点。<sup>[2]</sup>除了允许个人和组织创建和访问代码库以外，它也提供了一些方便社会化软件开发的功能，包括允许用户跟踪其他用户、组织、软件库的动态，对软件代码的改动和bug提出评论等。GitHub也提供了图表功能，用于显示开发者们怎样在代码库上工作以及软件的开发活跃程度。

GitHub也提供一个[粘贴箱](#)风格的站点Gist，供软件代码库使用的[Wiki](#)，以及通过git版本库进行编辑和管理的网页托管功能。

简而言之，GitHub就是一个在线的仓库，每一个GitHub的用户都可以在上面创建自己的代码库（当然不仅仅是代码）。

Git是一个[分散式版本控制](#)软件，最初由[林纳斯·托瓦兹](#)（Linus Torvalds）创作，于2005年以[GPL](#)发布。最初目的是为更好地管理[Linux内核](#)开发而设计。应注意的是，这与GNU Interactive Tools<sup>[5]</sup>（一个类似[Norton Commander](#)界面的[文件管理器](#)）有所不同。

Git最初的开发动力来自于[BitKeeper](#)和[Monotone](#)<sup>[6][7]</sup>。Git最初只是作为一个可以被其他前端（比如Cogito或StGIT<sup>[8]</sup>）包装的后端而开发的，但后来Git内核已经成熟到可以独立地用作版本控制<sup>[9]</sup>。很多著名的软件都使用Git进行版本控制<sup>[10]</sup>，其中包括[Linux内核](#)、[X.Org服务器](#)和[OLPC内核](#)等项目的开发流程<sup>[11]</sup>。

Git是用于Linux内核开发的版本控制工具。与CVS、Subversion一类的集中式版本控制工具不同，它采用了分布式版本库的作法，不需要服务器端软件，就可以运作版本控制，使得源代码的发布和交流极其方便。Git的速度很快，这对于诸如Linux内核这样的大项目来说自然很重要。Git最为出色的是它的合并追踪（merge tracing）能力。

实际上内核开发团队决定开始开发和使用Git来作为内核开发的版本控制系统的时候，世界上开源社区的反对声音不少，最大的理由是Git太艰涩难懂，从Git的内部工作机制来说，的确是这样。但是随着开发的深入，Git的正常使用都由一些友善的命令稿来执行，

使Git变得非常好用。现在，越来越多的著名项目采用Git来管理项目开发，例如：[wine](#)、[U-boot](#)等<sup>[17]</sup>。

作为开源自由原教旨主义项目，Git没有对版本库的浏览和修改做任何的权限限制，通过其他工具也可以达到有限的权限控制，比如：[gitosis](#)、[CodeBeamer MR](#)。原本Git的使用范围只适用于Linux/Unix平台，但在Windows平台下的使用也日渐成熟，这主要归功于[Cygwin](#)、[msysgit](#)环境，以及[TortoiseGit](#)这样易用的GUI工具。Git的源代码中也已经加入了对Cygwin与[MinGW](#)编译环境的支持且逐渐完善，为Windows用户带来福音。

## 操作系统的安装。

刚开始忽悠Kernel（误）加入KernelHub的时候就跟Kernel说过这么一个梗，每次放假回到家里的时候就会有各路亲戚朋友问你：“小X你不是计算机专业吗，给我家电脑重装个系统吧！”“我家电脑变卡了怎么回事？”“我想装一个AutoCAD你帮帮我吧！”诸如此类的问题。

头疼吗？

往下看吧！管教你下次再也不怕这种问题！

Windows系列操作系统无疑是目前最为流行的操作系统。想要在电脑上安装Windows，就必须先有一个Windows某个版本的镜像文件（.iso）。镜像文件格式其实就是光碟上的一种文件系统，也就是说.iso格式的文件其实就是一份“虚拟光碟”。相应的，也可以用软件生成“虚拟光驱”来对它进行读取操作。

你需要的工具：

- 1：一个不小于8G的空白U盘。
- 2：一个任意版本的Windows镜像文件。（可以从[MSDN](#)，[我告诉你](#)上免费下载）
- 3： [UltraISO](#)。
- 3： KMS激活工具。（[HEU\\_KMS Activator](#)）

下载好你想要安装的Windows版本的镜像文件以后，我们就可以开始第一步工作：把你准备的8GU盘刻录成你想要的Windows安装U盘。

打开UltraISO，选择文件，下拉菜单中选择写入硬盘映像。

原文件选择你所下载的镜像文件，目标磁盘选择你U盘所在的盘符，开始写入。

OK！一切就绪。

重启你想要安装的电脑，并按F12选择磁盘引导。（不同的电脑可能按键不同）

选择你U盘的盘符。

然后一切都是GUI，按照提示操作即可。