
Subject: U++ GTK Wayland Port
Posted by [Klugier](#) on Sun, 15 Sep 2024 21:33:28 GMT
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Hello,

I would like to announce that I am currently working on porting U++ to Wayland using our GTK backend. I did some progress in this area:

- SSD (Server Side Decoration) variant works just fine with minor issues. Please, keep in mind that SSD is not supported on many distros, currently KDE support it properly
- CSD (Client Side Decoration) variant works, but there are more problems there in comparison with SSD variant
- In general the responsiveness of the app is much higher in comparison to X11

However, there are some problems as well:

- When backing to previous window after closing dialog window, focus is not being properly restored with CSD
- Menubar positioning is not optimal for example when you spawn menu near the right end of the screen it will be rendered outside of the screen instead of inside
- Second menubar on Gnome doesn't work for some reasons - CSD variant
- Drag and drop needs to be properly implemented on both CSD and SSD
- OpenGL doesn't work (This is out of scope for initial release)
- Window positioning is not optimal. However, it depends on the compositor since it is very powerful in this area for example in comparison with X11
- Probably more...

I attached screenshot from Ubuntu 24.04, where U++ is running in Wayland session and windowing is done using Wayland, not X11:

If you want play with it you can try my branch [klugier/gtk-wayland-initial-version](#) in main u++ repo. Also, once running, please make sure that `CtrlCore/GtkApp.cpp` file has following backend initialization order:

```
#if GTK_CHECK_VERSION(3, 10, 0)
  gdk_set_allowed_backends("wayland,x11"); // this fixes some wayland issues
#endif
```

Alternatively, you can add `WAYLAND` compilation flag and it should force prioritizing Wayland backend over X11.

Klugier

File Attachments

1) [WaylandCSDDemo.png](#), downloaded 378 times
