

Next steps for wroots

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wlroots?

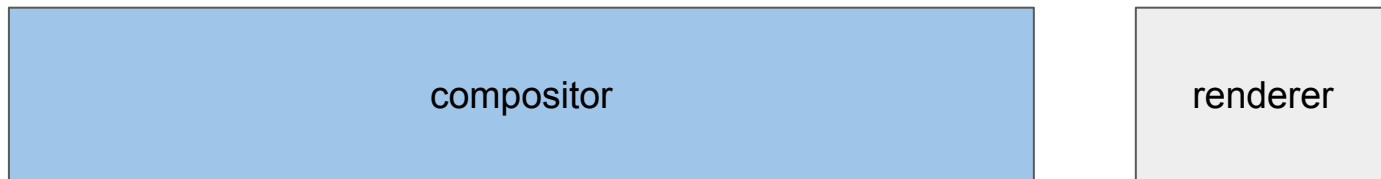
Wayland compositor library

Pluggable, composable, unopinionated modules

“about 50,000 lines of code you were going to write anyway”

wlroots architecture

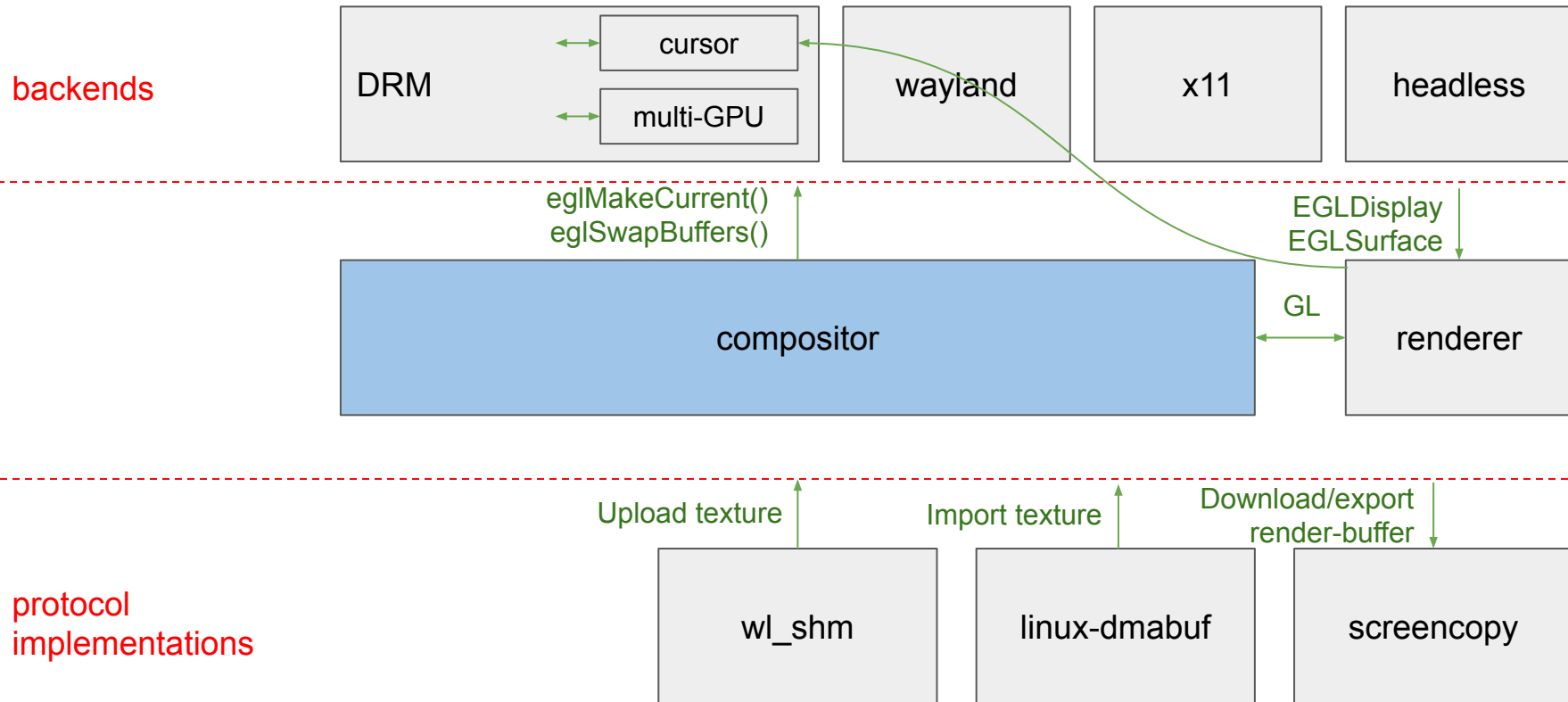
backends



protocol
implementations



wlroots architecture: integration with graphics APIs



But hey, that was the easy part

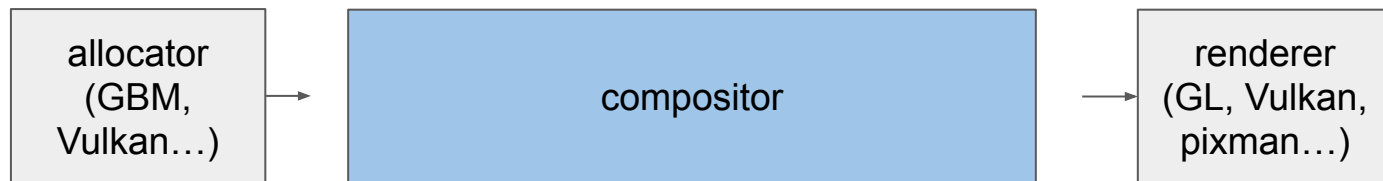
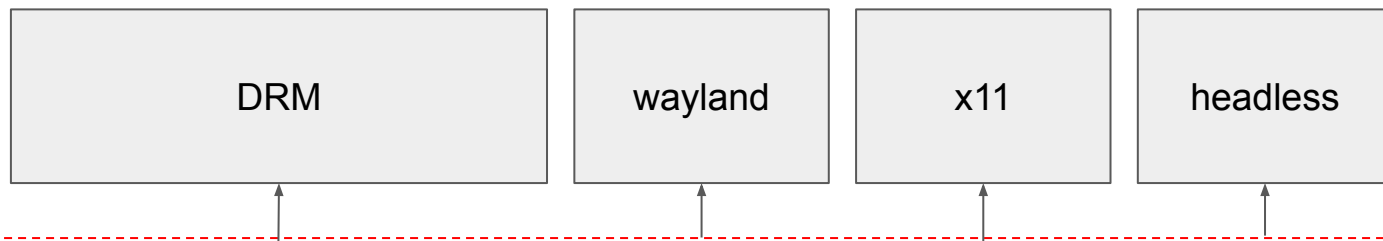
- Zero-copy presentation (direct scan-out)
 - With multiple planes
- Explicit synchronization
