OS Forums Guide#

Project members are encouraged to <u>post</u> instead of using private email. Pick a forum to post to based on what you'd like to say or ask:

Name	What to post	
OSTech	Talk about code:	
	-bug reports,	
	-bug fixes,	
	-code implementation,	
	-system architecture.	
	Post about tech topics like:	
	-SMP / processes and memory	
	management / Libraries/ Interrupt/	
	scheduling / magic / partitioning.	
	Propose new code fixes or features.	
	Post anything about the code itself.	
	Post about anything linked from the	
	OS Tech or OS Source Guide wiki	
	pages. Post about:	
OSDev		
	-compile/build/debug problems and questions.	
	1 *	
	-build tool chain	
	Post your "make clean" or any build-	
	related warnings.	
	Post about any thing mentioned on	
	the OS Developer wiki pages	
OSRev	Code Reviews:	
	-Post your changes, in the form of	
	diffs or zip files of old and new	
	source.	
	-Post any code changes to the OS	
	for which you need other people	
	to review. (QNX Kernel process	
	requires all procnto changes to be	
	code reviewed.)	
	-Post your comments on other	
	people's diffs here too.	
<u>OSMeta</u>	Post about everything else.	
	Including:	
	-issues of the os wiki infrastructure:	
	wiki layout, organization, bugs,	
	admin issues.	
	-any OS or kernel general issue not	
	covered in the other forums	
	-beginner and general questions.	

See posting status at the OS Forums Status page.

Posting guidelines#

Someone suggested the rule "If you wouldn't say it to your Mom, don't post it here." But "mom" includes Dilbert's mom who can tell the difference between packet-routing networks and circuit-switching networks, and is, in general a bigger geek than Dilbert. So the only rules are:

- All postings must be civil.
- Off-topic posts must be humorous and not dominate the group.

How to create a new forum#

Propose the new forum with a posting to <u>OSMeta</u> and ask for comments. When a consensus is reached a project admin will create the group. Do the same if you think an existing group's mandate should be changed.