Hello Mirek,

U++ applications fail to have window borders & actions, and have incorrect mouse input on Gnone 3 Wayland session (running on xwayland).

This was not the case with gtk2.

Here is a screenshot of TheIDE on Gnome wayland session (neither borders, window events, nor mouse or key events are correctly recognized):

Here are the debug messages logged on terminal:

(theide:62665): Gdk-CRITICAL **: 01:16:06.150: gdk_monitor_get_workarea: assertion 'GDK_IS_MONITOR (monitor)' failed

(theide:62665): Gdk-CRITICAL **: 01:16:06.190: gdk_monitor_get_workarea: assertion 'GDK_IS_MONITOR (monitor)' failed

(theide:62665): Gdk-WARNING **: 01:16:06.289: Couldn't map as window 0x56455c0c0450 as popup because it doesn't have a parent

(theide:62665): GLib-GObject-WARNING **: 01:16:07.151: instance with invalid (NULL) class pointer

(theide:62665): GLib-GObject-CRITICAL **: 01:16:07.151: g_signal_emit_by_name: assertion 'G_TYPE_CHECK_INSTANCE (instance)' failed

(theide:62665): GLib-GObject-CRITICAL **: 01:16:07.151: g_object_get: assertion 'G_IS_OBJECT (object)' failed

Best regards,
Oblivion

File Attachments
1) TheIde - xwayland - Gnome.png, downloaded 1161 times