



Getting Started With the NVIDIA DRIVE AGX DevKit

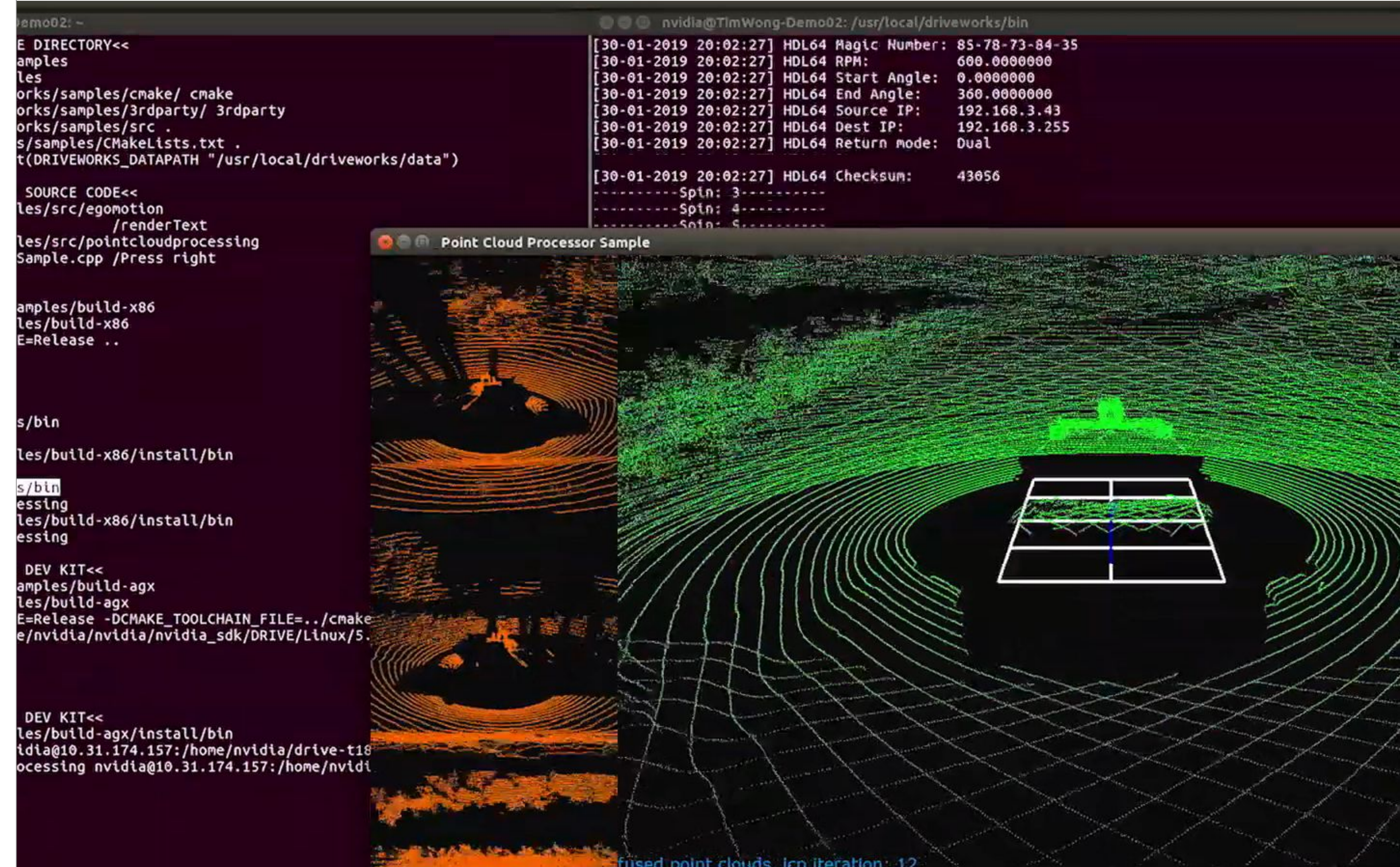
For [DRIVE AGX SDK Developer Program](#) Members
October 2025

Welcome to NVIDIA Drive AGX

Covers:

- Intro to the NVIDIA DRIVE AGX™ platform
- A step-by-step guide to registering your device
- Instructions on how to join the DRIVE AGX SDK developer program
- A navigation through the Start page

[Link to Welcome to the DRIVE AGX Platform](#)




1. Registration

Home

DRIVE AGX Registration

Contact Information

NOTE: We are requesting your email address so we may follow-up with information and help support the project using your NVIDIA DRIVE AGX™ DevKit. By submitting the form below, you consent to the collection and use of your email address for the purposes specified herein.



If you are not yet a member of the **NVIDIA DRIVE AGX SDK Program**, please join to access software, documentation, and materials for developing automotive applications and products, and stay up to date on the latest features.

Start Complete

Company Name *

Email Domain(s) [must provide at least one] *

Email Address

System S/N *

Company Segment *

OEM

Tier1

MaaS / Robotaxi

First things first. Register your DevKit on the Registration Page. This will ensure an optimal experience for you and help us provide the best support.

[Link to Registration Page](#)

2. Start Page

Home

Welcome to NVIDIA DRIVE

NVIDIA DRIVE AGX™ is a scalable, open system that serves as a high-performance central compute platform for self-driving vehicles. It delivers industry-leading performance and energy-efficient computing for the development and production of functional safety, AI-powered cars, trucks, robotaxis, and more. DRIVE AGX systems are built on a single architecture, taking advantage of **NVIDIA DRIVE® SDK** to scale from advanced driver assistance to fully autonomous operation.

Get Started with DRIVE AGX

Watch the **Welcome to DRIVE AGX** video to learn how to access member information.

Select one of the login options below to access resources.

Already a DRIVE AGX SDK Developer Program member?

- [Log in](#)

Already an NVIDIA Developer Program member and want to become a DRIVE AGX SDK Developer Program member?

- [Log in](#)

Want to become an NVIDIA Developer and DRIVE AGX SDK Developer Program member?


- Step 1: [Join the NVIDIA Developer Program](#)
- Step 2: [Join the DRIVE AGX SDK Developer Program](#)

Already an NVONLINE member?

- [Log in](#)

DRIVE AGX Orin

[REGISTER YOUR DEVKIT](#)



Up next, visit the Start Page, your gateway to exploring the DRIVE AGX platform.

[Link to Start Page](#)

Key Websites for DRIVE AGX DevKits—Setup

DevKit Register Page

A step-by-step guide to registering your DevKit

developer.nvidia.com/drive/register

DevKit Start Page

How to navigate the DRIVE Developer Page

developer.nvidia.com/drive/start

DevKit Setup Page

A step-by-step guide to setting up your DevKit

developer.nvidia.com/drive/setup

Key Websites for DRIVE AGX DevKits—Getting Familiar

Downloads

Link to access software releases

developer.nvidia.com/drive/downloads

Docs

Comprehensive documentation

developer.nvidia.com/drive/documentation

Forum

Answers to your questions and threads to browse

forums.developer.nvidia.com/c/autonomous-vehicles/

Sensor and Accessories

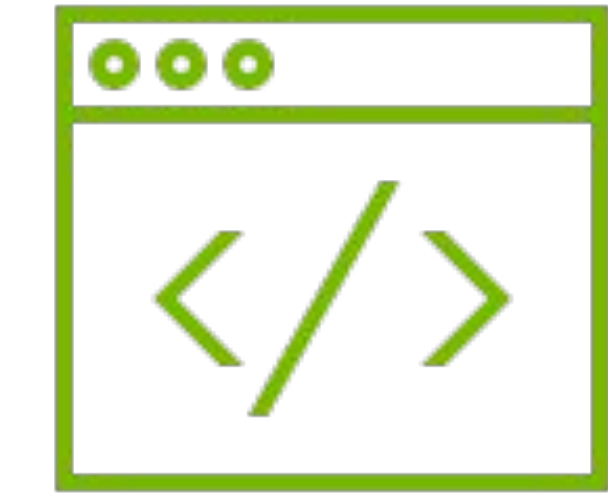
Thor: developer.nvidia.com/drive/ecosystem-thor

Orin: developer.nvidia.com/drive/ecosystem-orin

Resource Overview



Hardware Setup



SDK



Training



Need Help?



