Wine on Android
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 Agenda

- Project goals
- What works today
- Technical challenges
- Remaining work
Project goals

- Run Windows binaries on Intel devices
- Port Windows source code
- Run Windows binaries on ARM devices
What works today

- Support for bionic C library
- Cross-compilation:
  - ./configure --host=i686-linux-android
  - ./configure -host=arm-linux-androideabi
- Basic graphics driver using desktop mode
Technical challenges

- Java
- Process architecture
- Missing libraries (freetype, libxml, libxslt, libpng, libjpeg, nettle, gmp, gnutls, samba)
- Lack of keyboard and mouse
- High DPI screens (pan & zoom)
- OpenGL ES only
- Packaging restrictions
Process architecture

Java process
- Android Java classes
- Wine activity
- explorer.exe

Wine process
- services.exe

Wine process
- outlook.exe

Wineserver process
Remaining work

- USER driver
- Direct3D + OpenGL
- Audio support
- Integration in Wine tree
- Application launchers, MIME types
- QEMU support
Architecture with QEMU

Java process
- Android Java classes
- Wine activity
- explorer.exe

Wine process
- services.exe

QEMU process
- Wine x86 process
  - sol.exe

Wineserver process
Solitaire on ARM device
Q & A

- When can I try it?