

Developer Pages



This section is intended for advanced developers working with the OpenSim source code.

Please note before you proceed that it is strongly recommended that you use the API and write plugins. This saves you a great amount of overhead in building and further maintaining code. This also makes it easier to upgrade to newer versions and makes the API better for the user community at large. If, however, your work can't be done using the API or further stepping into the code is necessary then you may find the following links helpful.

Source Code Access

- As of OpenSim 3.0, the source code will be made available in a zip file on the OpenSim Simtk project page. The code can be downloaded by any Simtk member.
- Write access to the OpenSim source code is granted to staff plus postdocs, graduate students, or other researchers who have demonstrated expert knowledge in using the OpenSource code and a commitment to upholding its accuracy and robustness. See [Contributing to the OpenSim Source Code](#) for more information.

Quick Links

- [CMake user's guide](#)
- [Java API](#)

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