

# Wine on Android

## FOSDEM 2014

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# Agenda

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

# Project goals

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- Run Windows binaries on Intel devices
- Port Windows source code
- Run Windows binaries on ARM devices

# What works today

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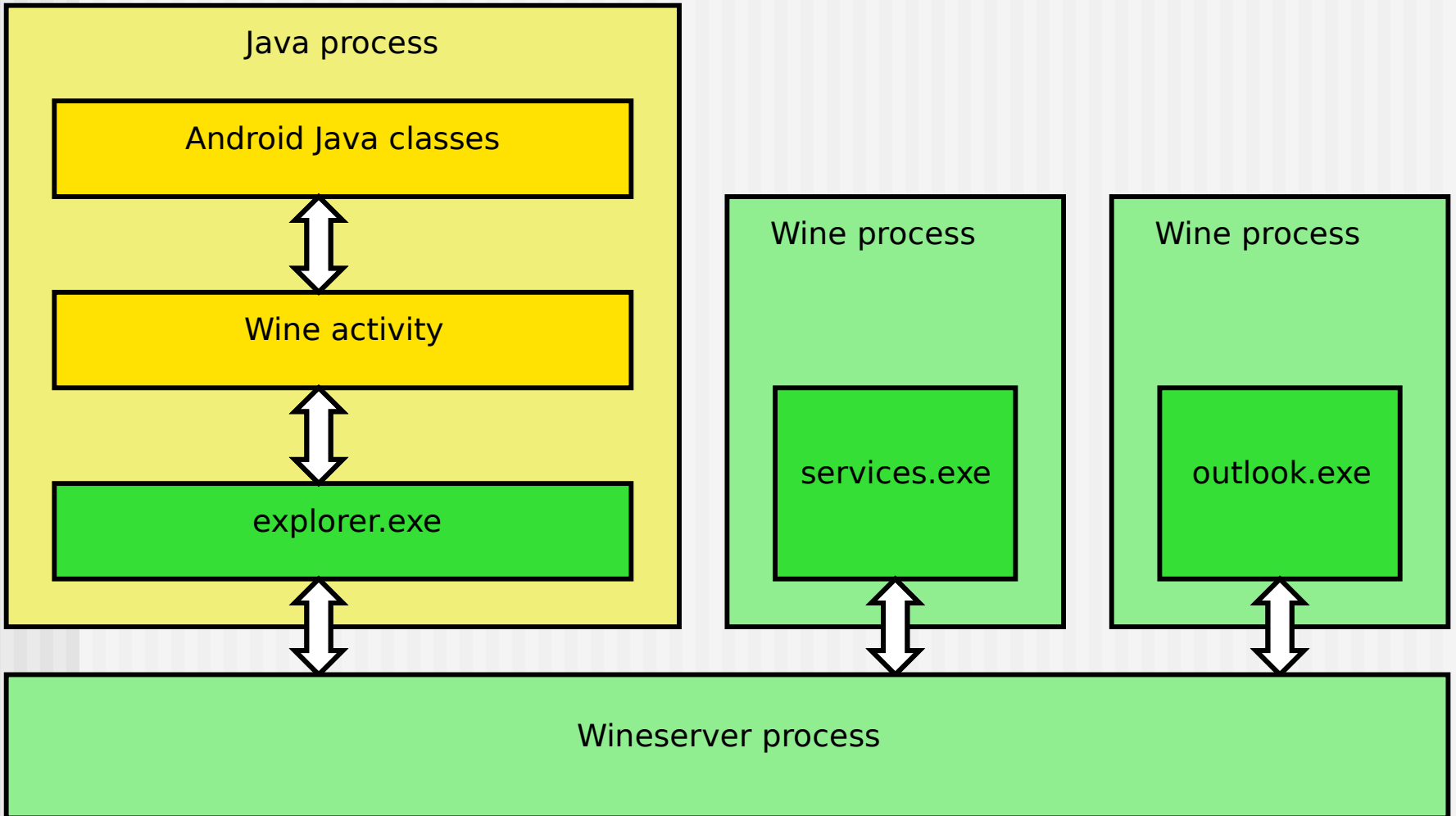
- Support for bionic C library
- Cross-compilation:
  - `./configure --host=i686-linux-android`
  - `./configure --host=arm-linux-androideabi`
- Basic graphics driver using desktop mode

