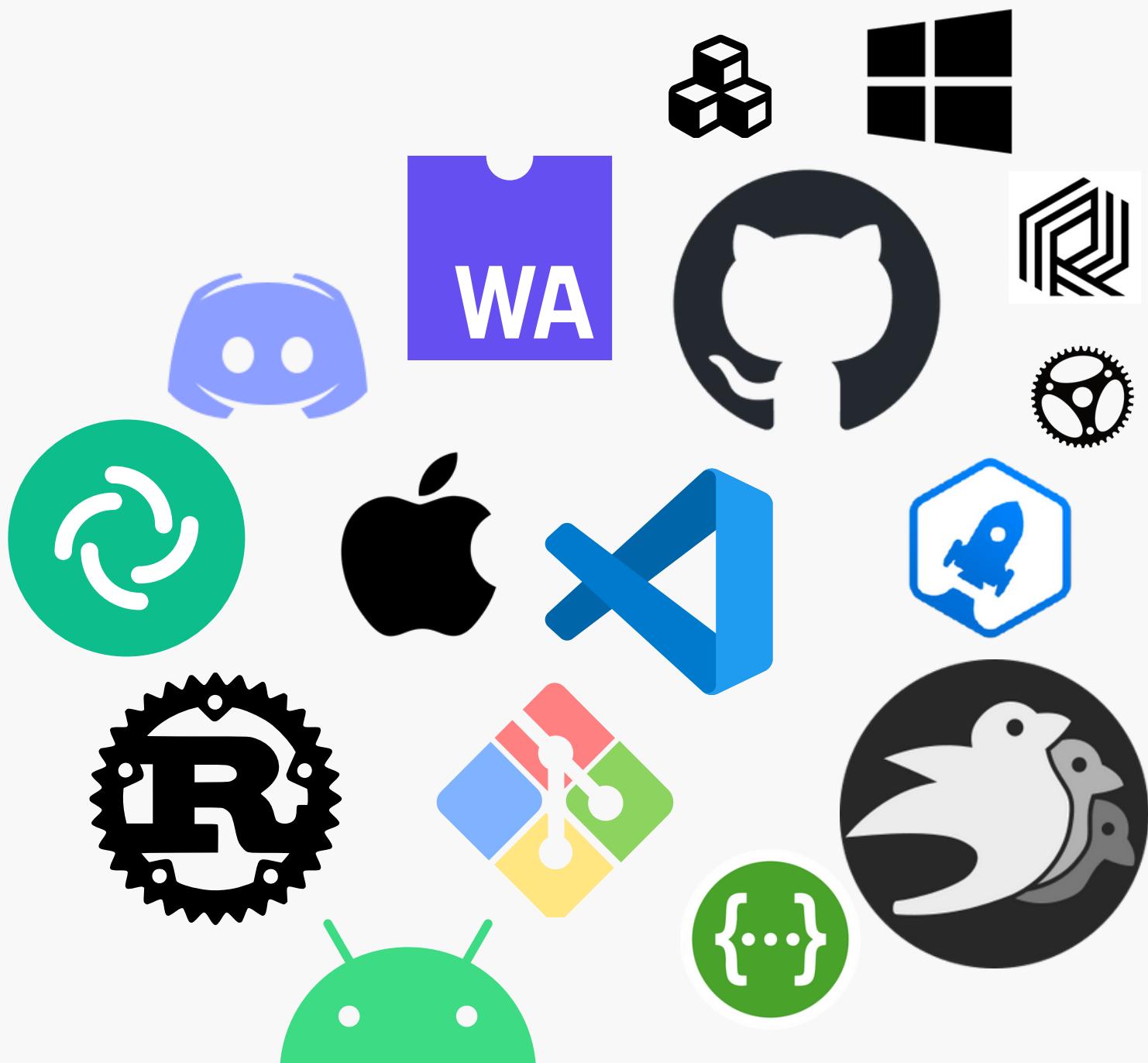


# Contribution Story

Follow me,  
we'll fix stuff!



