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win10 wsl graphic interface and remote vscode

USE Graphic interface in wsl2 (Windows 10)

Before start, it's important that you already successfully perform [Windows 10 setup](#) ↗

First, make sure you have WSL2 (by Running code below)

```
1   wsl --install
```

Second, start Windows terminal with administrator mode and run code below (assume we are using Ubuntu-22.04 version).

```
1   wsl -l -v
2   wsl --set-default-version 2
3   wsl --set-version Ubuntu-22.04 2
```

see [here](#) ↗ for more information

You can re run the last line , and if you see

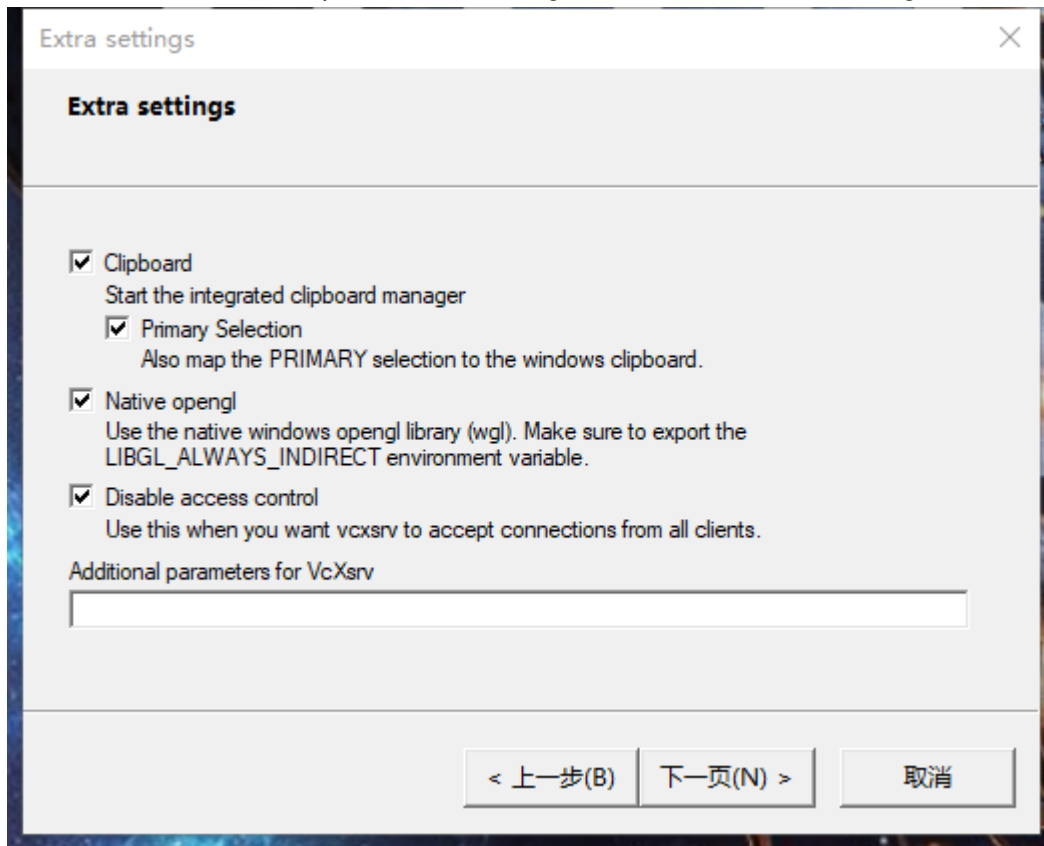`This distribution is required version` then it is done.

Finally, you can use code below to test if all the settings make sense by

We should have done first two steps in [Windows 10 setup](#) ↗ .

1 Install VcXSrv

2 Go to Windows Defender Firewall to enable all network connection for VcXSrv

3 Start VcXsrv with "Multiple windows" and go next, "Start no client" and go next, enable every option in this page:

4 get your ip address by running code in WSL shell

```
1  ip route
```

5 run code below, there should be an eye show up in your screen.

```
1  echo "export DISPLAY=<IP address>:0.0" >> ~/.bashrc # e.g.  DISPLAY=172.28.176.1:
2  echo "export LIBGL_ALWAYS_INDIRECT=1" >> ~/.bashrc
3  echo "export QT_DEBUG_PLUSINSI=1" >> ~/.bashrc
4  source ~/.bashrc
5  xeyes
```

Run vscode remotely on WSL

First you need to download remote wsl tools from VScode extension.

Typing `remote wsl` in VScode extension search and download first two called:

`WSL` and `Remote Development`

Then go back to WSL terminal and run `code .`

It will download VScode in WSL system if you haven't done that before and open VScode, now you can see file structure in the left bar.

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