

The case for an "icon" protocol

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Who? Why?



Who? Philipp Käser, Zurich, Switzerland

- Site Reliability Manager @ Google
- Day job: Run Google Cloud IAM
- Linux for half my life, didn't contribute .. so far 🤪

Why?

- Wayland (finally) replacing X11.
- Coding is fun 🤪



X11 ICCM for Icon

- Name, Pixmap or Window
- XSetIconSizes / GetIconSizes
- Also FreeDesktop spec `_NET_WM_ICON...`
- Permits set icons for other windows (xseticon)



(Ab)Used for docked Apps (Afterstep, Window Maker, ...)



=> No equivalent for Wayland! :sadface:

4.1.9. Icons

A client can hint to the window manager about the desired appearance

- A string in `WM_ICON_NAME`.
All clients should do this because it provides a fallback for windows about icons differ widely from those of the client.
- A **Pixmap** into the `icon_pixmap` field of the `WM_HINTS` proper the `icon_mask` field.
The window manager is expected to display the pixmap masked by should be one of the sizes found in the `WM_ICON_SIZE` property is not found, the window manager is unlikely to display icon sizes usually will clip or tile pixmaps that do not match `WM_ICON_SIZE`.
- A window into the `icon_window` field of the `WM_HINTS` proper. The window manager is expected to map that window whenever the state. In general, the size of the icon window should be one of the `WM_ICON_SIZE` on the root, if it exists. Window managers are allowed.

In the Iconic state, the window manager usually will ensure that:

- If the window's `WM_HINTS.icon_window` is set, the window it names is visible.
- If the window's `WM_HINTS.icon_window` is not set but the window's `WM_HINTS.icon_pixmap` is set, the pixmap it names is visible.
- Otherwise, the window's `WM_ICON_NAME` string is visible.

Protocol extension: Associate an icon surface with a XDG toplevel

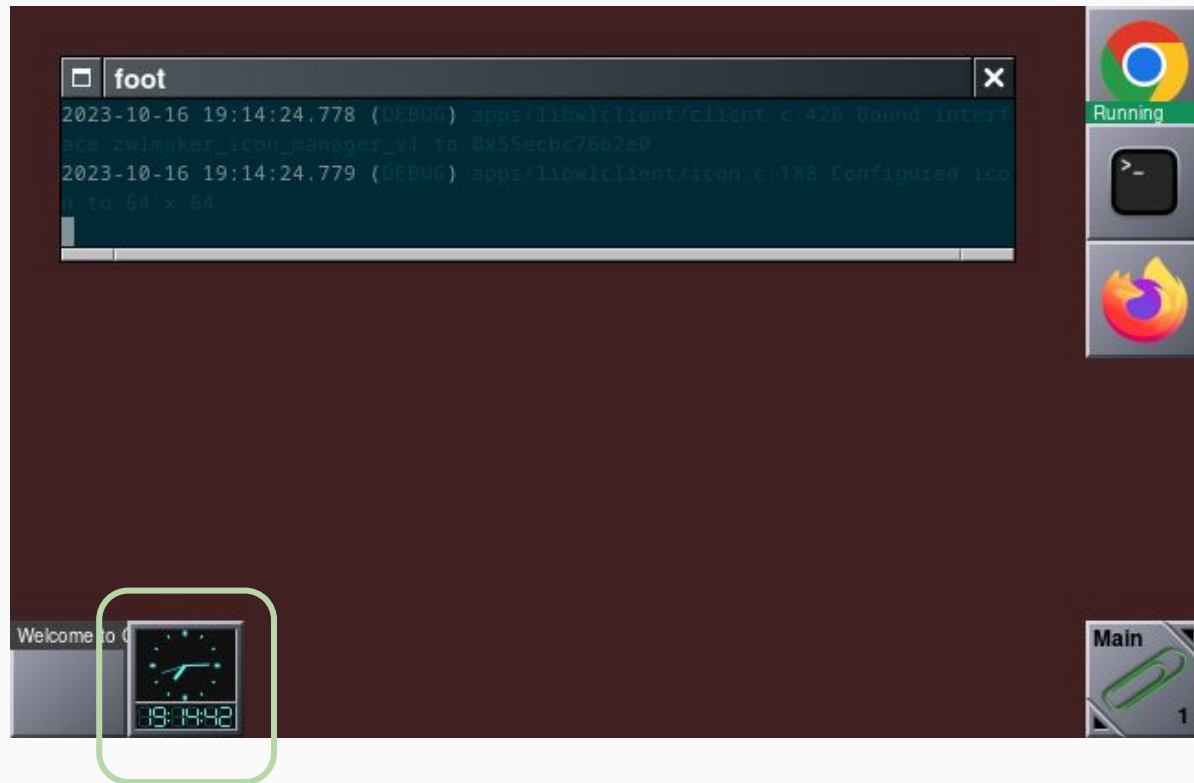
- Icon as a surface: Flexible use (static/dynamic), ...
- Use configure/ack_configure to negotiate dimensions

```
<request name="get_toplevel_icon">
  <description summary="Creates a new Toplevel Icon object.">
    Creates a new icon object associated with the given XDG toplevel.
  </description>
  <arg name="id" type="new_id" interface="zwlmaker_toplevel_icon_v1"/>
  <arg name="toplevel" type="object" interface="xdg_toplevel" allow-null="true"/>
  <arg name="surface" type="object" interface="wl_surface"/>
</request>
```

- [Github: \[...\]protocols/wlmaker-icon-unstable-v1.xml](#)

Application: Create the "icon" surface.

Compositor: Bind surface as icon, show accordingly.



<https://github.com/phkaeser/wlmaker>

Now what?

Coming up

- Upstream the protocol extension (... wlroots? wayland?)
- Clean up demo compositor + app(s), release.

Challenges ahead

- Dock may be a separate binary/process: Need more protocol?
- How to associate with app (client? App ID? ...?)

end.

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