

	TianlongLiang	Enhance documents and a...	4be4d5d · last year	
	.github/ISSUE_TEM...	Add issue templates ...		last year
	build-scripts	Align to the latest co...		last year
	core	Enhance documents ...		last year
	doc	Enhance documents ...		last year
	samples	Enhance documents ...		last year
	tests	Remove unused fold...		last year
	wasm2native-comp...	Add fuzz test frame...		last year
	wasm2native-vmli...	Enable test SIMD sp...		last year
	.clang-format	Refactor code/file str...		last year
	.clang-tidy	Refactor code/file str...		last year
	.gitignore	Enable test SIMD sp...		last year
	ATTRIBUTIONS.md	Update third party li...		last year
	CONTRIBUTING.md	Update third party li...		last year
	LICENSE	Import source code ...		last year
	README.md	Update third party li...		last year
	RELEASE_NOTES.md	Import source code ...		last year
	coverity.sh	Add issue templates ...		last year

About

Compile WebAssembly to native binary

- Readme
- Apache-2.0 license
- Contributing
- Activity
- Custom properties
- 21 stars
- 7 watching
- 4 forks

Report repository

Releases

No releases published

Packages

No packages published

Contributors 3

-  **wenyongh** Wenyong Huang
-  **TianlongLiang**
-  **abrown** Andrew Brown

Languages

- C 89.8%
- Python 4.1%
- Shell 3.6%
- CMake 1.7%
- C++ 0.8%

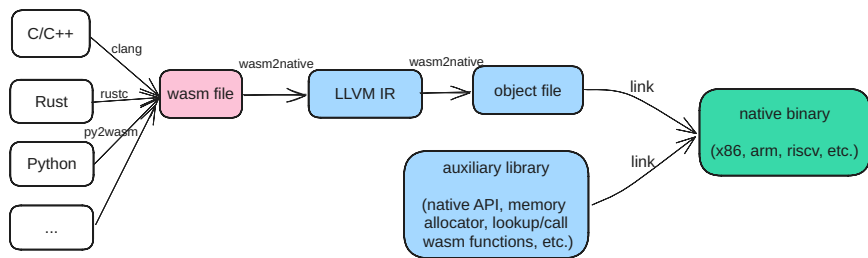
wasm2native

Toolchain for compiling WebAssembly to native

Overview

wasm2native allows developer to compile the WebAssembly file into a native object file, and then link it with an auxiliary library into a native binary, e.g., an executable file, shared library or static library. It removes the Wasm runtime dependency and provides two modes:

- sandbox mode: the Wasm sandbox is kept, and the Wasm address space and native address space are kept separate.
- [no-sandbox mode](#): the Wasm sandbox is discarded; this means it allows sharing pointers (e.g., memory pointers, function pointers) between Wasm and native and the address space is the same in Wasm and native.



Getting started

- [Build wasm2native compiler](#)
- [Build auxiliary lib](#)
- [Build wasm applications](#)
- [Compile wasm applications to native binary](#)
- [Embed compiled native binary in C/C++](#)
- [Register native APIs for Wasm applications](#)
- [Samples](#) and [Benchmarks](#)

License

wasm2native uses the same license as LLVM: the Apache 2.0 license with the LLVM exception. See the LICENSE file for details. This license allows you to freely use, modify, distribute and sell your own products based on wasm2native. Any contributions you make will be under the same license.