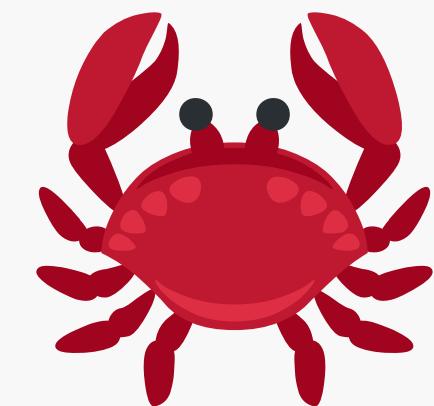
# I have a dream



*I've got a dream!*

©Disney

# Share items





# Server + client



*bevy\_egui*



EMAIL@DOMAIN

PASSWORD

CONNECT

<https://github.com/Vrixxyz/backpack>

# Plug things together

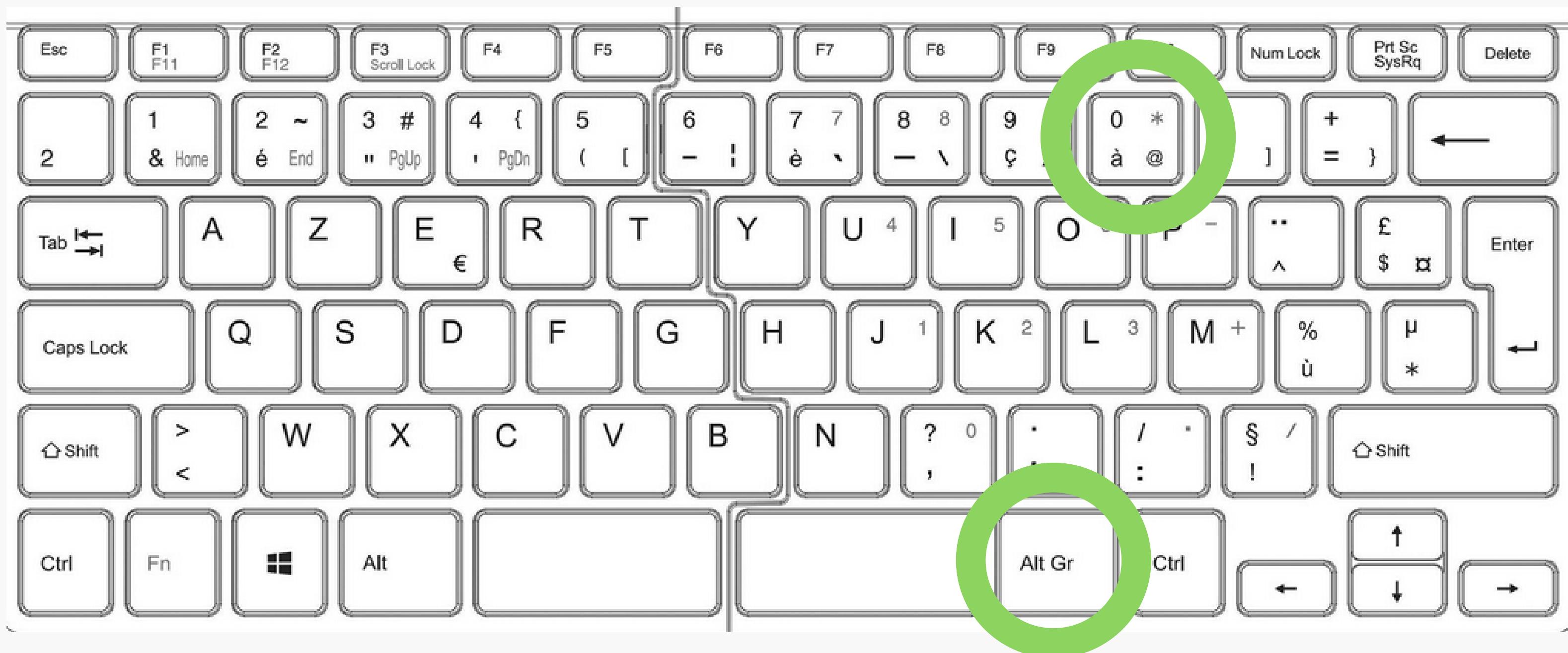


EMAIL @ DOMAIN

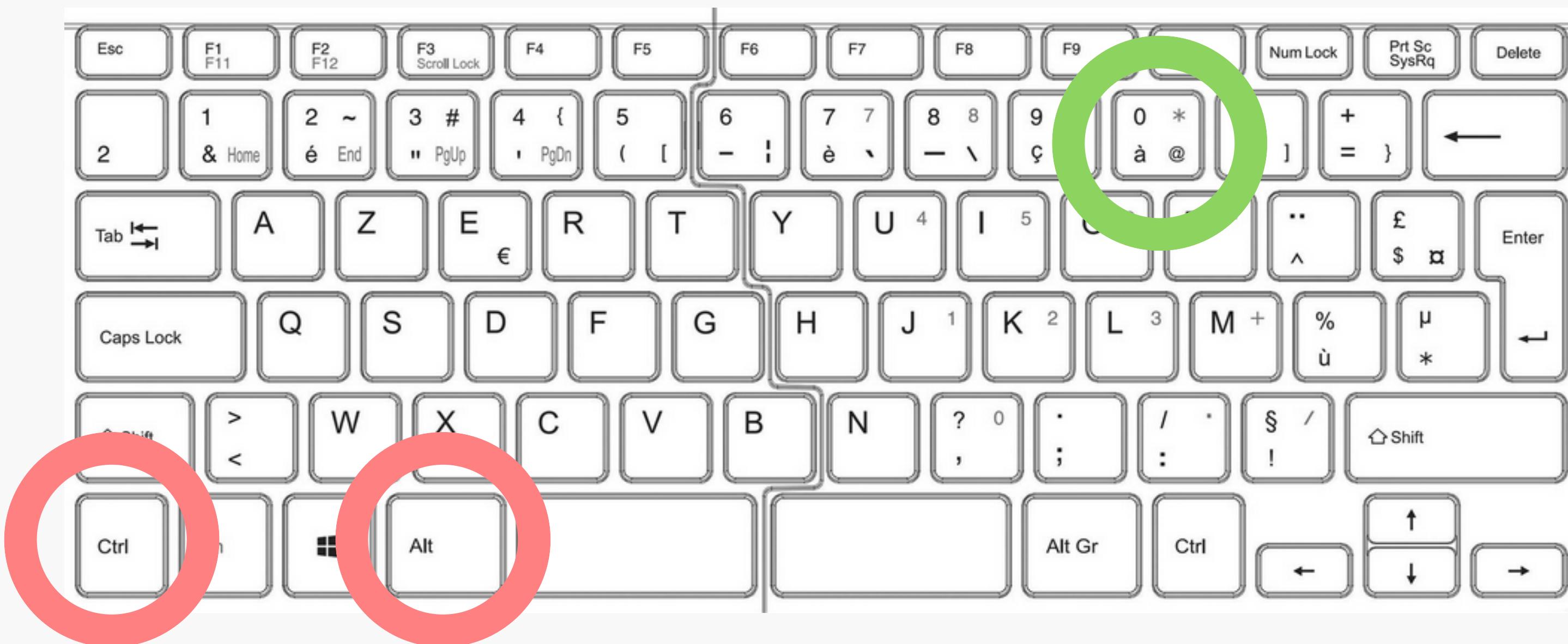
PASSWORD

CONNECT

# Alt-gr problem



# Alt-gr problem



# **Ctrl** problem

Command?

text shortcuts?

Scroll?

Copy?

# Ctrl problem

Fix ctrl or win interfering with character inputs #149

Merged mvlabat merged 3 commits into mvlabat:main from Vrixxyz:145-fix-modifiers-characters-inputs on Mar 8

Conversation 22 Commits 3 Checks 19 Files changed 1

Vrixxyz commented on Feb 7 • edited

I'm building an app where I need users to enter a "at sign" (@), and input text is not allowing me to do that.

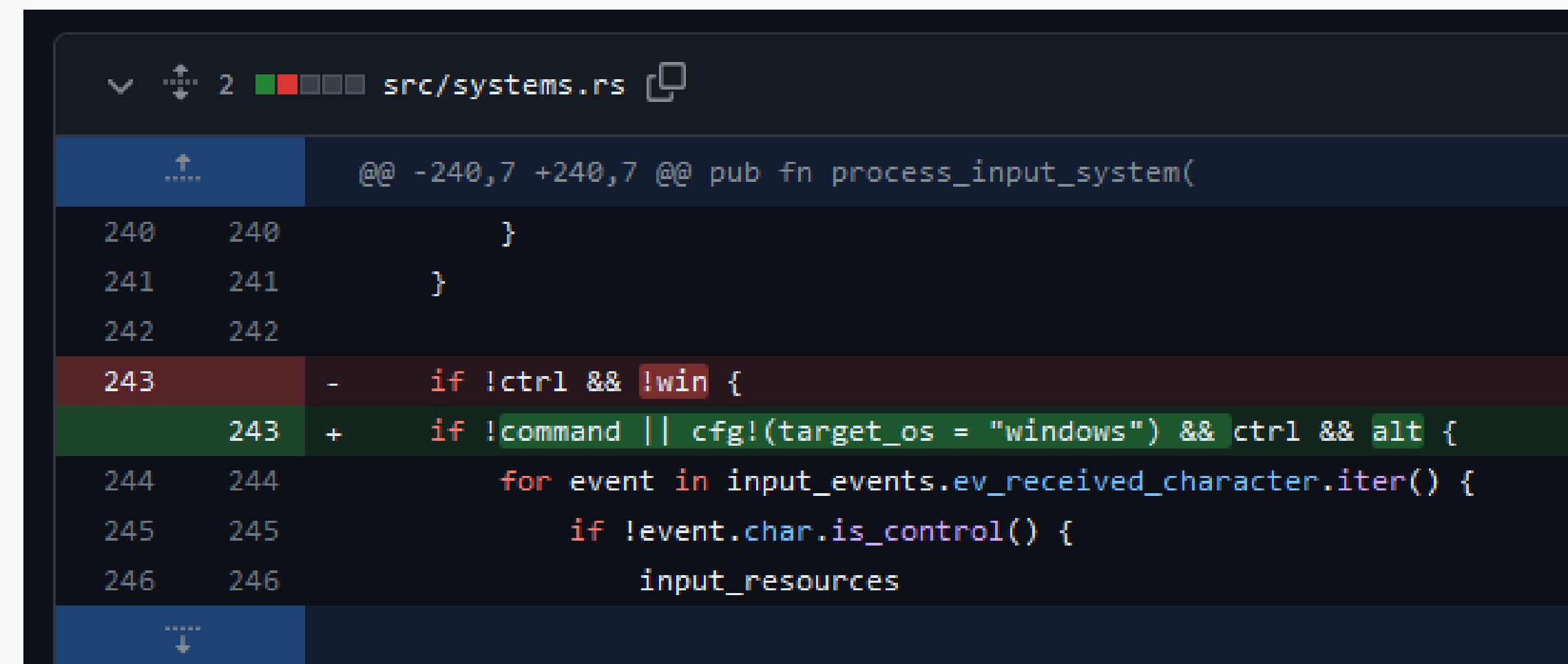
Looks like the issue is from bevy\_egui.

