﻿Bochs - The cross platform IA-32 (x86) emulator

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WHAT IS BOCHS?

Bochs is a highly portable open source IA-32 (x86) PC emulator

written in C++, that runs on most popular platforms. It includes

emulation of the Intel x86 CPU, common I/O devices, and a custom

BIOS. Bochs can be compiled to emulate many different x86 CPUs,

from early 386 to the most recent x86-64 Intel and AMD processors

which may even not reached the market yet. Bochs is capable of running

most Operating Systems inside the emulation, for example DOS,

Linux or Windows. Bochs was written by Kevin Lawton and is currently

maintained by the Bochs project at "http://bochs.sourceforge.net".

Bochs can be compiled and used in a variety of modes, some which are

still in development. The 'typical' use of bochs is to provide

complete x86 PC emulation, including the x86 processor, hardware

devices, and memory. This allows you to run OS's and software within

the emulator on your workstation, much like you have a machine

inside of a machine. Bochs will allow you to run Windows

applications on a Solaris machine with X11, for example.

Bochs is distributed under the GNU LGPL. See LICENSE and COPYING for details.

GETTING CURRENT SOURCE CODE

Source code for Bochs is available from the Bochs home page at

http://bochs.sourceforge.net. You can download the most recent

release, use SVN to get the latest sources, or grab a SVN

snapshot which is updated frequently. The releases contain the most

stable code, but if you want the very newest features try the

SVN version instead.

WHERE ARE THE DOCS?

The Bochs documentation is written in Docbook. Docbook is a text

format that can be rendered to many popular browser formats such

as HTML, PDF, and Postscript. Each binary release contains the

HTML rendering of the documentation. Also, you can view the

latest documentation on the web at

http://bochs.sf.net/doc/docbook/index.html

WHERE CAN I GET MORE INFORMATION? HOW DO I REPORT PROBLEMS?

Both the documentation and the Bochs website have instructions on how

to join the bochs-developers mailing list, which is the primary

forum for discussion of Bochs. The main page of the website also

has links to bug reports and feature requests. You can browse and

add to the content in these areas even if you do not have a (free)

SourceForge account. We need your feedback so that we know what

parts of Bochs to improve.

There is a patches section on the web site too, if you have made

some changes to Bochs that you want to share.

HOW CAN I HELP?

If you would like contribute to the Bochs project, a good first step

is to join the bochs-developers mailing list, and read the archive

of recent messages to see what's going on.

If you are a technical person (can follow hardware specs, can write

C/C++) take a look at the list of open bug reports and feature

requests to see if you are interested in working on any of the

problems that are mentioned in them. If you check out the SVN

sources, make some changes, and create a patch, one of the

developers will be very happy to apply it for you. Developers who

frequently submit patches, or who embark on major changes in the

source can get write access to SVN. Be sure to communicate with the

bochs-developers list to avoid several people working on the same

thing without realizing it.

If you are a Bochs user, not a hardware/C++ guru, there are still

many ways you could help out. For example:

- write instructions on how to install a particular operating system

- writing/cleaning up documentation

- testing out Bochs on every imaginable operating system and

reporting how it goes.