# Technical challenges

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- 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

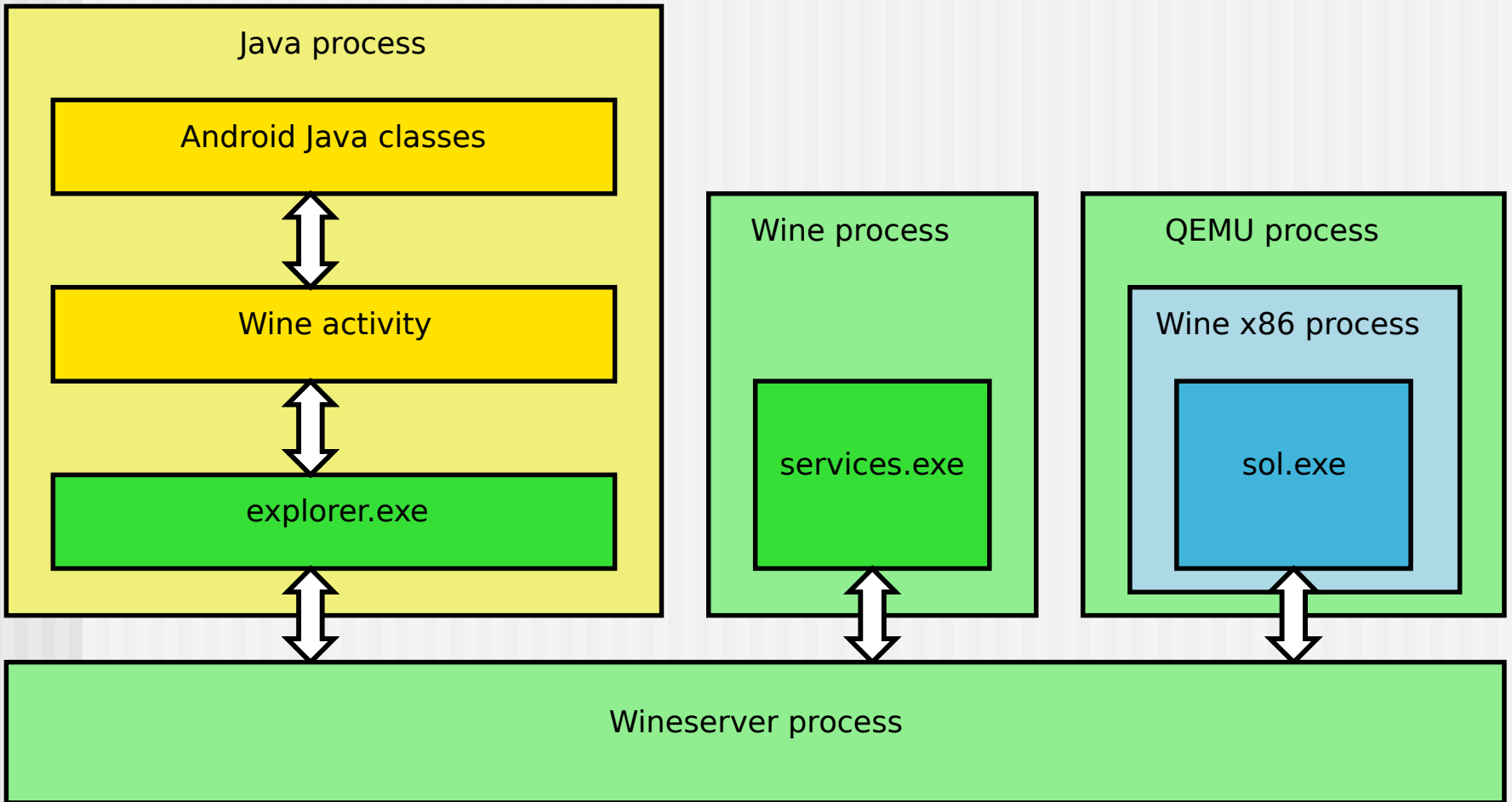


# Remaining work

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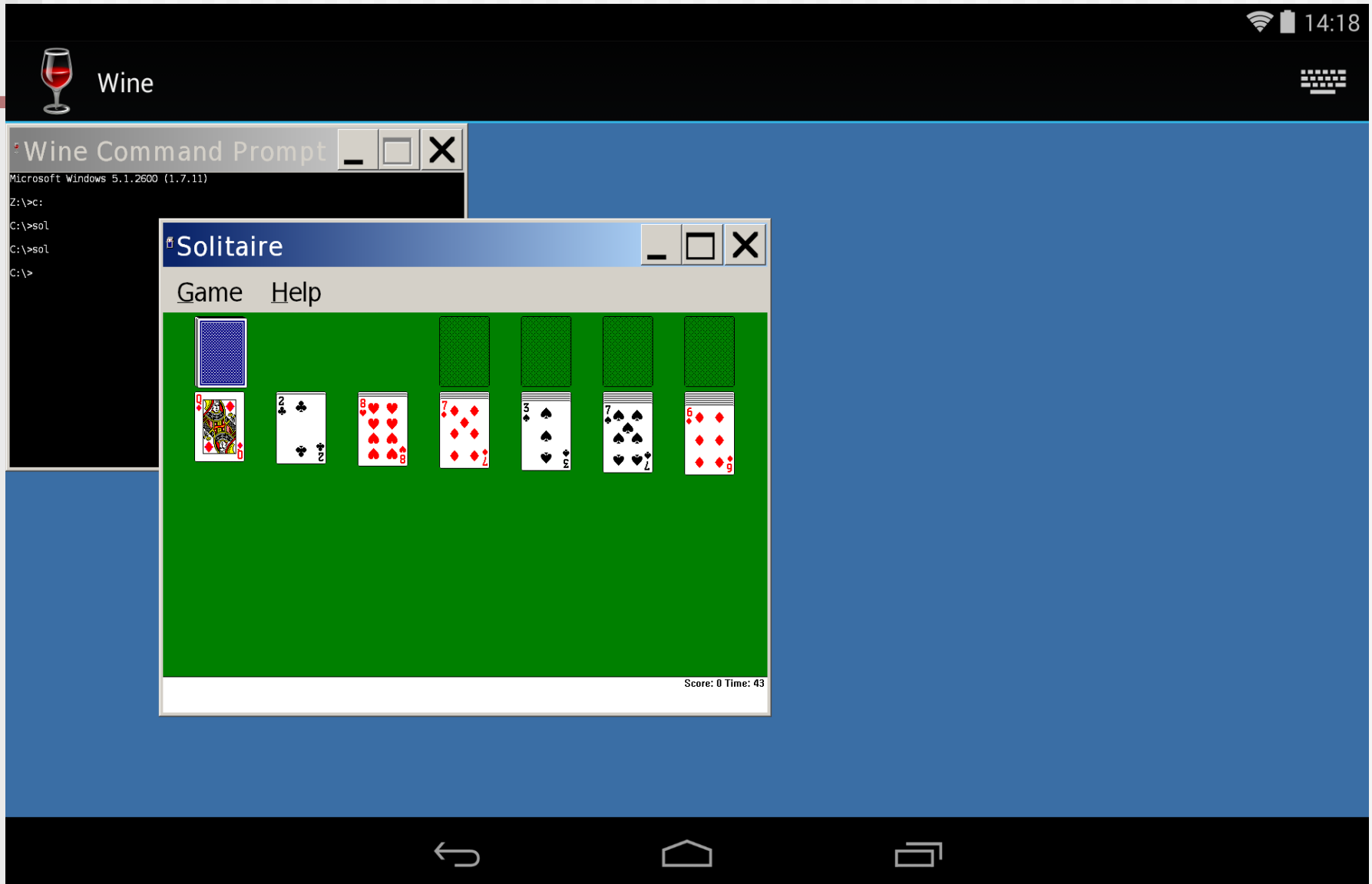
- USER driver
- Direct3D + OpenGL
- Audio support
- Integration in Wine tree
- Application launchers, MIME types
- QEMU support

# Architecture with QEMU





# Solitaire on ARM device



# Q & A

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- When can I try it?