My changes appear to fix it, but I didn't make a bigger background check on why that condition was there originally.

Other context as to how I ended up to this solution: <https://discord.com/channels/691052431525675048/1072569924972728320>

[https://github.com/mvlabat/bevy\\_egui/pull/149](https://github.com/mvlabat/bevy_egui/pull/149)

# Ctrl problem



A screenshot of a GitHub pull request diff interface. The file being viewed is `src/systems.rs`. The diff shows several lines of code, with some lines highlighted in green (additions) and others in red (deletions). The code is related to input processing, specifically handling control characters under specific conditions.

```
@@ -240,7 +240,7 @@ pub fn process_input_system(  
     }  
     }  
     }  
-    if !ctrl && !win {  
+    if !command || cfg!(target_os = "windows") && ctrl && alt {  
        for event in input_events.ev_received_character.iter() {  
            if !event.char.is_control() {  
                input_resources  
        }  
    }  
}
```

Pull request successfully merged and closed

[https://github.com/mvlabat/bevy\\_egui/pull/149](https://github.com/mvlabat/bevy_egui/pull/149)

Ctrl problem

**ASK!**

do your research

I learned a  
bunch!

# Plug things together

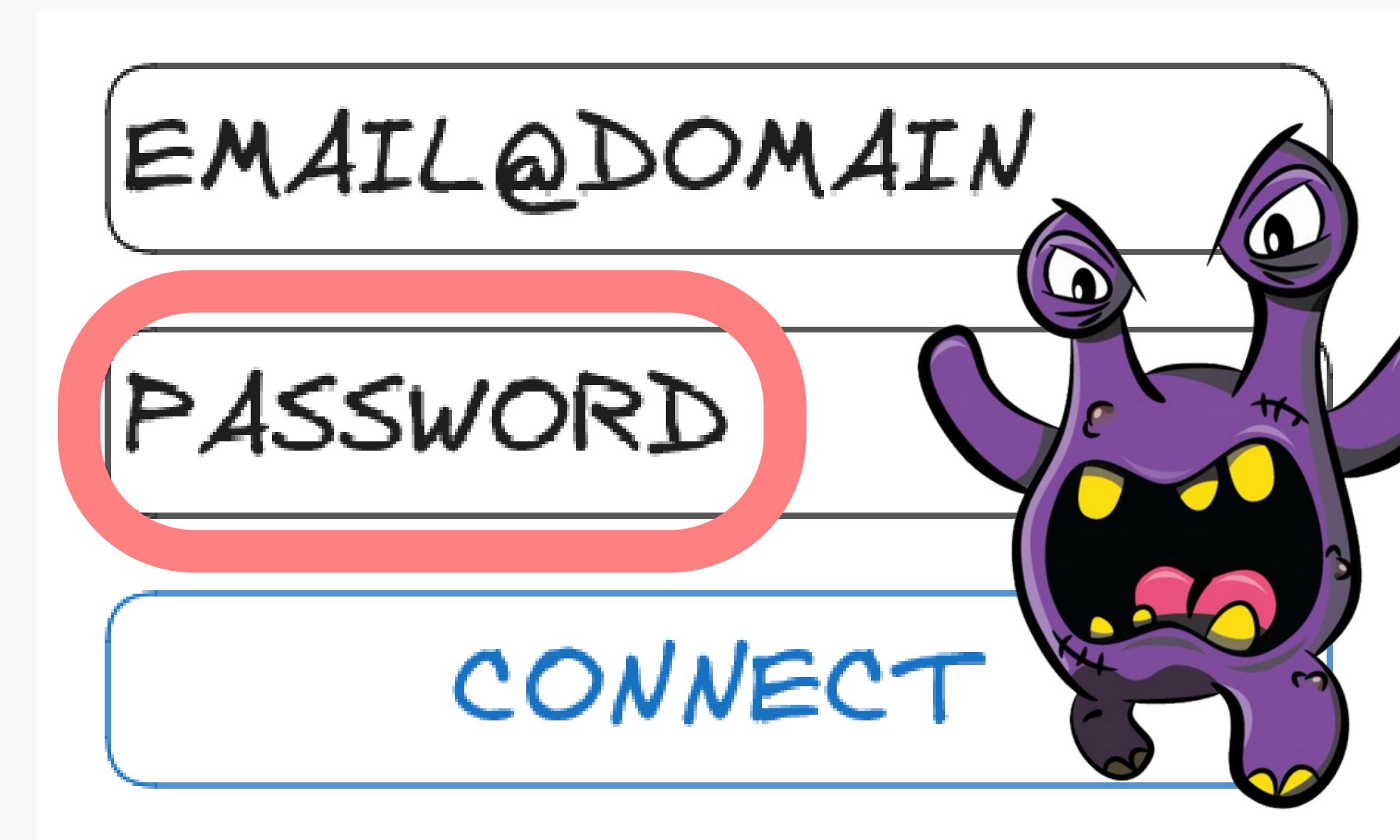


EMAIL@DOMAIN

PASSWORD

CONNECT

# Plug things together



clipboard + WEB

# Clipboard

- arboard has a synchronous API
- web cannot have blocking calls
- bevy\_egui implemented a local only clipboard, time to fix it !