DRIVE AGX Thor™

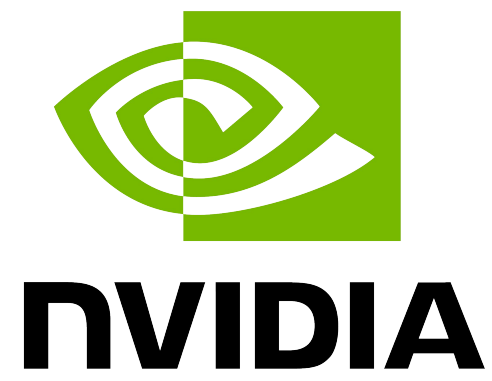
Hardware Setup

Product Brief

Covers:

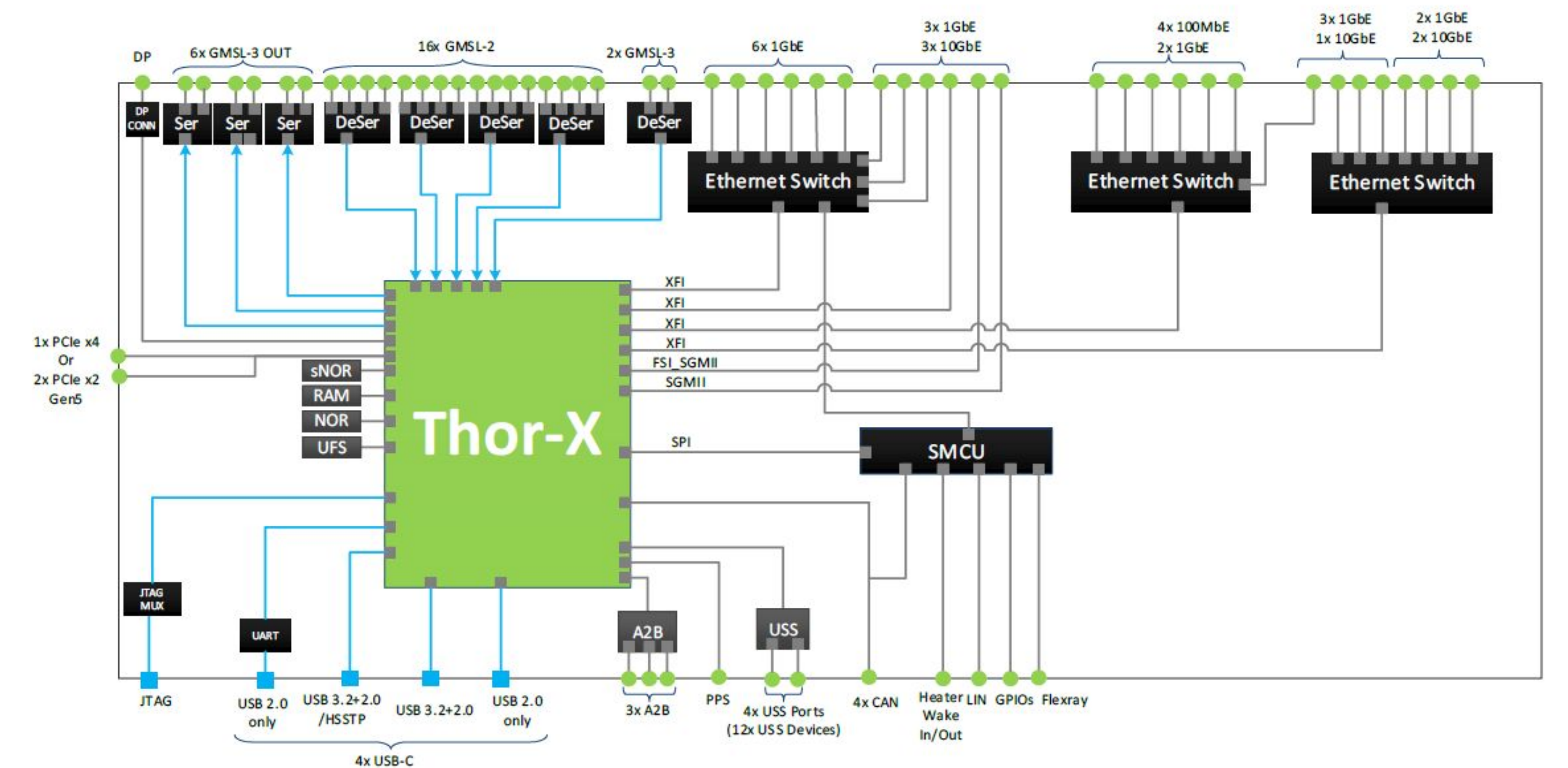
- Product features
- Mechanical and electrical specifications
- Hardware interfaces

[Link to Product Brief](#)



NVIDIA DRIVE AGX Thor Developer Kit

Figure 1-1. High-Level Block Diagram



Note:

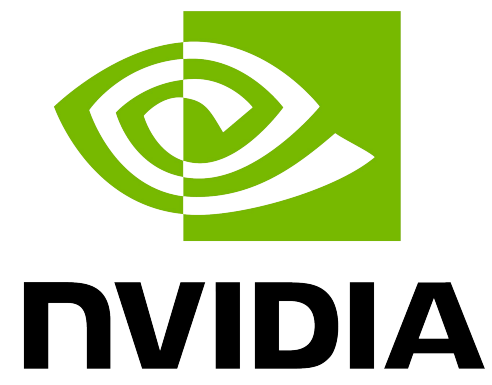
The detailed connections for each interface can be found in the NVIDIA DRIVE AGX Thor Developer Kit Mechanical and Installation Guide DI-12070-001.

Hardware Quick Start Guide

Covers:

- Component list
- System connectors
- DevKit versions
- Steps required to run the DevKit for the first time

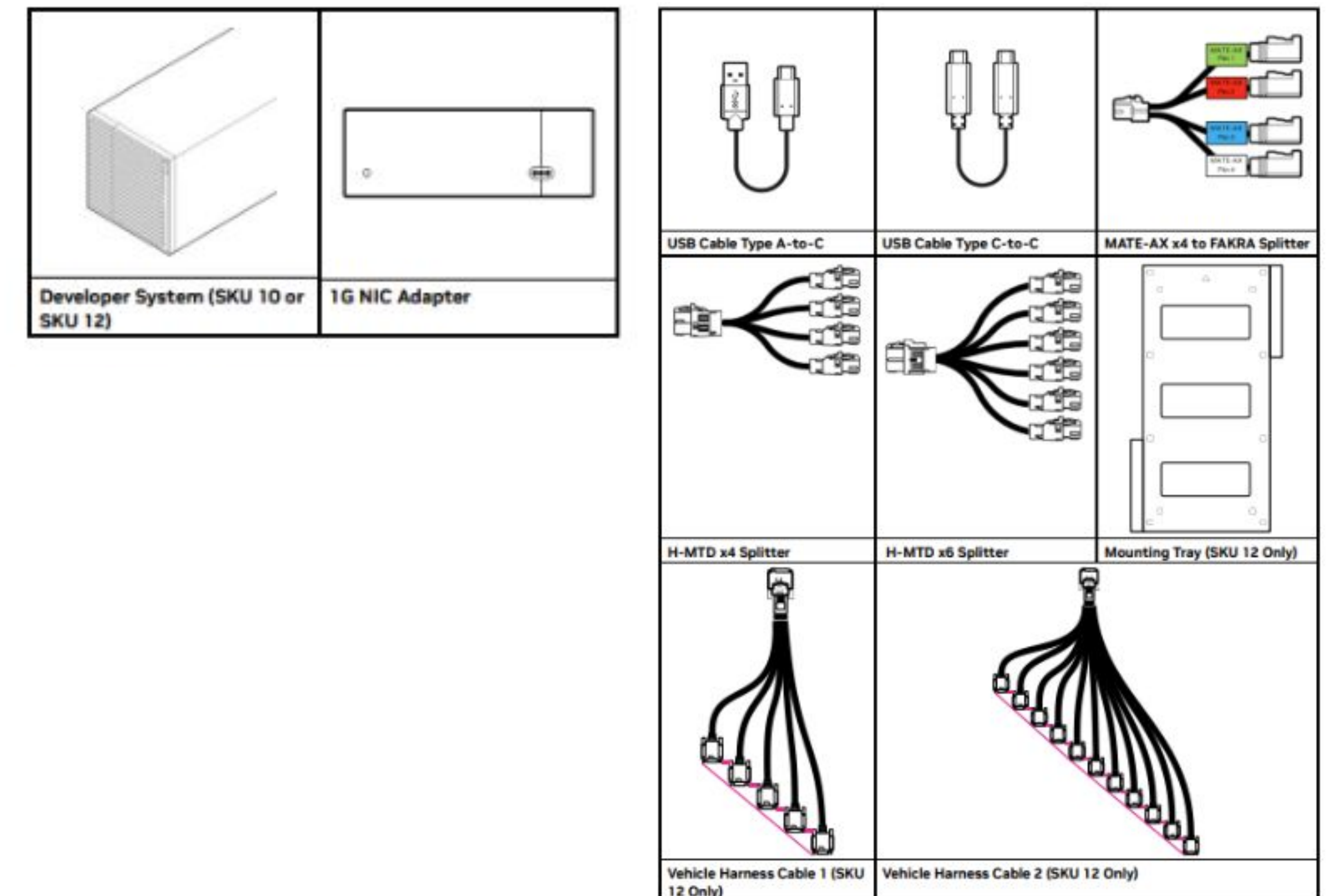
[Link to Hardware Quick Start Guide](#)



NVIDIA DRIVE AGX Thor Developer Kit

Figure 1. NVIDIA DRIVE AGX Thor Developer System Components

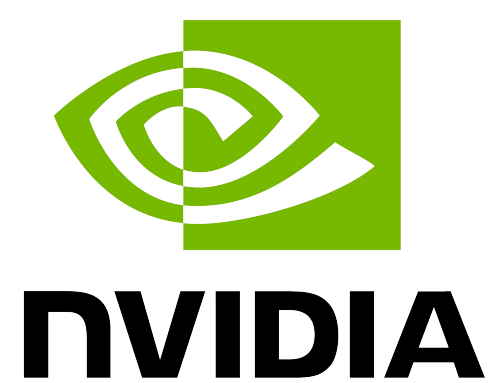
Disclaimer: The line-art images shown here are for illustration purposes only. Your developer system accessories may differ due to product enhancements, modifications, and substitutions.



