Subject: Re: U++ GTK Wayland Port
Posted by Oblivion on Thu, 19 Sep 2024 20:37:54 GMT

Hello Klugier,

The below approach you've recommended didn't work:

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

However, undefining the preprocessor flag at the top level (at the application level, before including U++ headers) did:

#undef GDK_WINDOWING_X11

This way, I've even successfully compiled and run Bobcat on Wayland backend with no apparent issues.

Best regards,
Oblivion