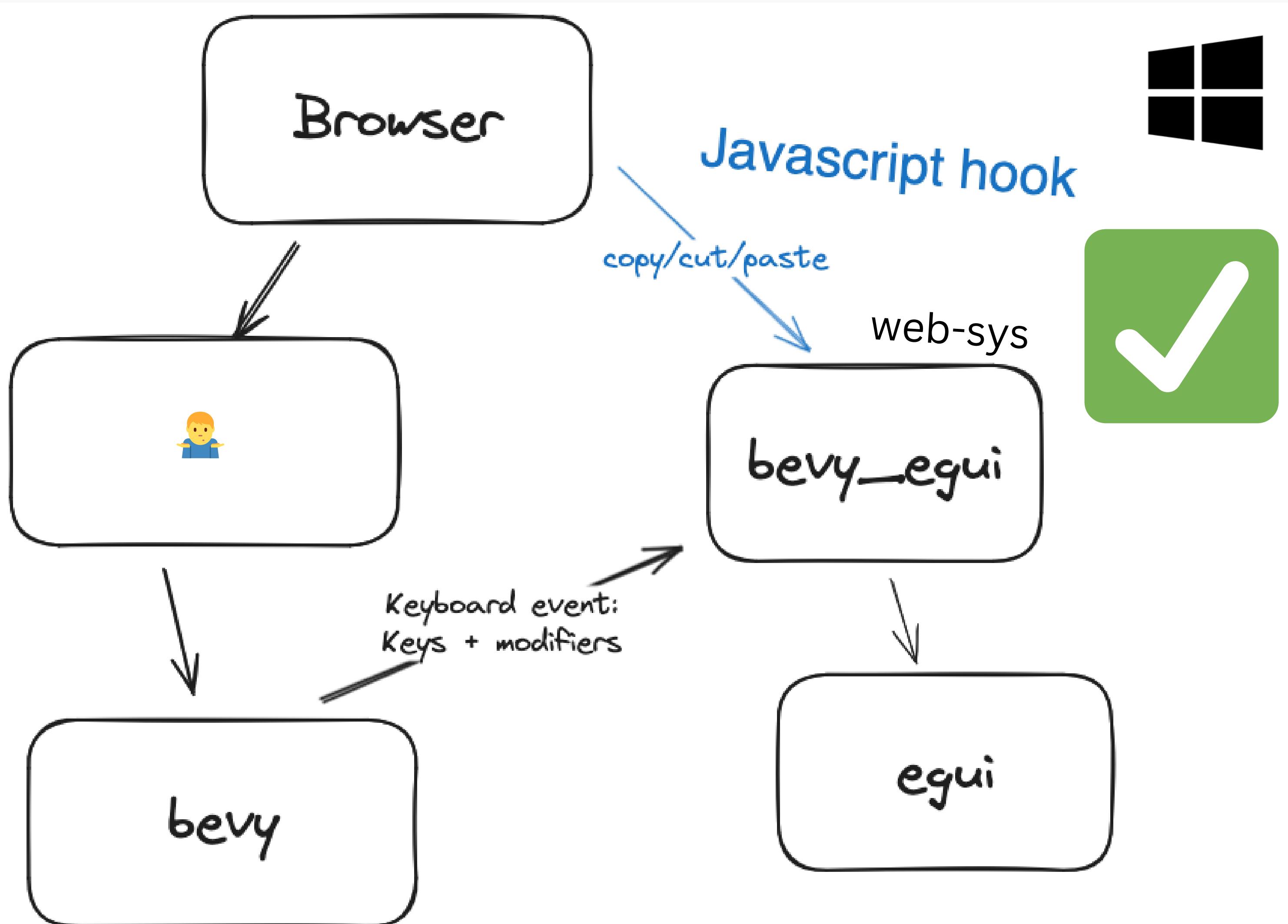
<https://github.com/1Password/arboard>

# Clipboard

Check how other projects  
approached your problem



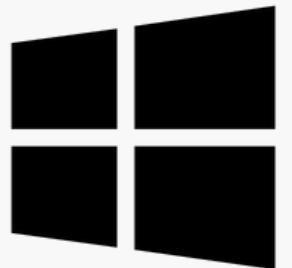
[https://github.com/mvlabat/bevy\\_egui/pull/178](https://github.com/mvlabat/bevy_egui/pull/178)





# Mac problem

- bevy\_egui does not detect Command/Meta on Mac web



**Ctrl+A**



**Command+A**

# Mac problem

- On web
  - User-agent == Macintosh



~~Command+A~~

Select All

**Clipboard  
fix**

**Review** ➤

**bevy\_egui**



Also, war in  
Ukraine...

