DRM leasing on Wayland

A short history from XR POV

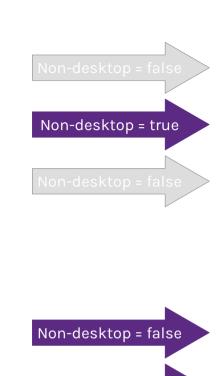
Prepared by Frédéric Plourde, XR Lead at Collabora



Picking an output for leasing...

- Wayland compositors have to make a choice
 - Offer leases for all DRM outputs available
 - Offer leases only for DRM outputs with non-desktop flag set
 - Offer no leases at all, allow the user to opt-in by defining connector names to announce





Non-desktop = true

Non-desktop = false

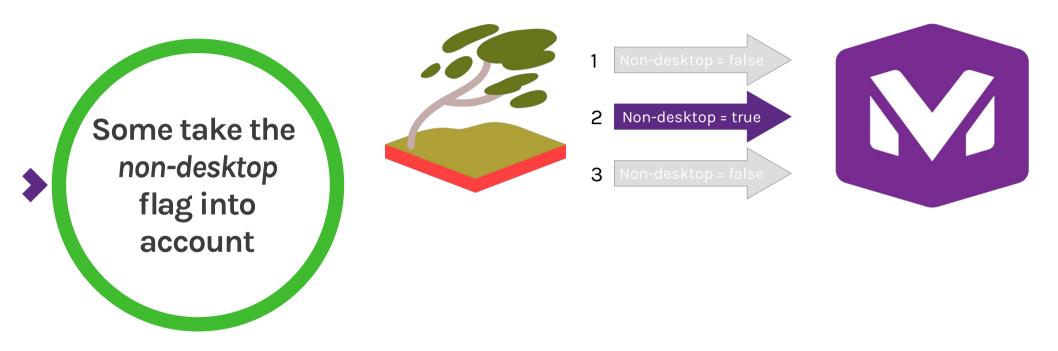




C>C COLLABORA

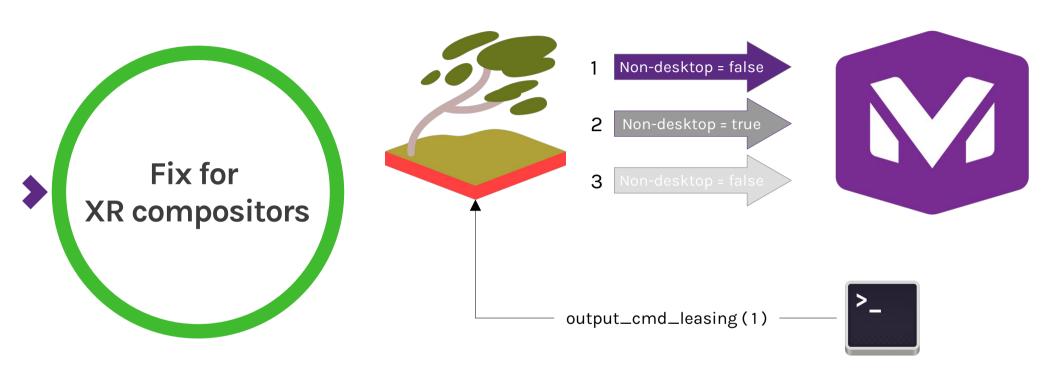
Open First

BEFORE



AFTER?