Mechanical and Installation Guide

Covers:

- Mechanical dimensions
- Mounting considerations
- Interfaces connections
- Environmental requirements
- Electrical installation
- [Link to Mechanical and Installation Guide](#)



NVIDIA DRIVE AGX Thor Developer Kit Mechanical and Installation Guide

Figure 2-1. Development System Dimensions

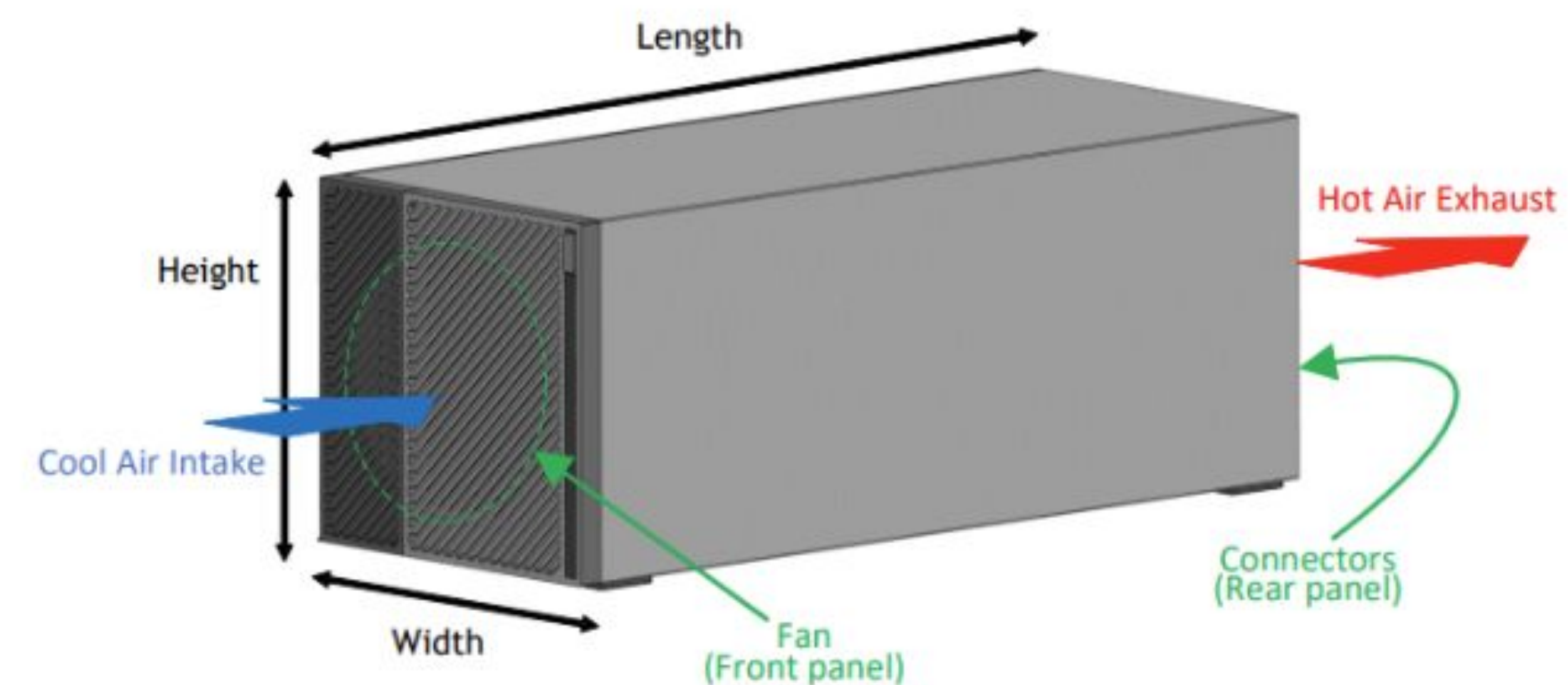


Table 2-1. Dimensions and Weight

Dimensions (mm)	
Length	370.0
Width	147.7
Height	147.7
Weight (kg)	
Weight	6.2 ± 3% (SKU 10) 5.9 ± 3% (SKU 12)

Ecosystem Sensors and Accessories

Explore hardware for DRIVE AGX DevKits supported by NVIDIA and partners.

Covers:

- Cameras
- Lidars
- Radars
- IMU / GNSS devices
- USS / RCS
- Hardware accessories

[Link to Ecosystem Sensor and Accessories](#)

NVIDIA DRIVE AGX Thor Ecosystem Vendors

The NVIDIA DRIVE AGX Thor™ platform features a rich ecosystem of vendors spanning authorized distributors of the dev kit, as well as software, hardware, and service vendors.

[Click here for DRIVE AGX Orin™ Ecosystem vendors for list of products and associated support.](#)

NVIDIA DRIVE® Distributors

Name	Region	Contact Information
Arrow	Worldwide	Contact Arrow
EDOM	APAC, Taiwan	Contact EDOM
Leadtek	China	Contact Leadtek
Macnica	Japan	Learn More
MDS	Korea	Contact MDS
NEXTY	Japan	Contact NEXTY

Operating System Vendors

Name	Contact Information
QNX	Learn More
Canonical	Contact Canonical
Yocto Project	Contact Yocto

MCU Vendors

Name	Contact Information
Infineon	Contact Infineon
Renesas	Contact Renesas

AutoSAR Vendors

Name	Contact Information
Elektrobit	Contact Elektrobit
ETAS	Contact ETAS
Neusoft	Contact Neusoft
Vector	Learn More

Development Tools Vendors

Name	Contact Information
AdaCore	Contact AdaCore
ISYSTEM	Contact ISYSTEM
Lauterbach	Learn More
Validas	Contact Validas

Camera Driver and Tuning Service Providers

Name	Contact Information
ArcherMind Technology (Nanjing)	Contact ArcherMind
Quanta Computer	Contact Quanta
ThunderSoft Software	Contact ThunderSoft

The slide features a background of overlapping, curved, light green rectangular shapes that create a sense of depth and movement. The text is positioned in the upper left quadrant.

NVIDIA DRIVE AGX Orin™

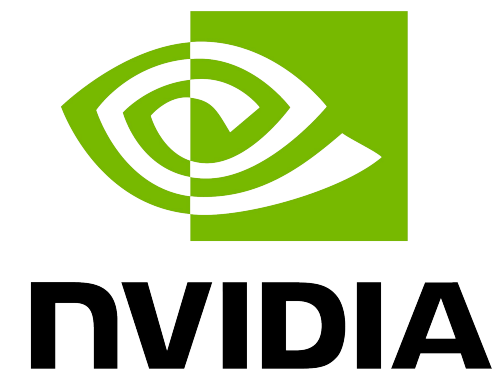
Hardware Setup

Product Brief

Covers:

