

```
[package]
name = "gameboy"
version = "0.1.0"
edition = "2021"

[[bin]]
name = "desktop"
path = "src/desktop.rs"

[lib]
name = "wasm"
path = "src/wasm.rs"
crate-type = ["cdylib"]
```

index.html

**src/**

desktop.rs

wasm.rs

**gameboy/**

mod.rs

```
[package]
name = "gameboy"
version = "0.1.0"
edition = "2021"
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```
[[bin]]
name = "desktop"
path = "src/desktop.rs"
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```
[lib]
name = "wasm"
path = "src/wasm.rs"
crate-type = ["cdylib"]
```

In this talk we are assuming that:

- [lib] will always be a *cdylib* that targets wasm32
- [lib] contains a completely different code than [[bin]]
- both [lib] and [[bin]] consumes a *gameboy* mod.

This configuration can be quite chaotic for many cases. Majority of the time you want to reuse code between target archs or better organise it (e.g having distributed crates with cargo workspaces).