

Fallback mode in KDE Plasma Workspaces

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Recently there has been a lot of buzz about non-composited fallback modes in various Desktop Shells and of course I have been asked several times about the fallback modes in KDE Plasma workspaces and whether they would be removed, too. Now instead of answering the same question again and again I decided to write a blog post to discuss the situation in more detail.

The first thing to notice is that KDE Plasma workspaces do not have a non-composited fallback mode in the way GNOME Shell or Unity used to have. The main difference is that our window manager (KWin) is able to act as a non-composited, XRender based compositor and OpenGL (ES) based compositor. This means that we do not have to maintain two window managers in order to provide non-composited setups.

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Source URL: <http://www.tuxmachines.org/node/59063>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <http://blog.martin-graesslin.com/blog/2012/11/fallback-mode-in-kde-plasma-workspaces/>