



# OpenCore

Reference Manual (0.7-~~6~~.7)

[2021.12.08]

cases, the use of open-source implementations with transparent binary generation (such as OCAT) is encouraged, given that other tools may contain malware. In addition, configurations created for a specific hardware setup should never be used on different hardware setups.

For BIOS booting, a third-party UEFI environment provider is required and `OpenDuetPkg` is one such UEFI environment provider for legacy systems. To run OpenCore on such a legacy system, `OpenDuetPkg` can be installed with a dedicated tool — `BootInstall` (bundled with OpenCore). Third-party utilities can be used to perform this on systems other than macOS.

For upgrade purposes, refer to the `Differences.pdf` document which provides information about changes to the configuration (as compared to the previous release) as well as to the `Changelog.md` document (which contains a list of modifications across all published updates).

### 3.3 Contribution

OpenCore can be compiled as a standard EDK II package and requires the EDK II Stable package. The currently supported EDK II release is hosted in `acidanthera/audk`. Required patches for this package can be found in the `Patches` directory.

When updating the LaTeX documentation (e.g. `Configuration.tex`) please do *not* rebuild the PDF files till merging to master happens. This avoids unnecessary merge conflicts:

- External contributors using the pull-request approach should request the maintainers to handle the PDF rebuild in the pull-request message.
- Internal contributors should rebuild the documentation at merge time in the same or in a separate commit. One can ask another maintainer to rebuild the documentation when lacking the necessary tools in the pull-request message.

The only officially supported toolchain is `XCODE5`. Other toolchains might work but are neither supported nor recommended. Contributions of clean patches are welcome. Please do follow EDK II C Codestyle.

To compile with `XCODE5`, besides Xcode, users should also install NASM and MTOC. The latest Xcode version is recommended for use despite the toolchain name. An example command sequence is as follows:

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```
git clone --depth=1 https://github.com/acidanthera/audk UDK
cd UDK
git submodule update --init --recommend-shallow
git clone --depth=1 https://github.com/acidanthera/OpenCorePkg
. ./edksetup.sh
make -C BaseTools
build -a X64 -b RELEASE -t XCODE5 -p OpenCorePkg/OpenCorePkg.dsc
```

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Listing 1: Compilation Commands

For IDE usage Xcode projects are available in the root of the repositories. Another approach could be using Language Server Protocols. For example, Sublime Text with LSP for Sublime Text plugin. Add `compile_flags.txt` file with similar content to the UDK root:

---

```
-I/UefiPackages/MdePkg
-I/UefiPackages/MdePkg/Include
-I/UefiPackages/MdePkg/Include/X64
-I/UefiPackages/MdeModulePkg
-I/UefiPackages/MdeModulePkg/Include
-I/UefiPackages/MdeModulePkg/Include/X64
-I/UefiPackages/OpenCorePkg/Include/AMI
-I/UefiPackages/OpenCorePkg/Include/Acidanthera
-I/UefiPackages/OpenCorePkg/Include/Apple
-I/UefiPackages/OpenCorePkg/Include/Apple/X64
-I/UefiPackages/OpenCorePkg/Include/Duet
-I/UefiPackages/OpenCorePkg/Include/Generic
-I/UefiPackages/OpenCorePkg/Include/Intel
-I/UefiPackages/OpenCorePkg/Include/Microsoft
```

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