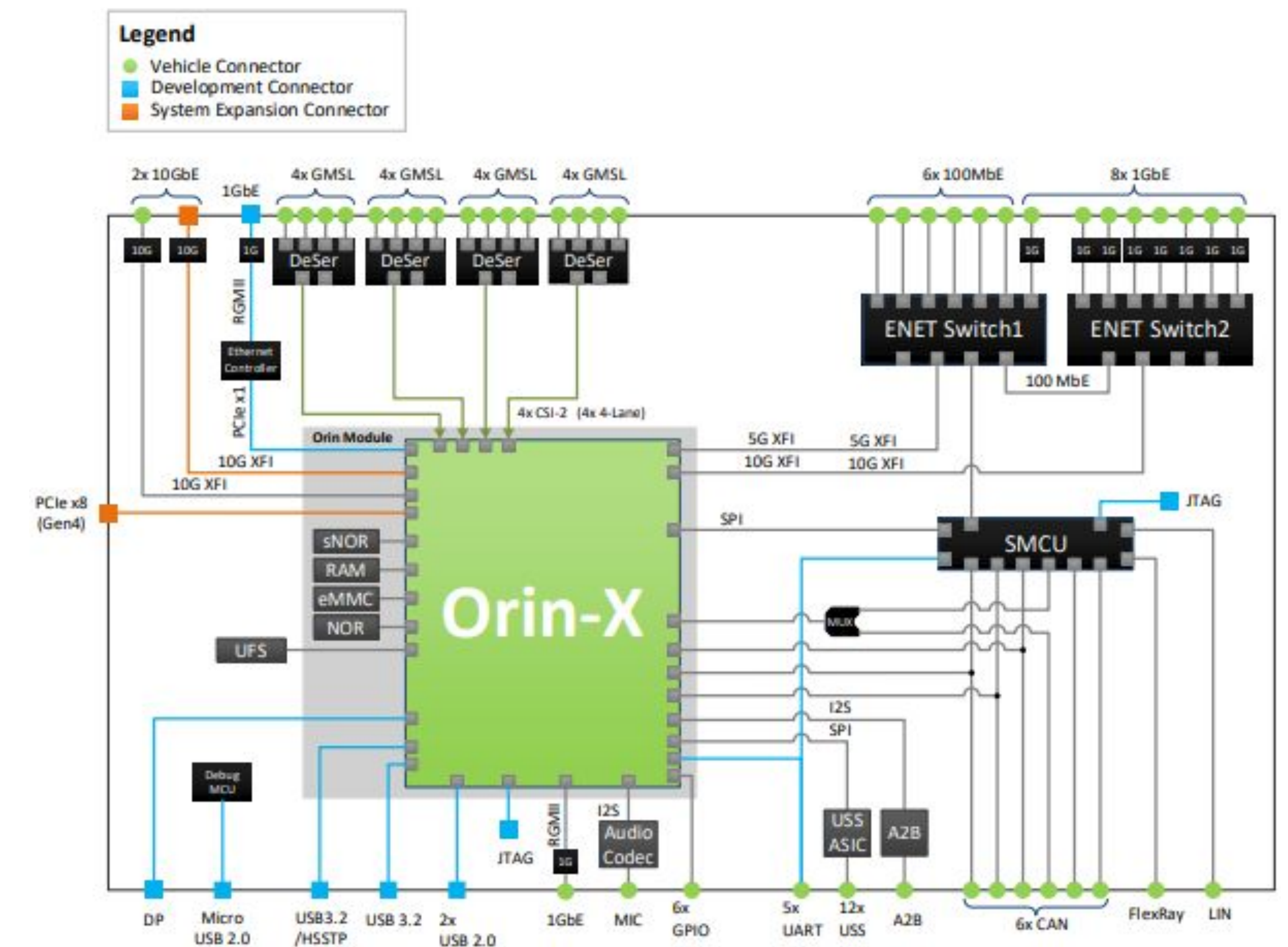
- Product features
- Mechanical and electrical specifications
- Hardware interfaces

[Link to Product Brief](#)



NVIDIA DRIVE AGX Orin Developer Kit

Figure 1-2. High-Level Block Diagram

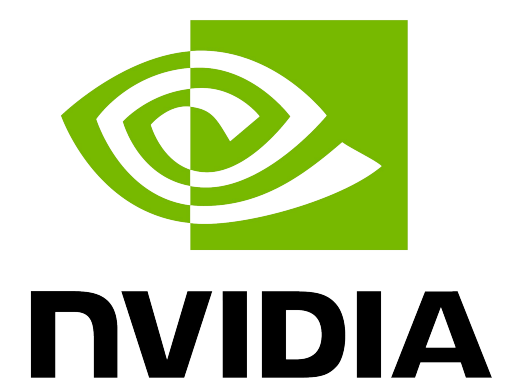


Hardware Quick Start Guide

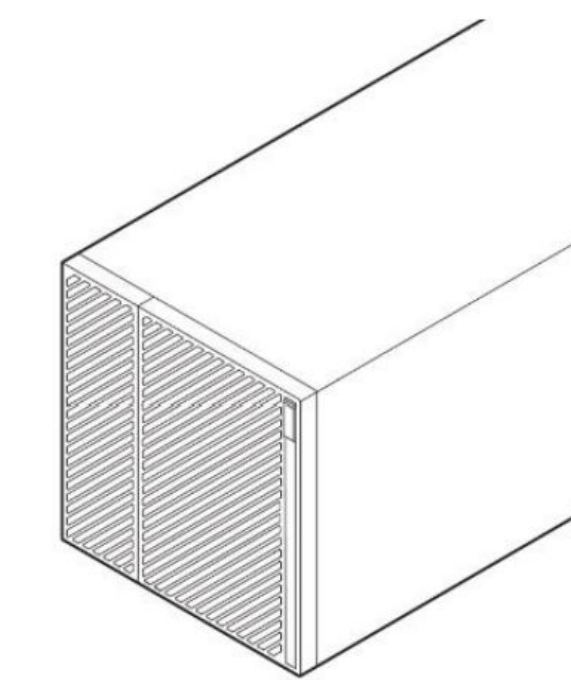
Covers:

- Components list
- System connectors
- DevKit versions
- Steps required to run the DevKit for the first time

[Link to Hardware Quick Start Guide](#)



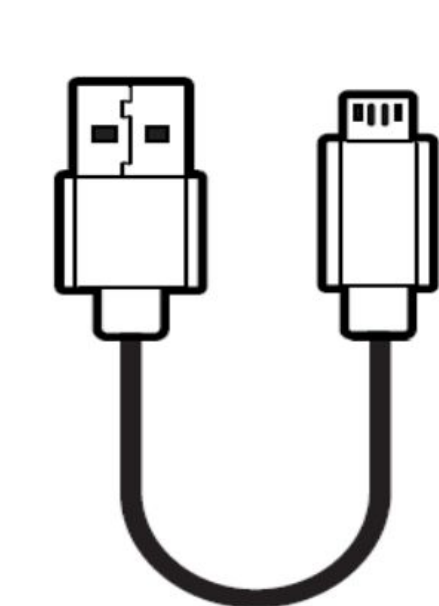
NVIDIA DRIVE AGX Orin Developer Kit



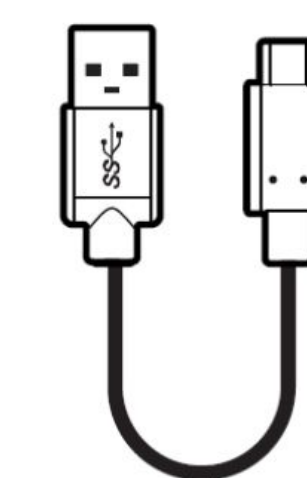
Developer System



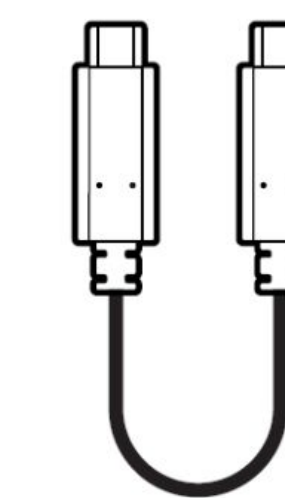
AC Power Cable



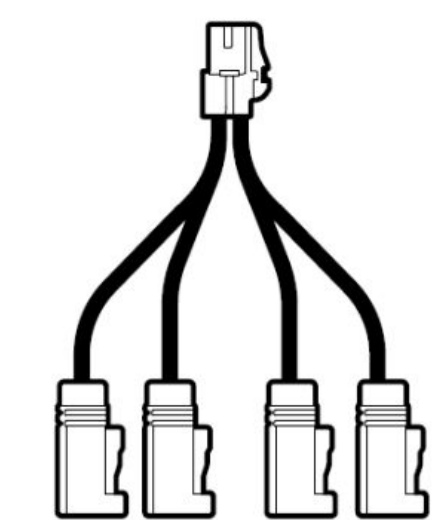
Micro USB Cable



Type A-to-C USB Cable



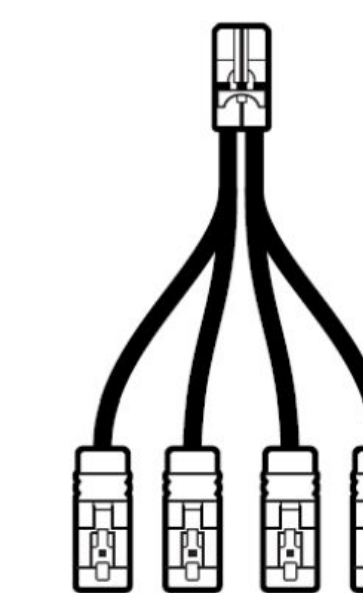
Type C-to-C USB Cable



Camera Splitter Cable



Dual HMT-D Splitter



Quad HMT-D Splitter



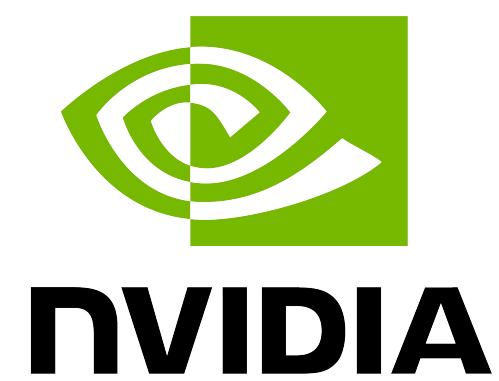
NIC Adapter

Mechanical and Installation Guide

Covers:

- Mechanical dimensions
- Mounting considerations
- Interface connections
- Environmental requirements
- Electrical installation

[Link to Mechanical and Installation guide](#)



