

Current Release:[Bochs 3.0](#)

bochs

think inside the bochs.

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Welcome to the Bochs IA-32 Emulator Project

Bochs is a highly portable open source IA-32 (x86) PC emulator written in C++, that runs on most popular platforms. It includes emulation of the Intel x86 CPU, common I/O devices, and a custom BIOS. Bochs can be compiled to emulate many different x86 CPUs, from early 386 to the most recent x86-64 Intel and AMD processors which may even not reached the market yet. Bochs is capable of running most Operating Systems inside the emulation including Linux, DOS or Microsoft Windows. Bochs was originally written by Kevin Lawton and is currently maintained by this project.



Bochs can be compiled and used in a variety of modes, some which are still in development. The 'typical' use of bochs is to provide complete x86 PC emulation, including the x86 processor, hardware devices, and memory. This allows you to run OS's and software within the emulator on your workstation, much like you have a machine inside of a machine. For instance, let's say your workstation is a Unix/X11 workstation, but you want to run Win'95 applications. Bochs will allow you to run Win 95 and associated software on your Unix/X11 workstation, displaying a window on your workstation, simulating a monitor on a PC.



Bochs 3.0 released on February 16, 2025 !

The new major Bochs release is now available. You can download it from the [Bochs project page on SourceForge](#). See the [CHANGES](#) file for details on what has changed since release 2.8

Bochs IRC Chat Transcripts

The Bochs community held an IRC open discussion chat on Sunday, February 1, 2004. We talked about current and future developments ([Transcript](#)). Here are some transcripts of earlier conversations: [October 13, 2002](#), [April 7, 2002](#), [June 19, 2001](#), [May 30, 2001](#).

Bochs at ISCA-35

Bochs was presented at ISCA-35 in Beijing, China at "The 1st Workshop on Architectural and Microarchitectural Support for Binary Translation" by a paper "[Virtualization without direct execution - designing a portable VM](#)". Download [paper](#) and [presentation](#) slides.

Want to know more about Bochs architecture ? [How the Bochs works under the hood \(2nd edition\)](#)

Help Wanted

We currently need help with the following tasks:

- **Bug Reports:** Mouse, interrupt controller, timer, IDE controller, network card, keyboard, VGA... Most of our bug reports and feature requests are due to incomplete C++ models of the various PC devices. To improve this, we need PC Hardware Gurus who know where to find the specs for this stuff and improve the hardware models for Bochs. Working on models is a fun way to learn how things work, and unlike designing a real hard disk, you can test out your changes on a real operating system immediately!
- **Disk Images:** Our collection of disk images is getting out of date. It would be great to have small or large images of a variety of free operating systems.
- **Documentation:** Adding installation help and other useful information into the docs.

To help with one of these tasks, please contact [Volker Ruppert](#) or [Stanislav Shwartsman](#).

Older News

- **March 10, 2024:** [Bochs 2.8](#) is now available.
- **August 26, 2022:** The Bochs source tree is transitioning from SVN to GIT hosted on [github](#).
- **August 1, 2021:** [Bochs 2.7](#) is now available.
- **January 5, 2020:** [Bochs 2.6.11](#) is now available.
- **December 1, 2019:** [Bochs 2.6.10](#) is now available.
- **April 9, 2017:** [Bochs 2.6.9](#) is now available.
- **May 3, 2015:** [Bochs 2.6.8](#) is now available.
- **November 2, 2014:** [Bochs 2.6.7](#) is now available.
- **June 15, 2014:** [Bochs 2.6.6](#) is now available.
- **June 1, 2014:** [Bochs 2.6.5](#) is now available.
- **May 26, 2013:** [Bochs 2.6.2](#) is now available.
- **April 7, 2013:** [Bochs 2.6.1](#) is now available.
- **September 2, 2012:** [Bochs 2.6](#) is now available.
- **January 6, 2012:** [Bochs 2.5.1](#) is now available.
- **November 27, 2011:** [Bochs 2.5](#) is now available (first release from SVN).

[More News...](#)



Please send comments and questions concerning the site to [Volker Ruppert](#).
Web site feature requests and bug reports should be added to the [Web site tracker](#).
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