

# 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](#)