
Subject: Re: 2021.1 (alpha)

Posted by [mirek](#) on Sat, 01 May 2021 08:21:38 GMT

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Oblivion wrote on Thu, 29 April 2021 12:56Quote:does my recent fix for debugger/capture issue work in xwayland?

Yes, it works fine, here.

Edit: A correction. Grab works fine, but I have just noticed that either this fix or something else messes up the keyboard input for ALL U++ applications on wayland from that point on, if I stop the debugging. (Reverts the keyboard to US ASCII and his only happens for U++ apps.) Way to restore the kbd is to log out or restart the xwayland.

Edit 2: Ok, I can confirm that this fix breaks the keyboard input.

Best regards,
Oblivion

Any suggestions? IMO this is bad but sort of acceptable... Or maybe it is possible to switch something back at the end of debug session?

Mirek
