

Getting Started

These are the pages most likely to be useful when you're trying to get your first plugin built and figure out the general workflow of FireBreath.

How to proceed

Most FireBreath users will want to jump right in and start developing something; to do that, skim to the bottom of this page and look at "Creating a new project" and "Building FireBreath Plugins". However, when you do that and you hit a point where you need help, READ THIS PAGE FIRST!

To learn how to use FireBreath, you should definitely:

- Read all of this page and [Using FireBreath](#).
- Read through the source of the [example plugins](#) like [BasicMediaPlugin](#) and [FBTestPlugin](#). They show you how to use a large number of techniques, e.g. threading and drawing on various platforms.
- At some point read <http://colonelpanic.net/>, a blog with many posts about plugin development with FireBreath. Pay particular attention to posts in [the FireBreath category](#).

If on the way you encounter a problem you cannot solve using the above resources, then:

- Search the IRC logs: <http://logs.firebreath.org/>
- Search the mailing list: <http://groups.google.com/group/firebreath-dev>
- Search the forum: <http://forum.firebreath.org>
- See if you can find what you need in the [Class Reference](#).
- Skim over [Frequently Asked Questions](#).
- Skim over [Tips and Tricks](#)
- If you still can't figure it out, ask on [IRC](#).

All the while remember:

- If you have a question about Boost/CMake/CoreAnimation/..., you should probably read [Boost/CMake/CoreAnimation/...](#) docs.
- If you receive useful information not yet on this website (it's a wiki), please add it so others can profit from it as well.

Creating a new project

- [Creating a new plugin project](#) - Instructions on using the fbgen.py tool to create a new plugin project. This is the easiest way to get started with FireBreath!
- [Video Tutorials](#)- Creating a new plugin project, video version
 - [Mac tutorial](#)
 - [Windows tutorial](#)

Building FireBreath Plugins

- [Overview](#)- General overview of building plugin projects.
 - [Windows specific build information](#)
 - [Mac-specific build information](#)
 - [Linux-specific build information](#)