NVIDIA DRIVE AGX Orin Developer Kit Mechanical and Installation Guide

Figure 2-1. Rear Panel Connectors

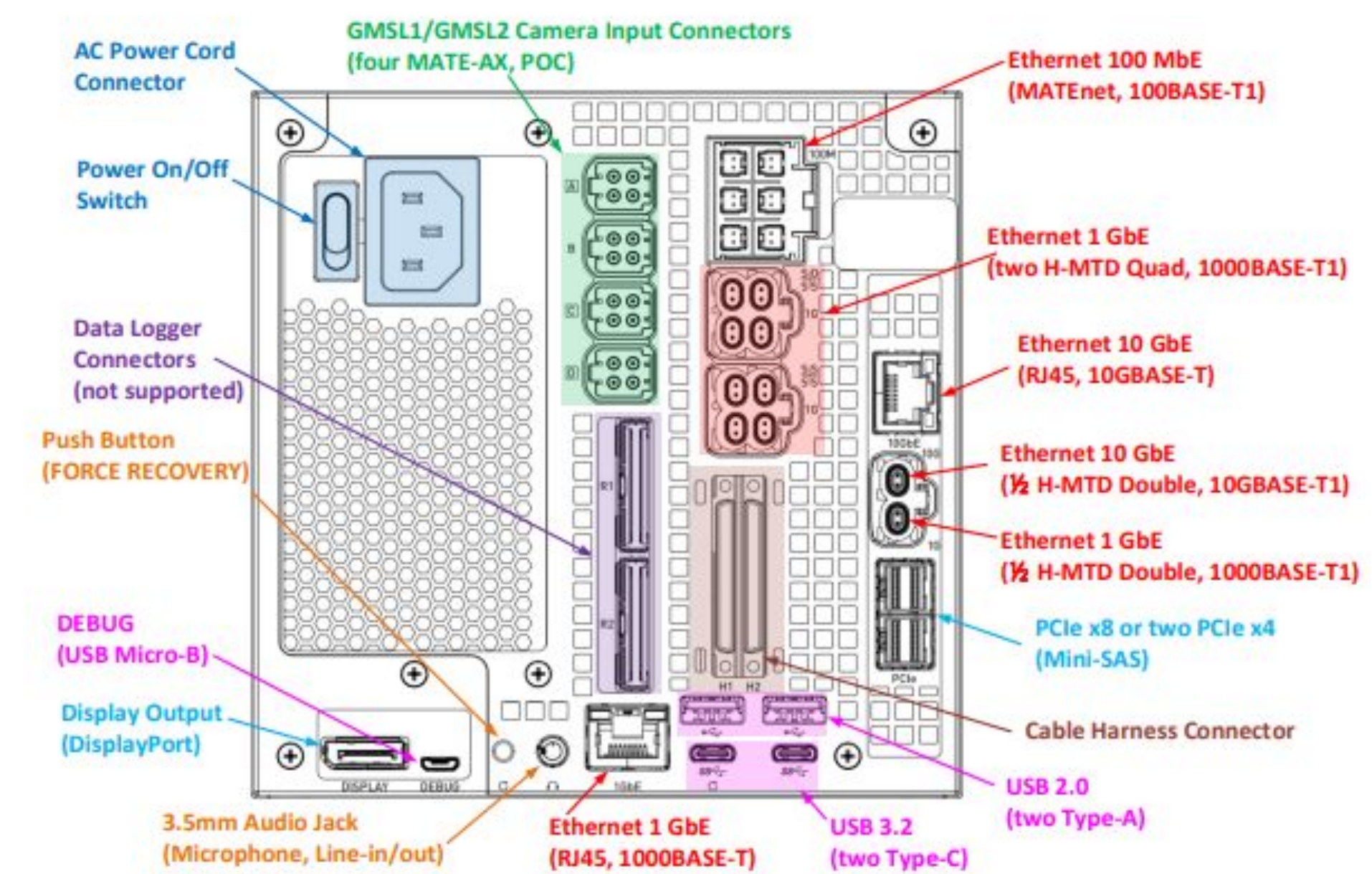
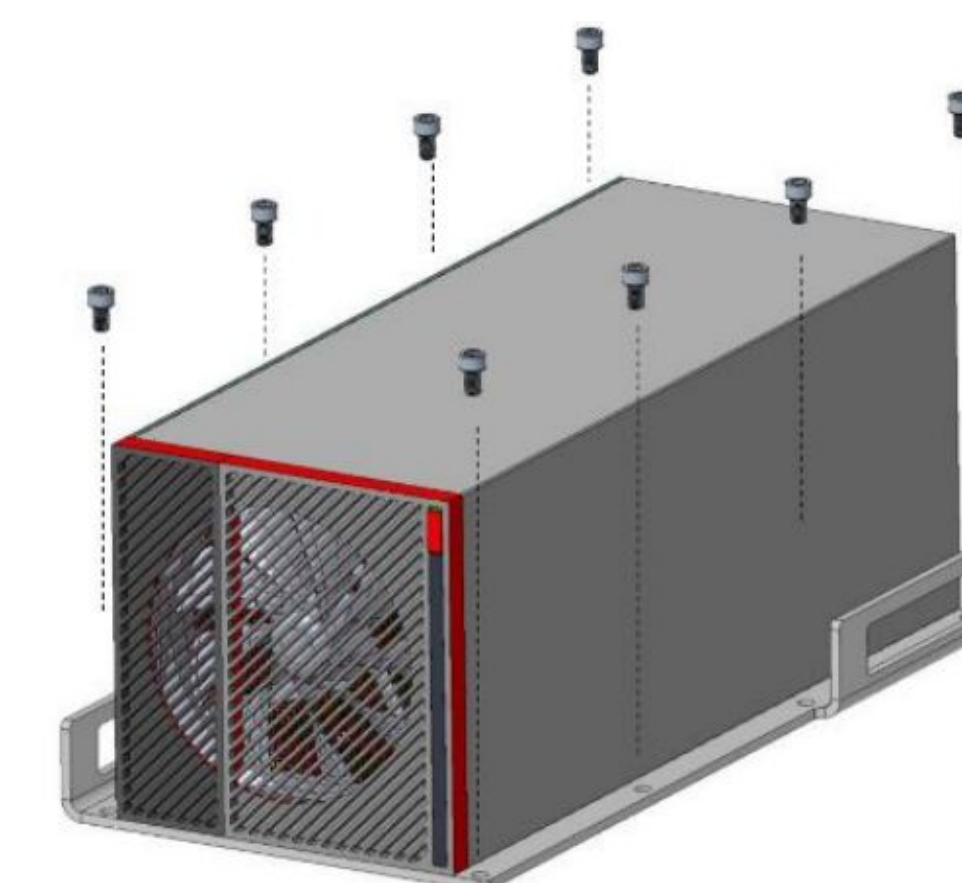
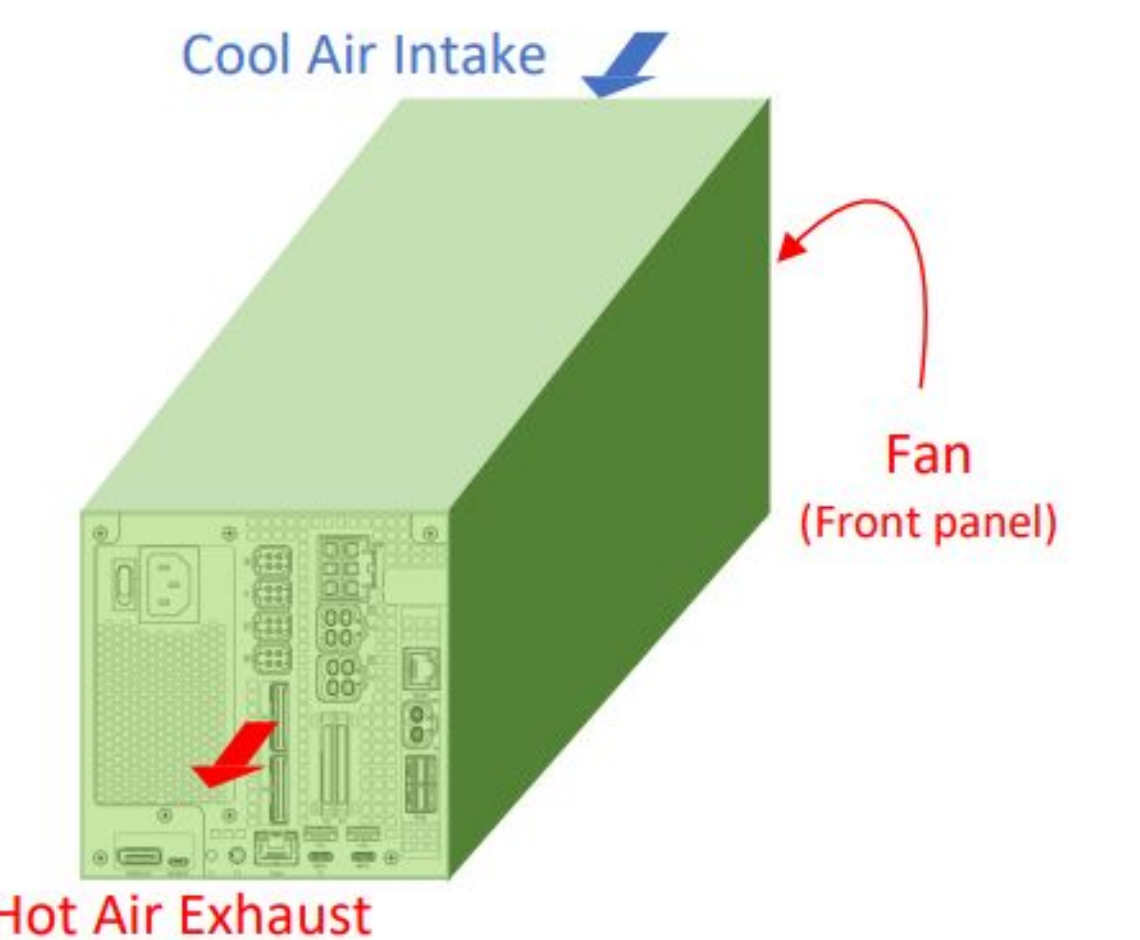


Figure 1-3. Airflow Direction



Assemble system to car rack 8 x M6



Supported Sensors and Accessories

Explore hardware for DRIVE AGX Orin that's supported by NVIDIA and our partners.

