

Re: Nvidia amd64

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2007-09/msg00188.html>

- *From:* "Michael W. Lucas" <mwlucas@xxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 28 Sep 2007 14:54:28 -0400
-

(trimming the cc-list)

On Fri, Sep 28, 2007 at 07:33:35PM +0200, Markus Hitter wrote:

Am 28.09.2007 um 16:23 schrieb Michael W. Lucas:

If you don't have the skills, but you believe that you have sufficient motivation and interest, then you need to do the work to motivate a developer.

There is another option: learning.

Absolutely! If you're sufficiently interested, break out a compiler and learn. Look at the page that lists the driver requirements. Read about those requirements. Read the FreeBSD source code that you'd have to change, and understand it. Read "Design & Implementation of the FreeBSD OS." I'm afraid I thought that was obvious.

I'm not trying to discount anyone, far from it. But after hearing for the umpteenth time "The FreeBSD Project/Foundation ought to set up a bounty page," I had to say why it wasn't going to happen. (My apologies if I offended anyone, that was unintentional.)

I'll stand by saying that when a person says "someone should do something," that someone is "the person writing that email." You have many options for what to do, far more than I could list. I don't care what option people choose. Just do it.

Instead of complaining "nobody has interest" and "your opinion doesn't count" a few hints where to get started as a not-yet-skilled developer would be a lot more helpful.

I would suggest starting with a very specific question.

Re: Nvidia amd64

Somewhere out there is a list of requirements for the amd64 nVidia port. (I found one at <http://lists.freebsd.org/pipermail/freebsd-hackers/2006-June/016995.html>, but I have no idea if this is the current authoritative list.) Look at the list, and do the reading and research necessary to understand one or more requirements.

If no authoritative list exists, create one. Do the necessary mailing list archive searching to determine the status of each. I assure you that if you miss anything, the first person to come across your page will let you know. ;-)

Pick a tack on that list. Read it. Understand it. Read the underlying FreeBSD code that supports that function. Explore the kernel. Read D&IotFOS with a highlighter in hand. Print out source code, mark it up, understand it.

Then ask a specific question about where to go on one very small part of your project. Specific questions get answers. General ones do not. It's sad, but that's how it is.

Take that answer. Read more code. Write a few lines of code. Repeat until the driver is done.

==ml

--

Michael W. Lucas mwlucas@xxxxxxxxxxxxxxxxxxxx, mwlucas@xxxxxxxxxxxx
<http://www.BlackHelicopters.org/~mwlucas/>
Coming Soon: "Absolute FreeBSD" -- <http://www.AbsoluteFreeBSD.com>
On 5/4/2007, the TSA kept 3 pairs of my soiled undies "for security reasons."

freebsd-hackers@xxxxxxxxxxx mailing list
<http://lists.freebsd.org/mailman/listinfo/freebsd-hackers>
To unsubscribe, send any mail to "freebsd-hackers-unsubscribe@xxxxxxxxxxxx"