# Plug things together

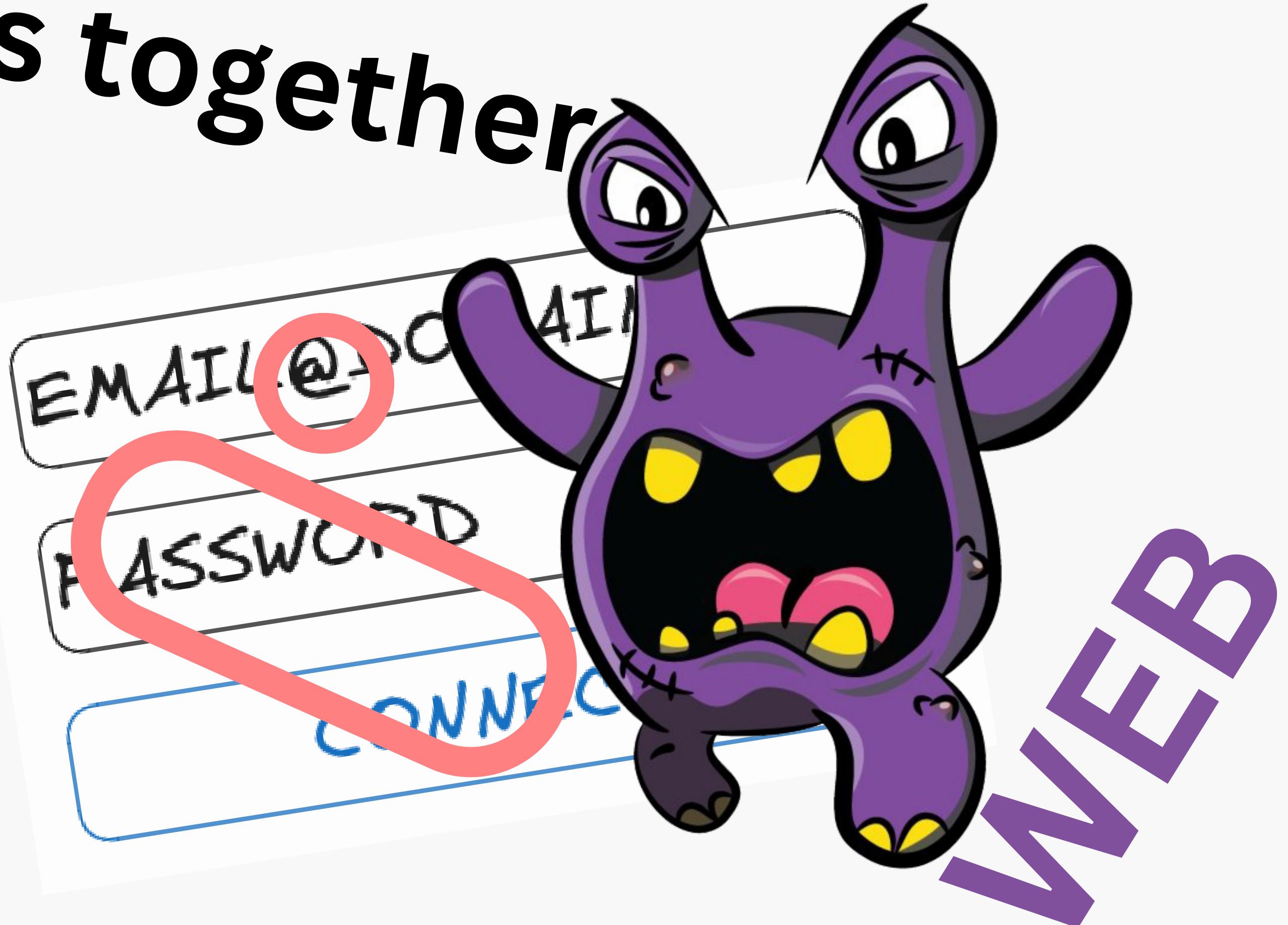


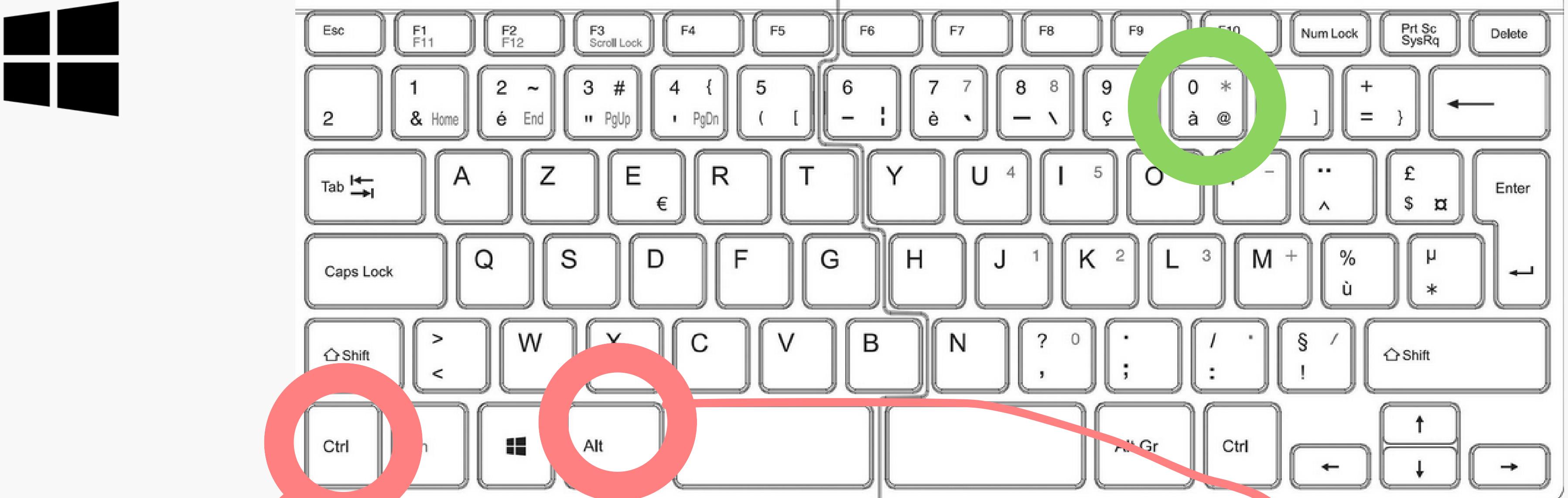
EMAIL@DOMAIN

PASSWORD

CONNECT

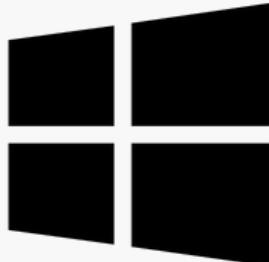
# *Plug things together*





```
if !command || cfg!(target_os = "windows") && ctrl && alt {
```

then: type text



+ WEB



```
if !command || cfg!(target_os = "windows") && ctrl && alt {
```

then: type text

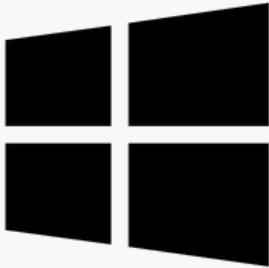
WEB != Windows

Clipboard  
fix

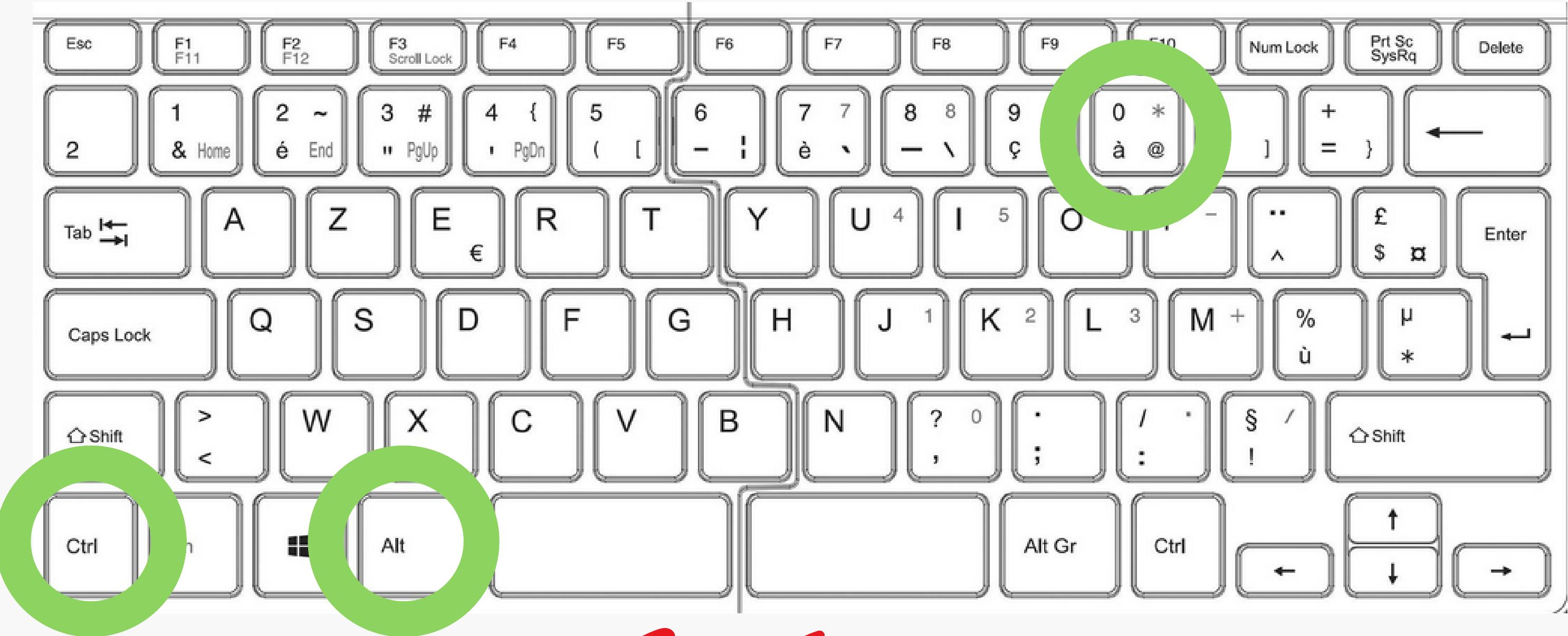
bevy\_egui

Web  
“@” fix

<https://github.com/bevyengine/bevy/pull/10702>



+ WEB



```
if !command || !Pg!(target_os == "windows") && ctrl && alt {
```



# What about alt codes ?

Alt + 0201 => 'É'

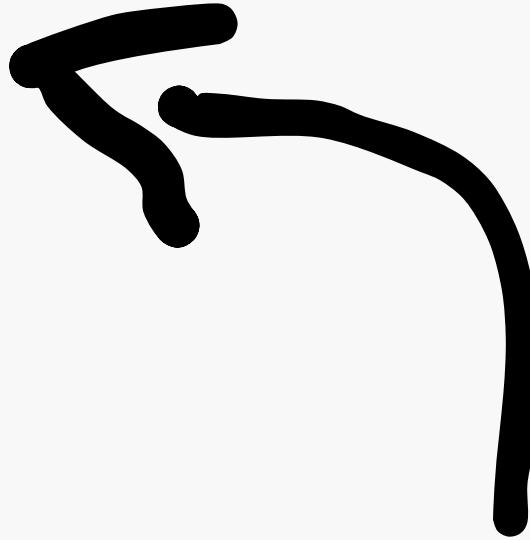
```
if !command || target_os = "windows" && alt {
```