Covers:

- Cameras
- Lidars
- Radars
- IMU / GNSS devices
- USS/RCS
- Hardware accessories

[Link to DRIVE AGX Orin Sensors and Accessories](#)

NVIDIA DRIVE AGX Orin Ecosystem Providers

The NVIDIA DRIVE AGX Orin™ platform features a rich ecosystem of providers spanning authorized distributors of the dev kit, as well as software, hardware, and service providers.

Please directly contact these third-party vendors for their products and associated support.

NVIDIA DRIVE® Distributors

Name	Region	Contact Information
Arrow	Worldwide	Contact Arrow
EDOM	APAC, Taiwan	Contact EDOM
Leadtek	China	Contact Leadtek
Machica	Japan	Contact Machica
NDS	Korea	Contact NDS
NEXTV	Japan	Contact NEXTV

Operating System Vendors

Name	Contact Information
BlackBerry QNX	Learn More
Canonical	Contact Canonical
Yocto Project	Contact Yocto

MCU Vendors

Name	Contact Information
Infineon	Contact Infineon
Renesas	Contact Renesas

AutoSAR Vendors

Name	Contact Information
Elektrobit	Contact Elektrobit
ETAS	Contact ETAS
Huawei	Contact Huawei
Vector	Learn More

Development Tools Vendors

Name	Contact Information
AdaCore	Contact AdaCore
IBSYSTEM	Contact IBSYSTEM
Lauterbach	Contact Lauterbach
Validas	Contact Validas

Camera Driver and Tuning Service Providers

Name	Contact Information
ArcherMind Technology (Hanjing)	Contact ArcherMind
Huizhou Desay SV Automotive	Contact Desay
IAV Automotive	Contact IAV
Quanta Computer	Contact Quanta
ThunderSoft Software	Contact ThunderSoft
Shenzhen Zhuyou Technology Co., Ltd. (ZYT)	Contact Zhuyou

Sensor Vendors and Service Providers

Please contact the third-party vendors specified in the table below to order these sensors (HW Contact), download software (SW Contact), and get associated support.

Where NVIDIA is the SW Contact, the DriveOS (previously DRIVE OS) version shows the version where the sensor support is introduced. The "+" at the end of the DriveOS version indicates that the specific module/device is supported in later minor releases. For example, DriveOS 6.0.4+ means the sensor is supported in 6.0.4 and later minor releases, within the DriveOS 6.0 release line.

When DriveOS shows "Contact Sensor Vendor", the sensor has been validated with the latest DriveOS version for DRIVE AGX Orin, published on <https://developer.nvidia.com/drive/downloads>. Please contact the Sensor Vendor for more information and alternatives.



Cameras

A mix of cameras for short and long distance.

[View Cameras >](#)



Lidars

Front center automotive-grade lidar for an additional layer of redundant vision, as well as a rooftop high-resolution lidar for ground-truth (GT) data collection.

[View Lidars >](#)



Radars

Multiple radars for overlapping front, side, and corner visibility and redundancy, with increased angular and vertical resolution for complex urban driving.

[View Radars >](#)



GNSS/IMU

Vehicle position and odometry sensing for precise localization.

[View GNSS/IMU >](#)

NVIDIA DriveOS SDK

NVIDIA DriveOS™ SDK Website

Covers:

- DriveOS introduction
- High-level block diagram
- Benefits

[Link to DriveOS SDK Website](#)

NVIDIA DEVELOPER Home Blog Forums Docs Downloads Training Join

DRIVE Platform ▾ Infrastructure Downloads Docs Resources ▾

NVIDIA DriveOS SDK

NVIDIA DriveOS™ is an automotive operating system developed with industry-standard safety and security methodologies certified by the globally renowned automotive certification organization, TÜV SÜD. This powerful platform is designed to meet cutting-edge automotive product requirements, including advanced AI inference, high-performance computer vision, advanced graphics, high-end audio, and complex safety and security use cases. DriveOS also supports autonomous driving and AI-powered cockpit experiences.

DriveOS enables Linux or QNX as the application operating system with a software development kit for image processing, diverse sensor integration, AI acceleration, low-overhead interprocess communication, and developer tools for debugging and profiling.

[Download DriveOS](#)

Requires [NVIDIA DRIVE AGX™ SDK Developer Program membership](#)

Application Layer

Accelerated Algorithms
Versatile Tools

Algorithms | Tools

Sensor Abstraction | Vehicle Abstraction

Nsight Visual Studio Code Edition—IDE
Nsight Systems—System Tracing

NVIDIA DRIVE™ Downloads Website

Covers:

- Access to DRIVE SDK releases across SoC generations
- Release summaries
- Links to release-specific docs: installation guide, release notes, etc.

[Link to DRIVE Downloads Website](#)

NVIDIA DRIVE Downloads

This page provides access to DRIVE SDK for developers using NVIDIA DRIVE® hardware. See [Automotive Hardware](#) and [Automotive Software](#) for more details.

For support, please post any queries or issues in the [Forums](#).

Please note, download requires membership to the [NVIDIA DRIVE AGX™ SDK Developer Program](#) for DRIVE Orin and DRIVE Xavier, and to the [NVIDIA DRIVE® PX 2 SDK Developer Program](#) for DRIVE PX 2.

Filters

Q Search

Product

- DRIVE AGX Orin
- DRIVE AGX Thor
- DRIVE AGX Xavier
- DRIVE PX 2

Showing 11 results

DriveOS [DRIVE AGX Thor Latest] Version 7.0.3 | Release date 2025/08/12

Install NVIDIA DriveOS® 7.0.3 Linux SDK using [NVIDIA DRIVE OS Docker Containers](#) through NVIDIA GPU Cloud (NGC). This requires Ubuntu 20.04 or later on the host PC.

[Documentation](#) is available under [DRIVE AGX Thor](#).

Please review the [DriveOS 7.0.3 Installation Guide for NVIDIA Developer Users](#) to finalize your DRIVE AGX System Setup.

Supported hardware:

- NVIDIA DRIVE AGX Thor™

Submit questions or feedback in the [DRIVE AGX Thor Forum](#). We want to hear from you!

DRIVE OS 7.0.3 includes the following benefits:

- Recent Ubuntu, Docker, GCC, C++, Linux Kernel, and Yocto versions provide developers with enhanced performance, improved security, expanded hardware support, and streamlined development workflows.
- CUDA features like context pause/resume, batched memcpy, and tensor maps enable developers to optimize application performance by providing efficient context switching, reduced CPU overhead for data movement, and precise, hardware-aware tensor descriptions for kernel development.
- TensorRT 10 empowers developers with enhanced performance through dynamic fusions (Myelin), expanded optimization techniques (ModelOpt with advanced quantization like INT4 AWQ), and improved memory efficiency (Blackwell FP4, INT4 Weight-Only Quantization), alongside greater flexibility for complex models via V3 Plugins and better debugging capabilities.
- TensorRT Edge-LLM offers a pure C++ LLM runtime with minimal dependencies and latencies, supporting FP16, FP8, INT4, and FP4 quantization, speculative decoding for faster responses, LoRA for efficient model customization, dynamic batching for optimized throughput, and out-of-the-box support for popular LLMs and VLMs, all available as an open-source GitHub project.
- DriveWorks is deeply integrated into DriveOS releases for streamlined development and is highly optimized to fully leverage Thor SoCs.
- Leverage robust error handling mechanisms, including Error Propagation Library (EPL) and System Error Handler (SEH), for enhanced protection and early fault detection, while Secure Boot, Platform Security Controller, Public-Key Cryptography, and Functional Safety Island components collaborate for tightly coupled, integrated security within the

Downloads:

- [Release Notes](#)
- [Installation Guide](#)
- [DriveOS Docker](#)
- [Additional Packages](#)

Documentation Website

A collection of documentation that helps you develop with your DRIVE AGX DevKit.

