
Subject: Re: 2020.1 alpha
Posted by [Oblivion](#) on Wed, 11 Mar 2020 22:26:21 GMT
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Hello Mirek,

U++ applications fail to have window borders & actions, and have incorrect mouse input on Gnome 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 1107 times
