

Doomsday Engine - Bug #2259

Mouse unusable on ArchLinux with Gnome / Wayland

2017-07-23 16:26 - Paullux

Status:	New	Start date:	2017-07-23
Priority:	Normal	% Done:	0%
Assignee:			
Category:	3rd party compatibility		
Target version:	3.0		
Description			
Hello,			
In Gnome, wayland replace Xorg, and in Wayland there is a problem with the mouse, it is unusable.			
In logging, I can choose Gnome on Xorg, and there ins't the problem with the mouse.			
Can you adapt Doomseday to Wayland please ?			
Related issues:			
Related to Feature #1886: Use SDL 2 for window management, display modes, col...		In Progress	2014-10-20

History

- #1 - 2017-07-24 08:22 - skyjake
- Related to Feature #1886: Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input added
- #2 - 2017-07-24 08:22 - skyjake
- Subject changed from I am on ArchLinux with Gnome on Wayland to Mouse unusable on ArchLinux with Gnome / Wayland
 - Category set to 3rd party compatibility
- #3 - 2017-07-28 14:27 - skyjake
- Target version set to 2.1 (Late 2018)
- #4 - 2017-07-28 14:45 - skyjake
- At the moment, the best solution I see for this issue is to use SDL 2 for window management and key/mouse input. This should also get around certain problems that are present on other platforms.
- #5 - 2018-07-29 16:44 - skyjake
- Target version changed from 2.1 (Late 2018) to 3.0