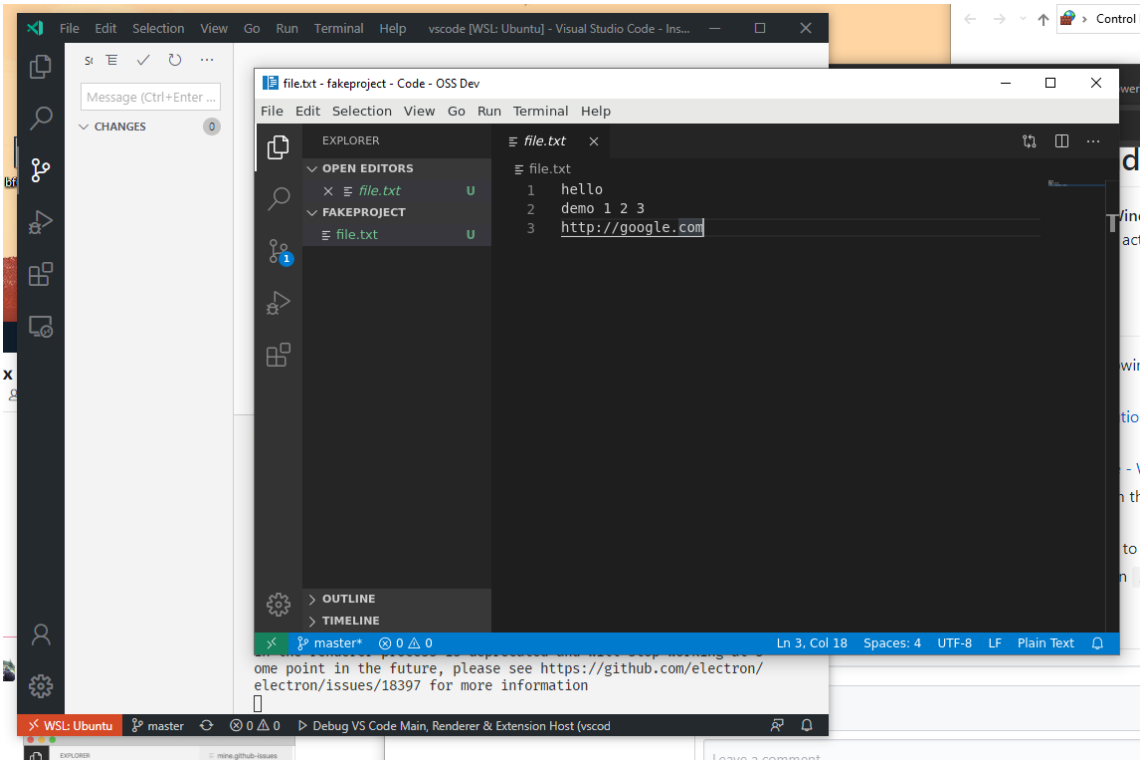
Selfhosting on Windows/WSL

This guide is for you if you want to selfhost VS Code on **Windows** but have a fast compile toolchain by running it in WSL. The drawback is that running VS Code from sources actually runs on **Linux** which is OK for most development tasks.



Setting up WSL with GUI

In Windows 11 builds [that support wslg]():

1. Open up powershell and enter `wsl --install`

In Windows builds that do not support wslg:

1. Install WSL2 and Ubuntu.
2. Install vcxsrv, it will create a `XLaunch` shortcut in your Desktop`.
3. Download the `config.xlaunch` file from this gist to your user home directory `C:\Users\USERNAME\` .
4. Hit `Win R` and type `shell:startup` , hit `Enter`. Add a shortcut here for `C:\Program Files\VcXsrv\xlaunch.exe` .
5. Right-click, Properties on that shortcut and change `Target` to `"C:\Program Files\VcXsrv\xlaunch.exe" -run C:\Users\USERNAME\config.xlaunch` . This will make the X server launch on startup. Double click it to make sure it launches.
6. In WSL, add the following to the end of `~/.bashrc` or equivalent:

```
if [ -z $DISPLAY ]; then
  export DISPLAY="$(tail -1 /etc/resolv.conf | cut -d' ' -f2):0"
fi
```

2. To test everything, open a new WSL shell and `sudo apt install x11-apps && xcalc`. You should see an XCalc window pop up. 👍

   > *You may see errors like `Error: Can't open display: 172.20.192.1:0"`: open Windows Defender Firewall with Advanced Security, check inbound rules and make sure that VcXsrv windows server doesn't block private connections.*

Building and running in WSL

1. Install the Debian-based Linux prerequisites.
2. Install the build dependencies

```
sudo apt install python3 python-is-python3 libsecret-1-dev libxss1 libx11-dev
libxkbfile-dev libasound2 libgtk-3-0 libgdk-pixbuf2.0-0 libnss3 libxtst6 libxi6
libxdamage1 libxcursor1 libxcomposite1 libx11-xcb1 libgbm1
```

3. Install VS Code Insiders for Windows and the Remote - WSL extension.
4. Follow the build and run instructions for Linux.