

Wayland in 3.12, and beyond

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Our dedication towards Wayland has pushed us to build a cleaner architecture overall. What used to be a proliferation of X-specific video and input drivers is mostly culminating in centralized, standardized code. For input, we have libinput, which we're using from Weston, mutter, and Xorg as well. What used to be a collection of chipset-specific video plugins for doing accelerated rendering have now been replaced by glamor, a credible chipset-independent acceleration architecture. What used to be large monolithic components heavily tied to Xorg and the Xorg input and video architectures have now been split out into separate, easily-reusable libraries with separate, easily-maintainable codebases. New, experimental features can be prototyped faster than ever before.

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