- Multiple renderers
 - Vulkan
 - Software (pixmap)
- Zero-copy screen capture
- Headless + DRM backends at the same time

Abstract away  EGL things?

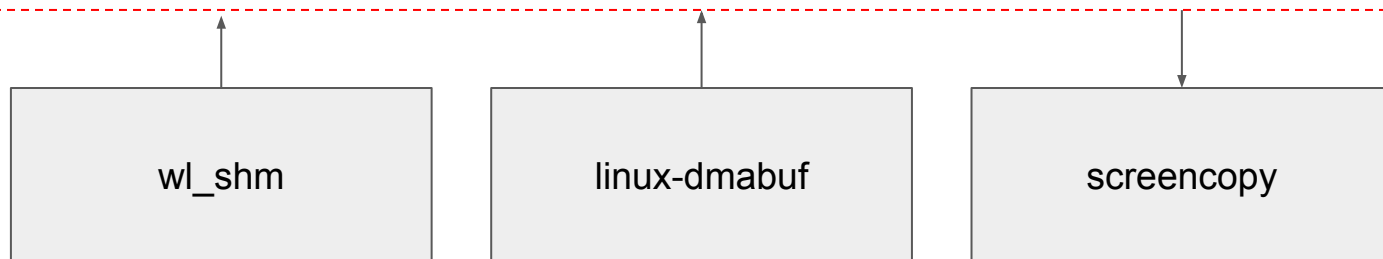
Throw away all of the EGL things!
Abstract away one thing: buffers

wlroots architecture: buffer flow

backends



protocol implementations



References

- Original proposal: <https://github.com/swaywm/wlroots/issues/1352>
- Blog post explaining all of this: <https://emersion.fr/blog/2020/status-update-19/>
- DRM backend conversion: <https://github.com/swaywm/wlroots/pull/2240>
- Headless backend conversion: <https://github.com/swaywm/wlroots/pull/2374>