

The Input Method Hub

wayland > wayland-protocols > Issues > #39

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Input Method Hub

Introduction

The purpose of this ticket is to serve as an **entry page** for input method support in Wayland. It shall give newcomers a first understanding of what input methods are and how they are implemented in Wayland.

The ticket shall also act as a hub to **organize ongoing efforts** for improving input method support in the Wayland Protocols project and point to as well as guide the individual downstream projects basing their implementations on us.

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Motivation

Keyboards were one of the first, and are still one of the most important devices for entering data into a computer. In Wayland we have the `wl_keyboard` interface to directly handle the most common form of keyboards: the well known physical hardware device with more or less 100 individual buttons. Here each button is identified by a separate code. Usually the buttons represent the letters of the alphabet, a few special characters and some additional function keys.



Current Progress

- Provide overview of existing protocols
- Branch out for v4 protocols (wip/text-input-next branch)
- Collect requirements for new protocols

wayland-protocols#39#related-issues



Current State

- Lots of feedback gathered from input method editor authors
- Not so much yet on the text-input side
- Qt prototype for next text-input version



Need to Happen Next

- Assess feedback
- Set scope of protocols (was varying over the last iterations)
- Create protocols draft
- One developer for one month