Stabilizing Chromium's Wayland support

Antonio Gomes and Max Ihlenfeldt 2024-06-03 @ Web Engines Hackfest 2024



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Agenda

- 1. Relevant Chromium architecture
- 2. History of ozone/wayland
- **3.** Current status
- 4. Moving towards stabilization



Relevant Chromium architecture



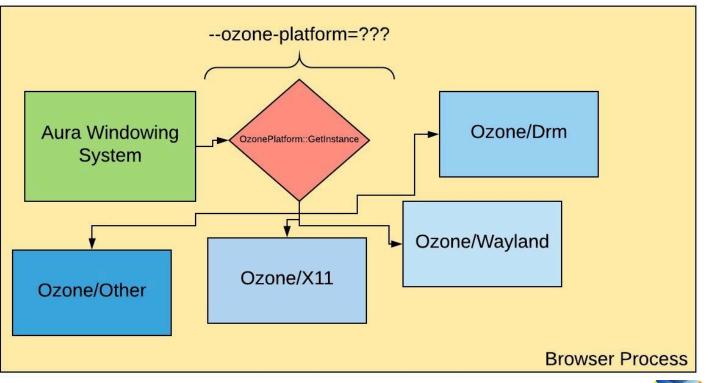
Relevant code areas

- //chrome/browser high-level browser code
- //ui/views "Views" desktop UI toolkit
- //ui/aura windowing and event abstraction
- //ui/ozone platform abstraction
- //ui/platform_window platform abstraction
 glue



Ozone

 platform abstraction layer handling low level input and graphics

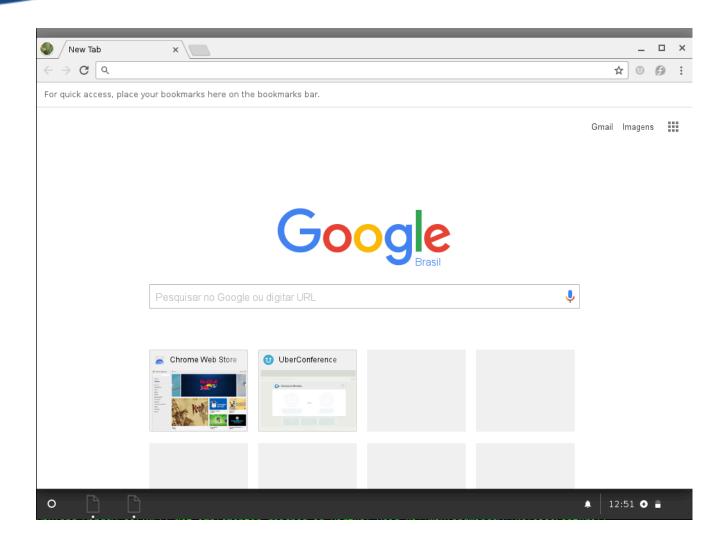




History of ozone/wayland



- 2013: Debut of Ozone, Crosswalk, and Intel's downstream ozone/wayland
 - WebRuntime that ran natively on Wayland-based systems
 - Good community adoption
- 2014-2015: Tizen EFL
- 2015: Entered maintenance mode circa m49
- 2016: first upstream ozone/wayland commit
 - Goal: testing proposes of Ash/Chrome on linux desktop





- Mus+Ash
 - New built-in windowing system targeting
 ChromeOS
 - Ul service
 - Legacy IPC -> Mojo
 - Igalia was targeting linux desktop

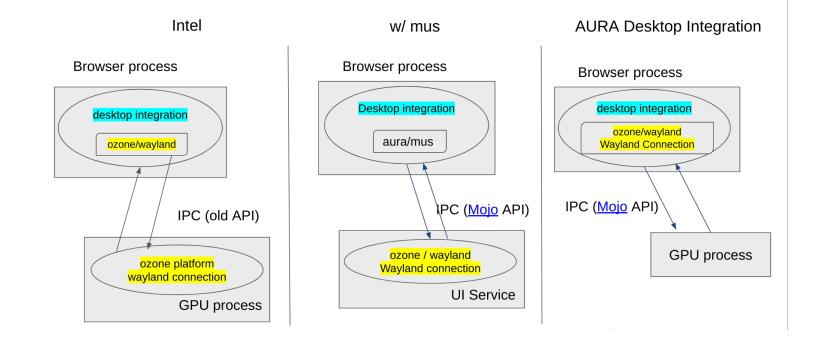


- 2017: discussions with Google (rjkroege@, reveman@ at FOSDEM)
 - Bring up and prototype (downstream)



- 2018: discussions with Google (sky@ rjkroege@)
 - Rework on top of Aura/Views
 - Begin of upstreaming ozone/wayland fork







- 2019: Consolidation of the existing X11 code and ozone/x11
- 2019: Wayland/Host and Wayland/GPU
 refactoring of the ozone/drm to share GBM related code
- 2020-2024: Lacros



 goal: decouple browser from window manager on ChromeOS



- 2015: first Exo commit
- 2020: start of Lacros?



• what happened between 2020 and 2024?

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- 2024
 - $\circ~\mbox{finch trial}$
 - $\circ\,$ users can opt-in
 - lacros support
 - lacros only
 - lacros primarily



Current status



Current status

• Wayland support still experimental, must be enabled manually: --ozone-platform=wayland /

--ozone-platform-hint=auto

- incomplete list of things that were fixed:
 - screen sharing (without audio)
 - basic IME
 - o interactive_ui_tests
 - window decorations, rounded corners
 - hardware acceleration



Demo time!



Moving towards stabilization



Stabilization blockers

- areas that still need work:
 - $\circ\,$ drag and drop
 - (fallback) tab dragging
 - $\circ\,$ fractional and mixed scaling
 - IME



Questions?





