
Subject: Re: U++ GTK Wayland Port
Posted by [Klugier](#) on Sun, 22 Sep 2024 13:05:29 GMT
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Hello Oblivion,

Thanks for letting me know that Wayland backend cooperates with Bobcat. For the random compilation issue, I managed to fix it by replacing XDisplay with _XDisplay. So, you shouldn't observe the issue anymore on the test branch. Undefining GDK_WINDOWING_X11 is bad idea in this case. We would like to have X11 backed alongiste Wayland one in single application. Thanks to that the application will be able to work in both X11 and Wayland and the compilation for concrete display won't be needed.

BTW, The branch name was changed to klugier/gtk-wayland-initial-version. So, if you encourage any pull issues, just switch to this particular branch.

Klugier