# *is\_control()* ?



```
if !event.char.is_control() {
```

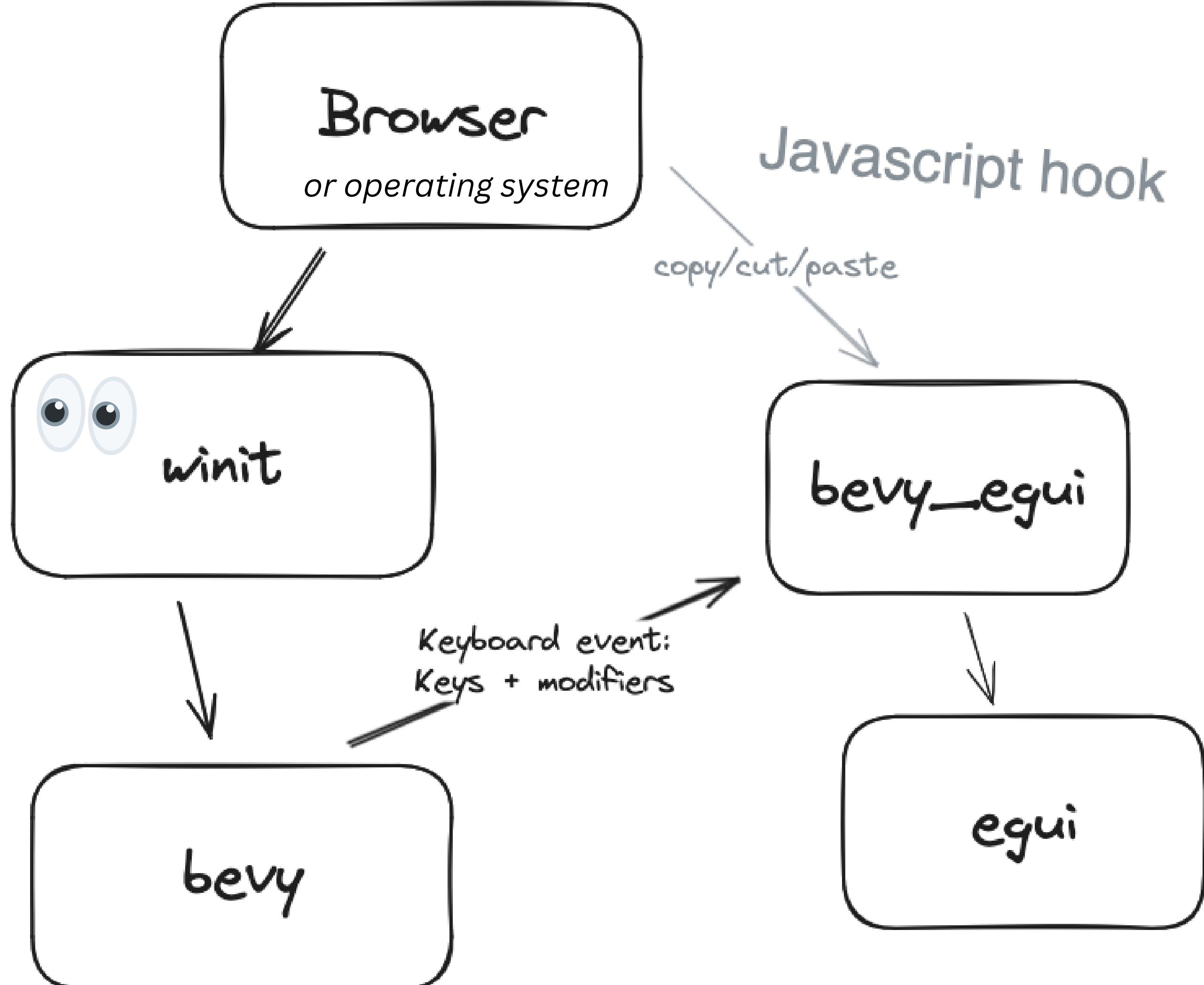


me

<https://github.com/rust-windowing/winit>



- **winit** keyboard refactor



# Let's update winit!

Mistakes  
happen

# winit update



- Update bevy/main to unreleased winit version

tracking multiple unstable dependencies is risky

<https://github.com/bevyengine/bevy/pull/10702>

# winit update

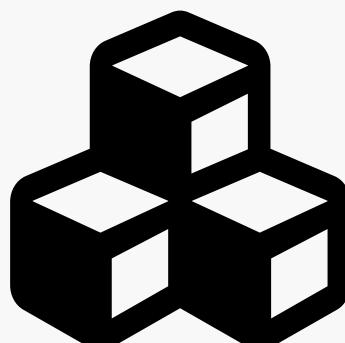
- Update
- Profit

One focus  
at a time

<https://github.com/bevyengine/bevy/pull/10702>

# winit update

- Research
  - Documentation
  - Changelogs
  - Issues
  - Pull Requests
  - Chat



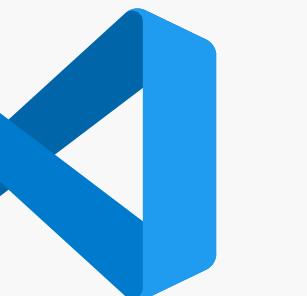
# winit update

- regex replace

SEARCH

pressed\("([a-z]\*)"

pressed(KeyCode::KeyA\u00d71)



```
④ bloom_3d.rs examples\3d
if key.pressed("a" pressed(KeyCode::KeyA)) {
if key.pressed("q" pressed(KeyCode::KeyQ)) {
if key.pressed("s" pressed(KeyCode::KeyS)) {
if key.pressed("w" pressed(KeyCode::KeyW)) {
if key.pressed("d" pressed(KeyCode::KeyD)) {
if key.pressed("e" pressed(KeyCode::KeyE)) {
if key.pressed("f" pressed(KeyCode::KeyF)) {
if key.pressed("r" pressed(KeyCode::KeyR)) {
if key.pressed("g" pressed(KeyCode::KeyG)) {
if key.pressed("t" pressed(KeyCode::KeyT)) {
if key.pressed("h" pressed(KeyCode::KeyH)) {
if key.pressed("y" pressed(KeyCode::KeyY)) {
if key.pressed("j" pressed(KeyCode::KeyJ)) {
if key.pressed("u" pressed(KeyCode::KeyU)) {
④ foo.rs examples\3d
```

