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 ennd of the sceen 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:

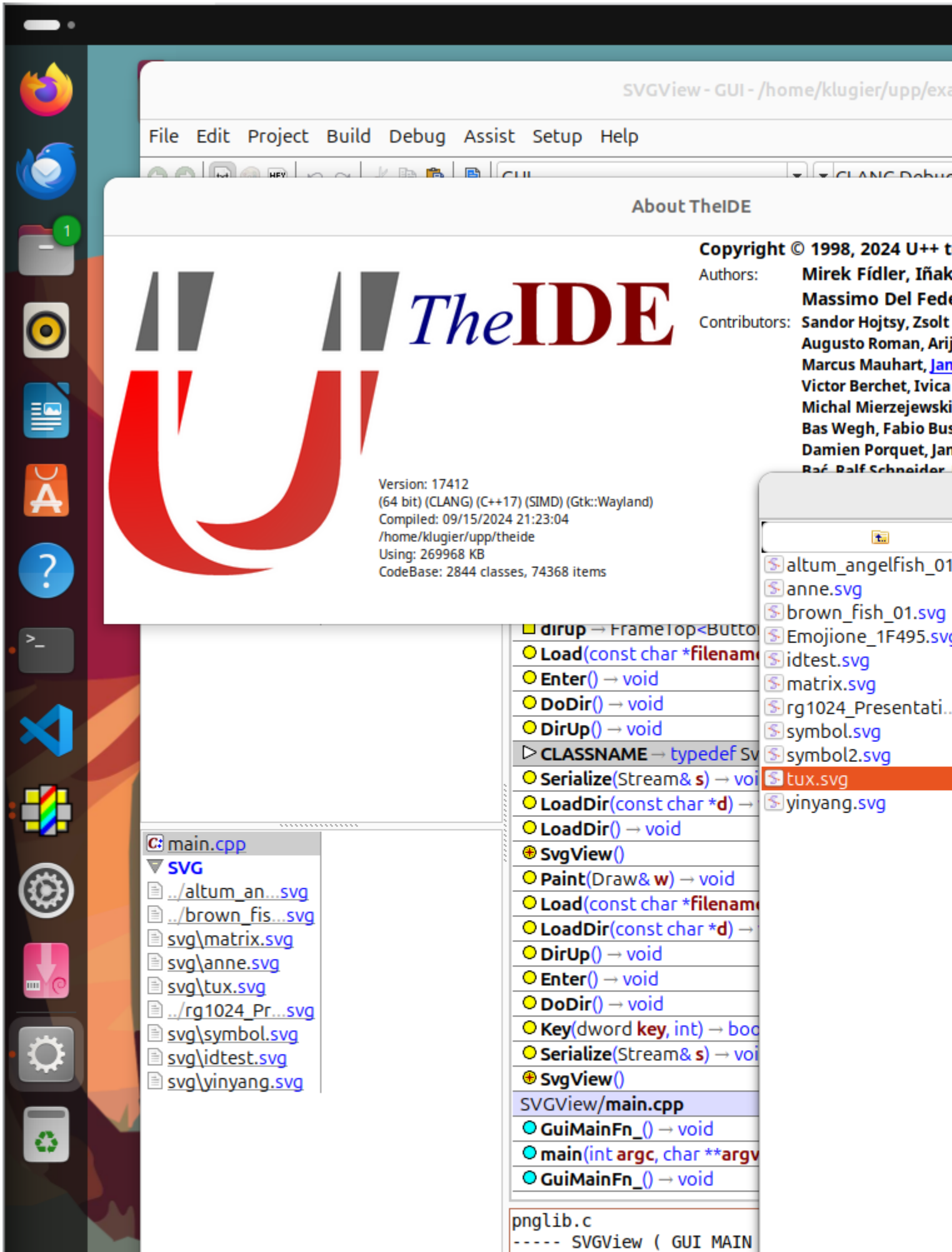
```
#if GTK_CHECK_VERSION(3, 10, 0)
 gdk_set_allowed_backends("wayland,x11"); // this fixes some wayland issues
#endif
```

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

Klugier

File Attachments

1) WaylandCSDDemo.png, downloaded 811 times


SVGView - GUI - /home/klugier/upp/exa
File Edit Project Build Debug Assist Setup Help
About TheIDE
TheIDE
Copyright © 1998, 2024 U++ t
Authors: Mirek Fídler, Iñak
Massimo Del Fede
Contributors: Sandor Hojtsy, Zsolt
Augusto Roman, Arij
Marcus Mauhart, Jan
Victor Berchet, Ivica
Michal Mierzejewski
Bas Wegh, Fabio Bus
Damien Porquet, Jan
Version: 17412
(64 bit) (CLANG) (C++17) (SIMD) (Gtk::Wayland)
Compiled: 09/15/2024 21:23:04
/home/klugier/upp/theide
Using: 269968 KB
CodeBase: 2844 classes, 74368 items
altum_angelfish_01
anne.svg
brown_fish_01.svg
Emojione_1F495.svg
idtest.svg
matrix.svg
rg1024_Presentati
symbol.svg
symbol2.svg
tux.svg
yinyang.svg
Load(const char *filenam
Enter() → void
DoDir() → void
DirUp() → void
CLASSNAME → typedef Sv
Serialize(Stream& s) → voi
LoadDir(const char *d) →
LoadDir() → void
SvgView()
Paint(Draw& w) → void
Load(const char *filenam
LoadDir(const char *d) →
DirUp() → void
Enter() → void
DoDir() → void
Key(dword key, int) → boo
Serialize(Stream& s) → voi
SvgView()
SVGView/main.cpp
GuiMainFn_() → void
main(int argc, char **argv
GuiMainFn_() → void
main.cpp
SVG
../altum_an...svg
../brown_fis...svg
svg\matrix.svg
svg\anne.svg
svg\tux.svg
../rg1024_Pr...svg
svg\symbol.svg
svg\idtest.svg
svg\yinyang.svg
pnglib.c
----- SVGView (GUI MAIN