Introducing output leasing commands to Sway

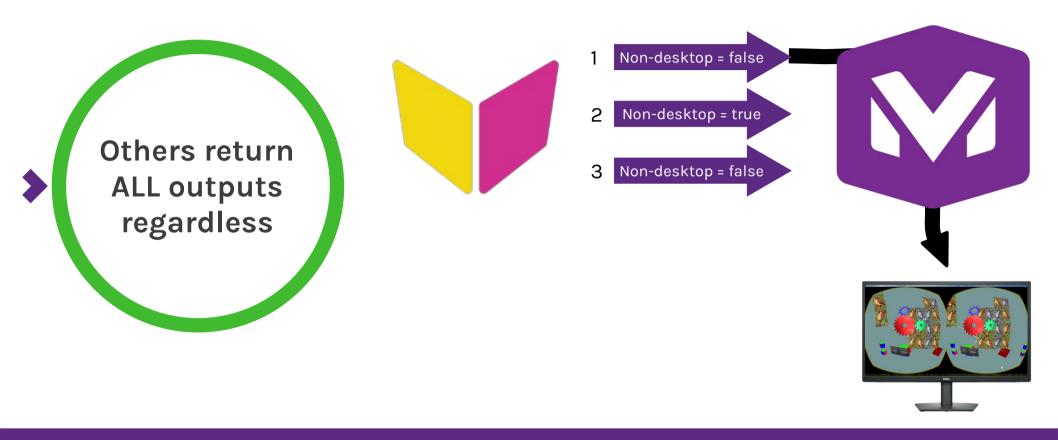


Still under discussion: https://github.com/swaywm/sway/pull/7207



BEFORE

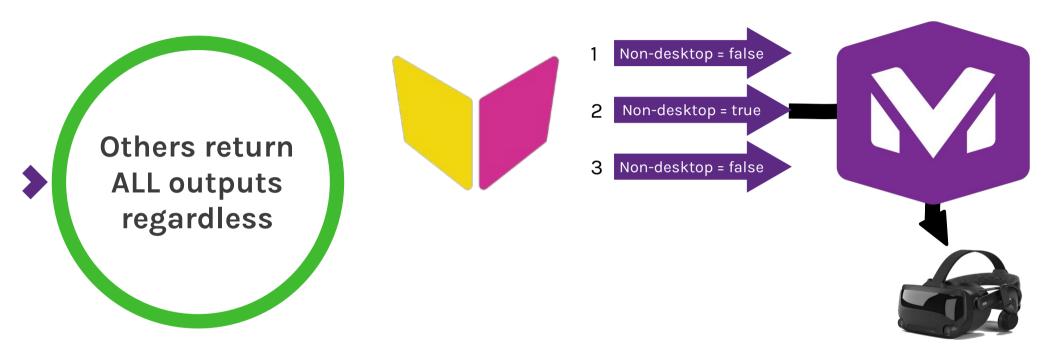
Monado picking the 'first' output in the list





AFTER

Monado can now select which WAYLAND_CONNECTOR it wants



Merged on July 30th: https://gitlab.freedesktop.org/monado/monado/-/merge_requests/2295



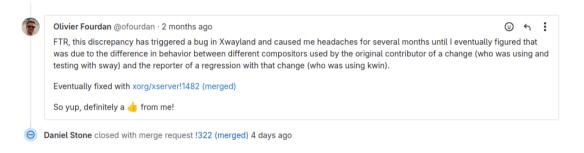
Movement on the drm-lease protocol!

Found undefined behavior w.r.t to the "withdrawn" drm-lease event.



Movement on drm-lease protocol!

The connector's withdrawn event is now much better defined.



<event name="withdrawn">

<description summary="lease offer withdrawn">

Sent to indicate that the compositor will no longer honor requests for DRM leases which include this connector. The client may still issue a lease request including this connector, but the compositor will send wp_drm_lease_v1.finished without issuing a lease fd. Compositors are encouraged to send this event when they lose access to connector, for example when the connector is hot-unplugged, when the connector gets leased to a client or when the compositor loses DRM master.

If a client holds a lease for the connector, the status of the lease remains the same. The client should destroy the object after receiving

this event.

- </description>

</event>

https://gitlab.freedesktop.org/wayland/wayland-protocols/-/tree/main/staging/drm-lease







Complement the non-desktop flag logic by Leveraging libdisplay-info

• Deal with EDIDs better.