Covers:

- DevKit documents
- Sensors and accessories
- DriveOS software documentation
- Developer tools
- Licenses

[Link to DRIVE Documentation Website](#)

The screenshot shows the NVIDIA Developer website's documentation page for DRIVE AGX Thor. The page has a dark header with the NVIDIA Developer logo and navigation links: Home, Blog, Forums, Docs, Downloads, Training. A search icon and a 'Join' button are in the top right. Below the header, there's a breadcrumb trail: Home / DRIVE / Documentation. A left sidebar contains a table of contents with sections for 'DRIVE AGX Thor' and 'DRIVE AGX Orin', each with sub-items like 'Getting Started', 'Developer Kit', 'Sensors', and 'Linux SDK'. The main content area features the title 'NVIDIA DRIVE Documentation' and a paragraph explaining that the page provides access to documentation for developers using NVIDIA DRIVE AGX™ Developer Kits. It includes links to 'Getting Started' and 'Setup' pages and a note about product filters. Below this, there's a section for 'NVIDIA® DRIVE AGX Thor™' with sub-sections for 'Thor Getting Started', 'DRIVE AGX Thor Developer Kit', and 'Thor Sensors'. Each sub-section has a list of links to specific documents, some with lock icons indicating they require access to the NVIDIA DRIVE AGX SDK Developer Program. The 'Thor Getting Started' section lists 'Getting Started With the DRIVE AGX Developer Kit' and 'DRIVE AGX Thor Development Platform - Overview and Product Details for DRIVE AGX Thor DevKit'. The 'DRIVE AGX Thor Developer Kit' section lists 'DRIVE AGX Thor Product Brief', 'DRIVE AGX Thor Hardware Quick Start Guides' (with sub-links for English, Traditional Chinese, and Simplified Chinese), 'DRIVE AGX Thor Mechanical and Installation Guide', and 'DRIVE AGX Thor Regulatory Compliance and Safety Guide'. The 'Thor Sensors' section lists 'DRIVE AGX Thor Sensors (Coming soon)'. The 'DriveOS 7.0.3 Linux SDK' section lists 'DriveOS 7.0.3 Linux Features', 'DriveOS 7.0.3 Linux Release Notes', 'DriveOS 7.0.3 Installation Guide', and 'DriveOS 6.x to 7.x SDK Migration Guide'.

Installation Guide

Covers:

- A step-by-step guide explaining how to install DriveOS releases
- Download instructions for DriveOS releases and additional packages
- Tips for building and running DriveOS sample applications

[Link to Installation Guide](#)


 **NVIDIA DriveOS 7.0 Linux Installation Guide**

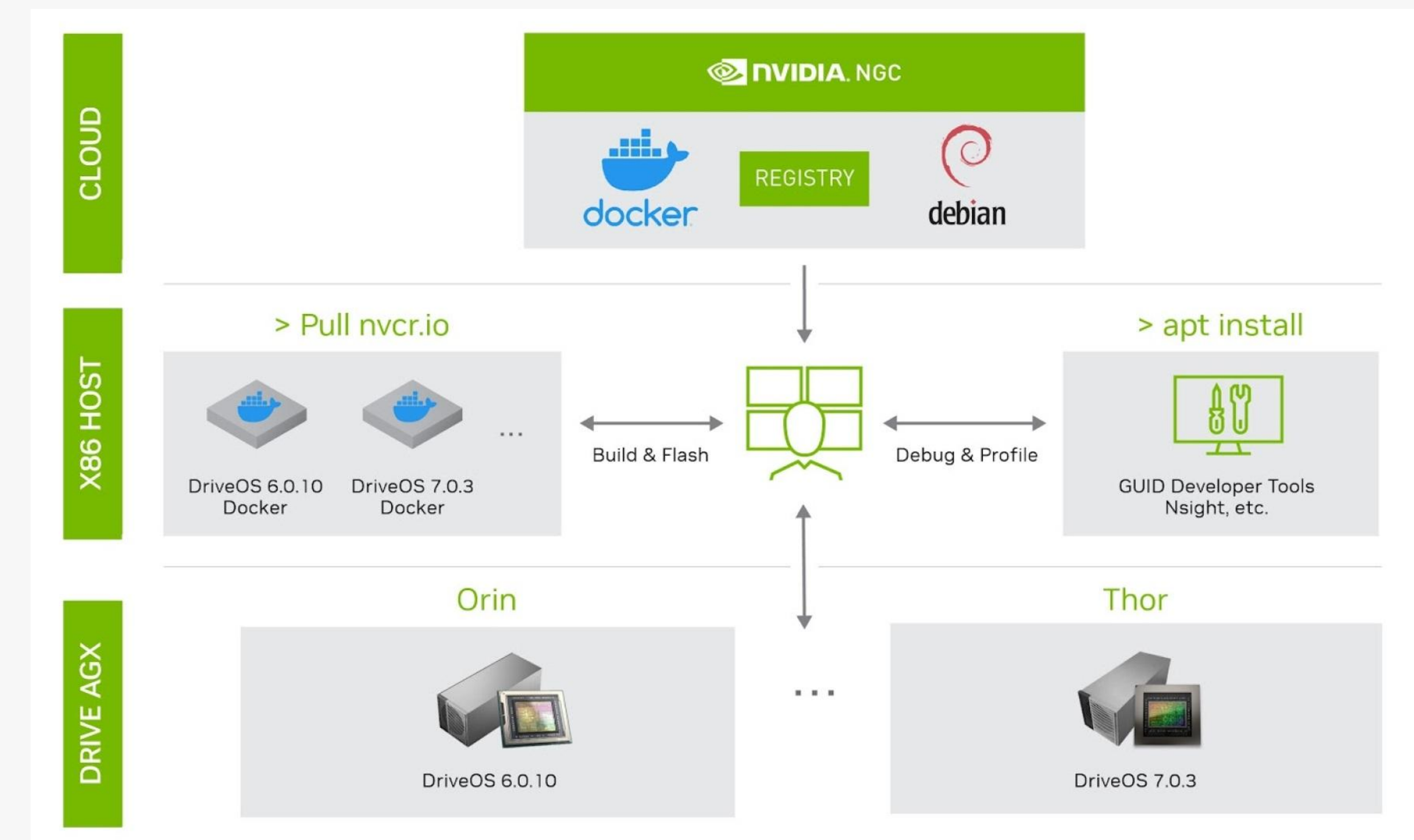
Table of Contents	NVIDIA DriveOS 7.0 Linux Installation Guide
Introduction	Introduction
Requirements for Development Environments	Requirements for Development Environments
Configuring Container Registry Access	System Requirements
Installing NVIDIA DriveOS	DRIVE Platform Supported Boards
Finalizing the Installation	Valid Migration Paths
Building and Running Sample Applications	Troubleshooting
Next Steps	Configuring Container Registry Access
	Configuring Artifactory Access for NVIDIA NVONLINE Users
	Configuring NVIDIA GPU Cloud (NGC) Access for NVIDIA Developer Users
	Installing NVIDIA DriveOS
	Installing NVIDIA DriveOS for NVIDIA NVONLINE Users
	Installing NVIDIA DriveOS for NVIDIA Developer Users
	Additional Flashing Notes and Troubleshooting
	Finalizing the Installation
	Accepting the EULA and Creating a User Account
	Verifying the Installation
	Building and Running Sample Applications
	Prerequisites for Sample Applications
	CUDA Samples
	Next Steps

DRIVE Platform Docker Containers Website

Covers:

- Introduction to Docker containers
- Explanation of how Docker containers support DRIVE AGX DevKits across SoC generations
- Benefits of Docker containers for the development workflow

[Link to Docker Containers site](#)



DriveOS Developer Guide

NVIDIA DriveOS is the reference operating system and software stack for developing and deploying AV applications on DRIVE AGX

Important documentation sections:

Board Setup & Configuration

Components & Interfaces

System Programming

Mass Storage Partition Configuration

NVIDIA DRIVE Utilities

Table of Contents

- [Introduction](#) ✓
- [Core Concepts](#) ✓
- [Development Workflow](#) ✓
- [Getting Started](#) ✓
- [Embedded Software Components](#) ✓
- [Application Configuration](#) ✓
- [Platform Customization](#) ✓
- [Production Deployment](#) ✓
- [Legal](#)

Welcome to the NVIDIA DriveOS 7.0 Developer Guide

[Introduction](#)

- [What is DriveOS?](#)
- [What is DriveOS SDK?](#)
- [Introduction to DriveOS SDK APIs](#)
- [Introduction to DRIVE AGX Hardware](#)

[Core Concepts](#)

- [DriveOS Platform](#)
- [Supported Use Cases](#)
- [Linux NSR File Systems](#)
- [Creating Linux Root Filesystem in NVIDIA DriveOS 7.0](#)
- [DRIVE AGX Boot Flow](#)
- [Virtualization Concepts](#)
- [Guest OS Software Stack for Applications](#)
- [Version Control and Anti-Rollback](#)
- [Safety Framework and Error Reporting](#)
- [Power Modes](#)
- [Over the Air Updates](#)

[Development Workflow](#)

- [Developer Tools](#)
- [Debugging and Profiling](#)
- [Debug UART](#)
- [NVIDIA DRIVE Utilities](#)

NVIDIA DriveWorks SDK Documentation

The DriveWorks SDK provides a rich suite of accelerated algorithms and tools for AV development.

