
Subject: Re: 2020.1 alpha
Posted by [Oblivion](#) on Thu, 12 Mar 2020 15:49:15 GMT
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Hello Mirek,

Today I've looked into the issue more closely:

Good news:

Using the `gdk_set_allowed_backends()` function does the trick in a proper way.
It can be used to force a GTK3 app to use the x11 (xwayland) backend:

Excerpt from <https://developer.gnome.org/gdk3/stable/gdk3-General.html>

```
void  
gdk_set_allowed_backends (const gchar *backends);
```

Sets a list of backends that GDK should try to use.

This can be useful if your application does not work with certain GDK backends.

By default, GDK tries all included backends.

This call must happen prior to `gdk_display_open()`, `gtk_init()`, `gtk_init_with_args()` or `gtk_init_check()` in order to take effect.

So I've tried:

```
gdk_set_allowed_backends ("x11");
```

I'd suggest putting it into an INIT block.

Now the U++ apps, including TheIDE, are running smooth and fine on wayland. :)

Quote:

Is it even possible to run wayland in VirtualBox?

Well, I tried Fedora 31 on VirtualBox. It uses wayland by default and runs just fine here. (No special setup)

I decided to move one of my PCs to Gnome (3.36) wayland backend (I'm using it for nearly two weeks and I'd say it is fantastic!)

Also my laptop (Gnome 3.34) runs wayland too (while wayland on 3.34 has some annoying

problems. yet it works.)

What's common for my setups is that my machines don't have NVIDIA gfx cards. Do you use NVidia cards on your machine? Because wayland is known to be very buggy on NVIDIA's drivers.

Best regards,
Oblivion
