Wayland support (and more) for Emacs

Jeffrey Walsh started off his 2021 linux.conf.au presentation with a statement that, while 2020 was not the greatest year ever, there were still some good things that happened; one of those was the Emacs 27.1 release. This major update brought a number of welcome new features, but also led to yet another discussion on the future of Emacs. With that starting point, Walsh launched into a fast-moving look at the history of Emacs, why users still care about it, what changes are coming, and (especially) what was involved in moving Emacs away from the X window system and making it work with the Wayland compositor.

There were a number of good things to be found in the 27.1 release, which was a "huge jump" in functionality. Perhaps at the top of the list is support for the HarfBuzz library, which brings improved text-rendering support in multiple languages? and the support for color emoji that no self-respecting 2020s application can be without. Portable dumping was finally added, leading to faster startup and less system-dependent code. Emacs also now supports a tab-based interface, something that "had been asked-for forever", Walsh said.

OBS Studio Merges Its EGL-Wayland Code To Natively Support Wayland

OBS Studio, the cross-platform open-source solution for live streaming and screen recording, has landed the last major piece of its effort to natively support Wayland.

The EGL/Wayland renderer code that has been under review for about one year was finally merged into OBS Studio. This follows earlier work like EGL on X11 support and other preparations while now at last the EGL-Wayland code has been merged to offer native Wayland support via the new windowing system code path.
OSPRay Studio 0.6 Released For Intel's Open-Source Interactive Ray-Tracing Visualizer [4]

Among Intel's many open-source software accomplishments for 2020 was introducing OSPray Studio as part of oneAPI. OSPray Studio builds atop the existing OSPray ray-tracing engine and inter-connected oneAPI Rendering Toolkit components to offer an open-source scene graph application for interactive visualizations and ray-tracing based rendering. The newest OSPray Studio is now available.

Source URL:  http://www.tuxmachines.org/node/147604

Links:
[2] https://lwn.net/Articles/843896/