Important documentation sections:

Getting Started

Modules: Functional Components

Sample Code

Guide for porting from previous releases

The screenshot shows the NVIDIA DriveOS 7.0.3 Linux SDK Developer Guide page for the DriveWorks SDK. The page features a navigation sidebar on the left with a search icon and a settings icon in the top right. The breadcrumb trail is: Home > Embedded Software Components > ... > DriveWorks > DriveWorks SDK. The main heading is "DriveWorks SDK". Below the heading, a paragraph states: "The NVIDIA® DriveWorks Software Development Kit (SDK) enables developers to implement autonomous vehicle (AV) solutions by providing a comprehensive library of modules, developer tools, and reference applications that take advantage of the computing power of NVIDIA DRIVE® AGX™ Thor." This is followed by a table describing the SDK components:

Modules	Open, modularized library of functions optimized for DRIVE AGX Thor
Samples	Samples for developing, porting, and optimizing applications
Tools	Software development tools for sensors, data capture, calibration, and more
Tutorials	In-depth tutorials for base intermediate, and advanced use cases

Below the table, a paragraph explains: "The DriveWorks SDK is designed to achieve the full throughput limits of the computer, enabling real-time self-driving applications. This requires careful architecture of the end-to-end software pipeline to do the following:"

- ▶ Efficiently utilize the many processors inside DRIVE AGX Thor.
- ▶ Optimize data communication formats between hardware engines.
- ▶ Minimize data copies (zero copy exchange of buffers).
- ▶ Implement and utilize the most efficient algorithms.

A final paragraph states: "The DriveWorks SDK design philosophy is modular, optimized, and flexible. You can use it out of the box, or enhance it with your own code to create your own AV solution." At the bottom, there are navigation links: "Previous DriveWorks" and "Next Getting Started".

The background features a series of parallel, slightly curved lines in various shades of green, creating a sense of depth and movement. A solid green vertical bar is positioned on the far left edge of the frame.

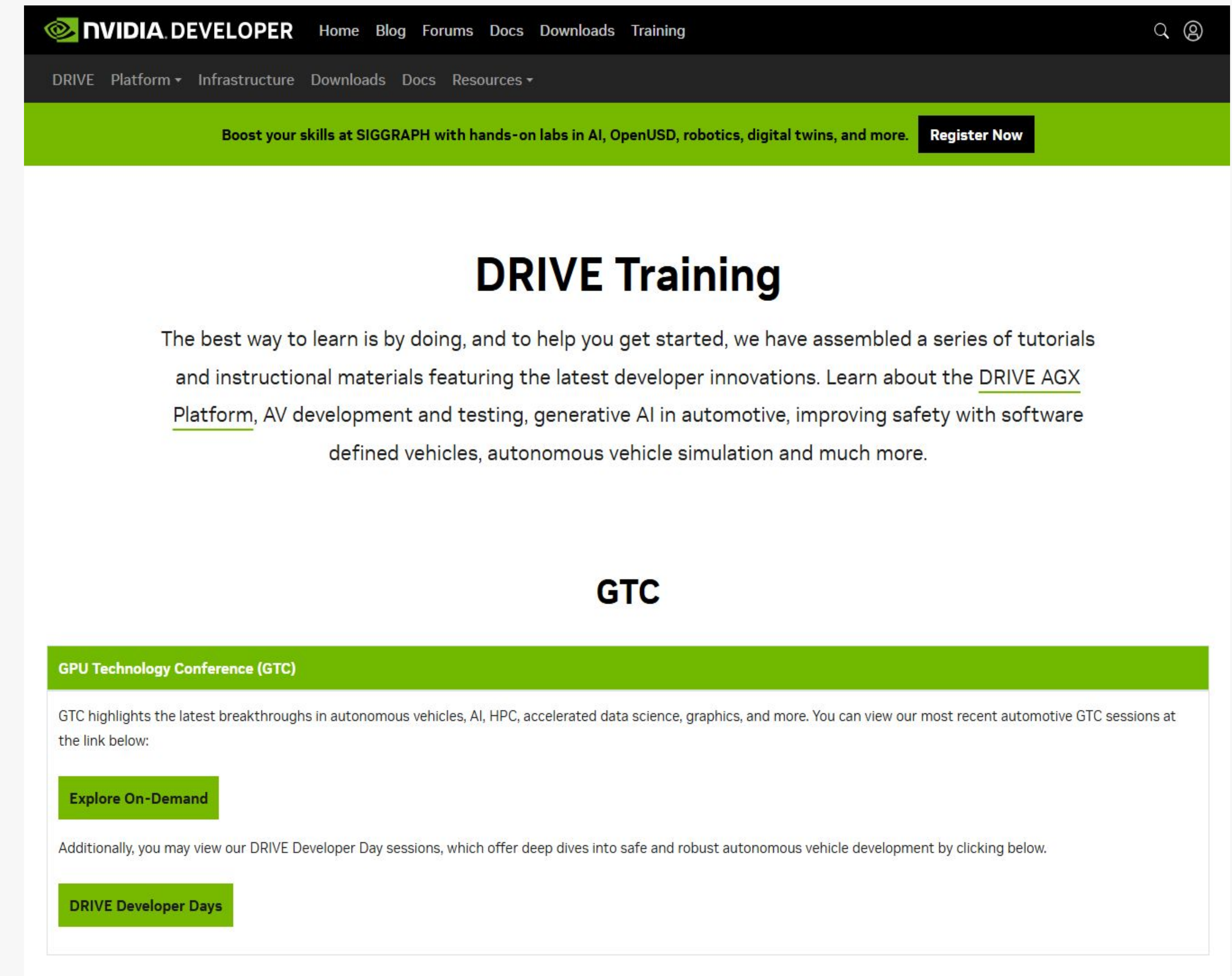
Training

DRIVE Training Website

Covers:

- GTC talks
- Webinars
- NVIDIA AV research publications
- Deep Learning Institute (DLI) courses
- DRIVE videos

[Link to DRIVE Documentation Website](#)



The screenshot shows the NVIDIA Developer website's DRIVE Training page. The top navigation bar includes links for Home, Blog, Forums, Docs, Downloads, and Training. A secondary navigation bar lists DRIVE, Platform, Infrastructure, Downloads, Docs, and Resources. A green banner below the navigation bar contains the text "Boost your skills at SIGGRAPH with hands-on labs in AI, OpenUSD, robotics, digital twins, and more." and a "Register Now" button. The main heading is "DRIVE Training". Below this, a paragraph states: "The best way to learn is by doing, and to help you get started, we have assembled a series of tutorials and instructional materials featuring the latest developer innovations. Learn about the [DRIVE AGX Platform](#), AV development and testing, generative AI in automotive, improving safety with software defined vehicles, autonomous vehicle simulation and much more." The section "GTC" is highlighted with a green background. Below this, a sub-section "GPU Technology Conference (GTC)" is introduced, followed by a paragraph: "GTC highlights the latest breakthroughs in autonomous vehicles, AI, HPC, accelerated data science, graphics, and more. You can view our most recent automotive GTC sessions at the link below:" and a button labeled "Explore On-Demand". A final paragraph states: "Additionally, you may view our DRIVE Developer Day sessions, which offer deep dives into safe and robust autonomous vehicle development by clicking below." and a button labeled "DRIVE Developer Days".

The background features a series of parallel, slightly curved diagonal lines in various shades of green, creating a sense of depth and movement. A solid vertical green bar is positioned on the far left edge of the frame.

Need Help?

DRIVE Training Website



Check Out the [DriveOS](#) and [DriveWorks](#) Documentation

Access comprehensive documentation that includes many samples that illustrate how to use the DriveOS SDK.



Browse the Support Forum

The Forum contains 1000+ experiences of other users with answers by our support team. If your question isn't already covered, [feel free to raise it.](#)



Submit a Bug

Raise a bug if suggested by the Forum Support team or through NVONLINE if applicable. Our tech teams will support with information and guidance.



Contact Your Distributor or NVIDIA Representative

Did the issue persist? Contact your Developer Relations Manager or Account Manager.

Support Forum

The Forum contains an ever-evolving collection of customer questions and answers by our support team.

If your question isn't already covered, [feel free to raise it.](#)

The Forum team usually [replies within 24 hours.](#)

Raising questions in the Forum requires developer login.

[Link to DRIVE AGX Forums](#)

If Forum Can't Help

Report a bug

Reporting a bug on NVIDIA Developer Zone (aka DevZone) for confidential content:

- Log in to <https://developer.nvidia.com/drive>
- In the upper right user profile, click the down arrow
- Select “Account”
- In the left navigation menu, select “My Bugs”
- Select “Submit a New Bug” (in the upper right green box, or within the text of bounded green box)
- Fill in the details of your feedback, request, or issue
- IMPORTANT:
 - When filing a bug, be sure to include the platform name (e.g. DRIVE AGX Orin) in the summary, and select DRIVE [Autonomous Driving] for Relevant Area
- If you have any issues, please contact NV-Auto-Request@nvidia.com
- Request: Create one bug per issue: do not file multiple issues in the same report