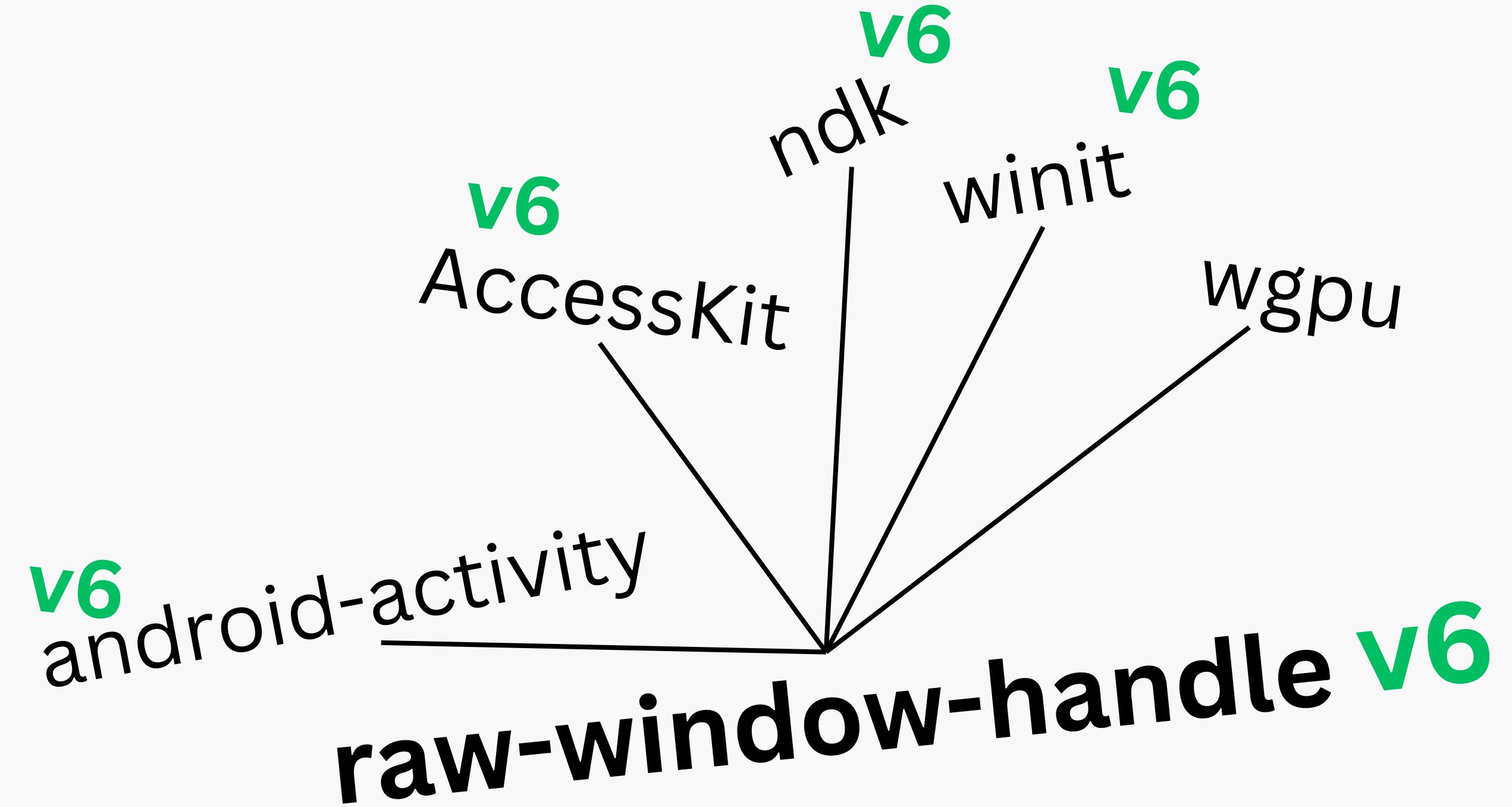
# winit update

- Update dependencies

*bevy\_reflect and smolrs*  
*web\_time*  
*android-activity*  
*raw-window-handle*  
*ndk*  
*winit*  
*wgpu*  
*AccessKit*

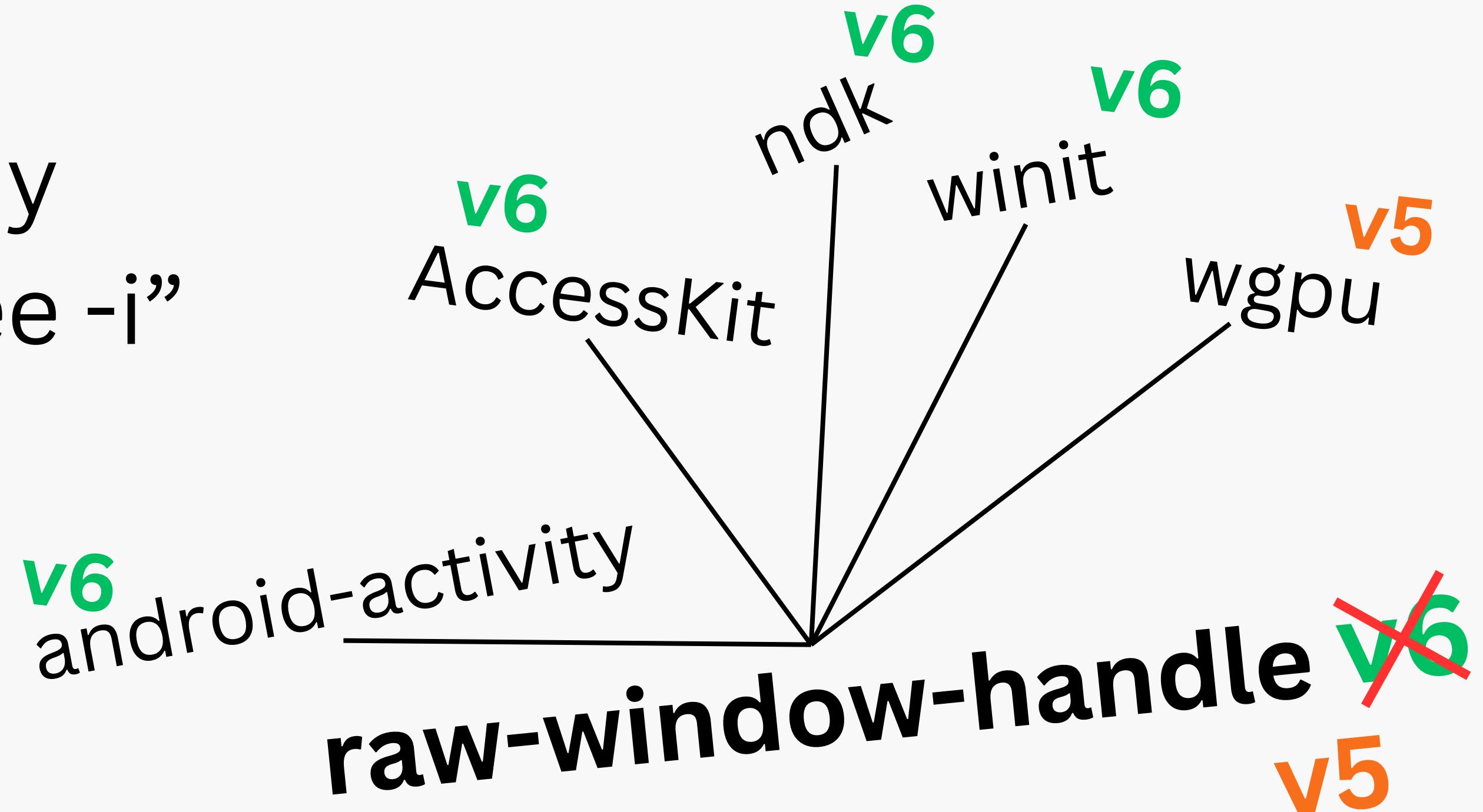
<https://github.com/bevyengine/bevy/pull/10702>

