

# Implementation Overview at Client Side

## Steps to develop client side emulation library

- **Build system**  
Reuse the powerful seL4 build system to integrate our emulation library and generate headers based on the user configurations.
- **Another C library**  
Develop a library that will be used by the emulation library and provide minimal Linux syscall wrapper functions and other utility functions.
- **Client runtime library**  
Modify the current sel4runtime to do the initial setup for the emulation library
- **Emulation IPC library**  
Use UNIX domain socket to passing the seL4 syscall paramters, such as syscall number, message registers, etc.