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Subject: Re: U++ GTK Wayland Port  
Posted by [Klugier](#) on Tue, 17 Sep 2024 20:17:47 GMT  
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Hello Oblivion,

I have this compilation error from time to. I think it is somehow related to BLITZ. Just change (CtrlCore/GtkX11Util.cpp - line 29):

```
XDisplay *Xdisplay()  
{  
    return GDK_DISPLAY_XDISPLAY(gdk_display_get_default());  
}
```

to

```
XDisplay *Xdisplay()  
{  
    return NULL;  
}
```

If you will have again this error, just back to the previous version, so I usually comment and recomment

```
return NULL;//GDK_DISPLAY_XDISPLAY(gdk_display_get_default());
```

I know that it sound stupid, but I didn't have time to investigate BLITZ problem. I hope it will help. In case of any error or success, please let me know.

Please keep in mind that even if you are on Wayland, X11 modules for GTK are still there. So, you can call both X11 and Wayland functions.

Klugier

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