X11 and Wayland applications in WSL

Wednesday, 16 September 2020 15:10 (45 minutes)

Microsoft announced at //build2020 that support for running Linux GUI applications, X11 and Wayland, was coming to the Windows Subsystem for Linux (WSL). This will give developers choosing to use Windows as their desktop of choice, the ability to run their preferred Linux applications in a unified, integrated and seamless desktop experience.

In this talk we take a deep dive into the architecture that enables this support. We will go over details of the Weston based Wayland compositor we are building and how we are teaching it about application level remoting across the VM (WSL) to host (Windows) boundary. How we integrate remote applications into a unified desktop experience and give them that local application feel. How GUI applications will be able to leverage our WSL virtual GPU projection to accelerate their rendering through native Linux rendering API. We will explore how the architecture of WSL is evolving to host this compositor, how it will be delivered to user and how it will enable GUI application across WSL distros.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

Primary author: PRONOVOST, Steve (Microsoft)

Session Classification: Main Track

Track Classification: Talk (full slot) (Closed)