



# NVIDIA Wayland Roadmap

NVIDIA Team

# Recent Features and Fixes

Year in review

- Explicit Sync has finally landed
  - GL (native and Xwayland), Vulkan supported
  - Contributed Mutter and Xwayland linux-drm-syncobj-v1 implementations
  - We are continuing to work through reported issues
- EGL on Xwayland
- NvFBC support for Wayland via XDG Desktop Portal
- HDR color accuracy fixes on the way

# Upcoming Work

## Wayland Roadmap

- Ramping up our internal Wayland testing
- Looking to support upstream HDR color pipeline DRM uAPI
  - Upstream proposal has limitations that conflict with NVIDIA hardware
  - DRM HDR vendor properties will be exposed soon
- Interested in Internal Display Muxing on Wayland
  - Compositors need to support Multi-GPU scanout in order to implement display muxing
  - See Daniel Dadap's XDC 2024 presentation
- `nvidia-drm fbdev=1` and `modeset=1` kernel module parameter enabled by default
- `nvidia-settings` on wayland staying "read-only"

# Problems Encountered

Pain points during development

## Remote Desktop

- Use Case: Fully remote, launch session on physical display, get remote access
- Ease of use is very compositor dependent

## Window management controls

- Automating window resizing, minimizing, maximizing, etc not easy or possible
- Potential solutions: ydotool, kdotool, etc
- Is there a need for this in the community?

# We would like your feedback!

- What missing features do you want to see us support?
- What issues impact your experience on Wayland?
- Please reach out!
  - Four of us are here at XDC
  - NVIDIA Forums