# winit update



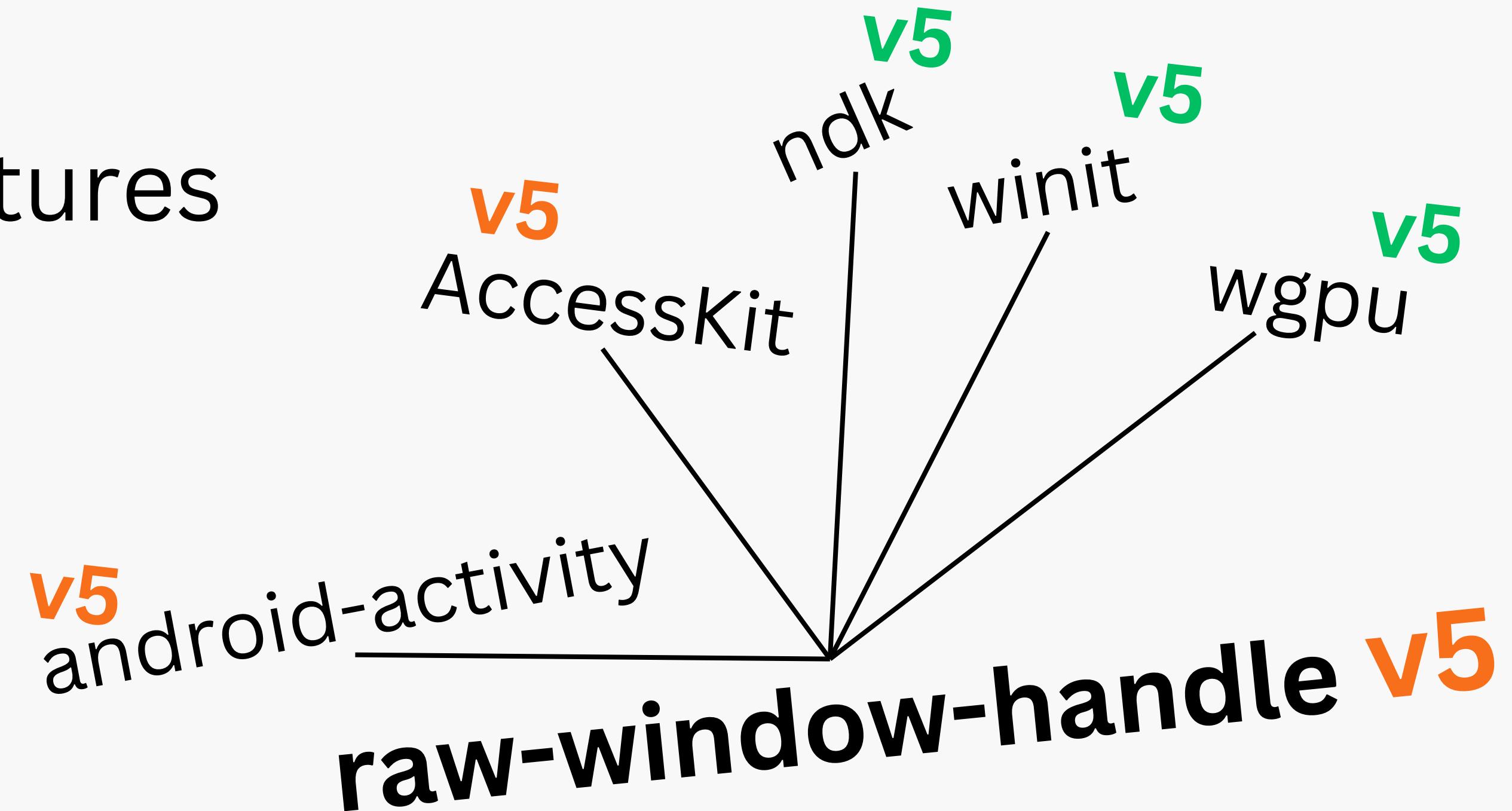
# winit update

- cargo deny
- “cargo tree -i”



# winit update

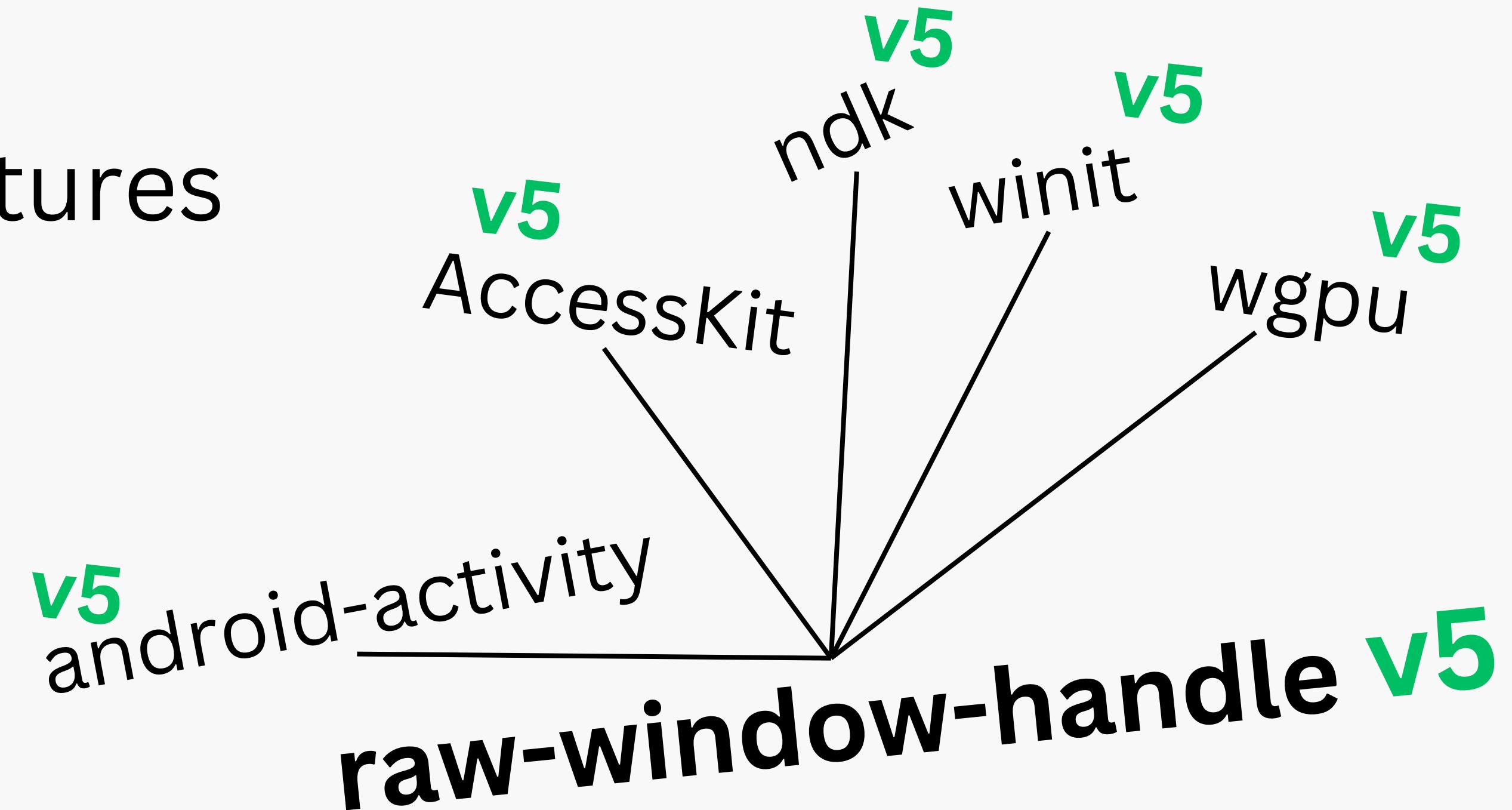
- cargo features



<https://github.com/rust-mobile/ndk/pull/434>

# winit update

- cargo features



<https://github.com/rust-mobile/android-activity/pull/142>

<https://github.com/AccessKit/accesskit/pull/319>

# winit update

- Update
- Profit

One focus  
at a time!

<https://github.com/bevyengine/bevy/pull/10702>

# winit update



- Bug fixes

Android

web canvas size

*scale factor*

CI

*documentation*



<https://github.com/bevyengine/bevy/pull/10702>

# winit update

- Changelog



+1,378 -1,071

Merged via the queue into `bevyengine:main`

26 checks passed

A GitHub-style merge commit card. On the left is a purple circle containing a white key icon. To the right of the key icon is the text "Merged via the queue into bevyengine:main". Below this, the text "26 checks passed" is displayed. At the bottom of the card is a horizontal bar with a series of colored squares (green, red, grey) and a small orange dot at the end, representing a progress or status indicator.



<https://github.com/bevyengine/bevy/pull/10702>

# Profit ?

- *Update*
- Profit

One focus  
at a time!

<https://github.com/bevyengine/bevy/issues/11052>

# Follow ups

Physical key / logical key  
mapping

more keypress info

close and reopen a window

smooth resizing

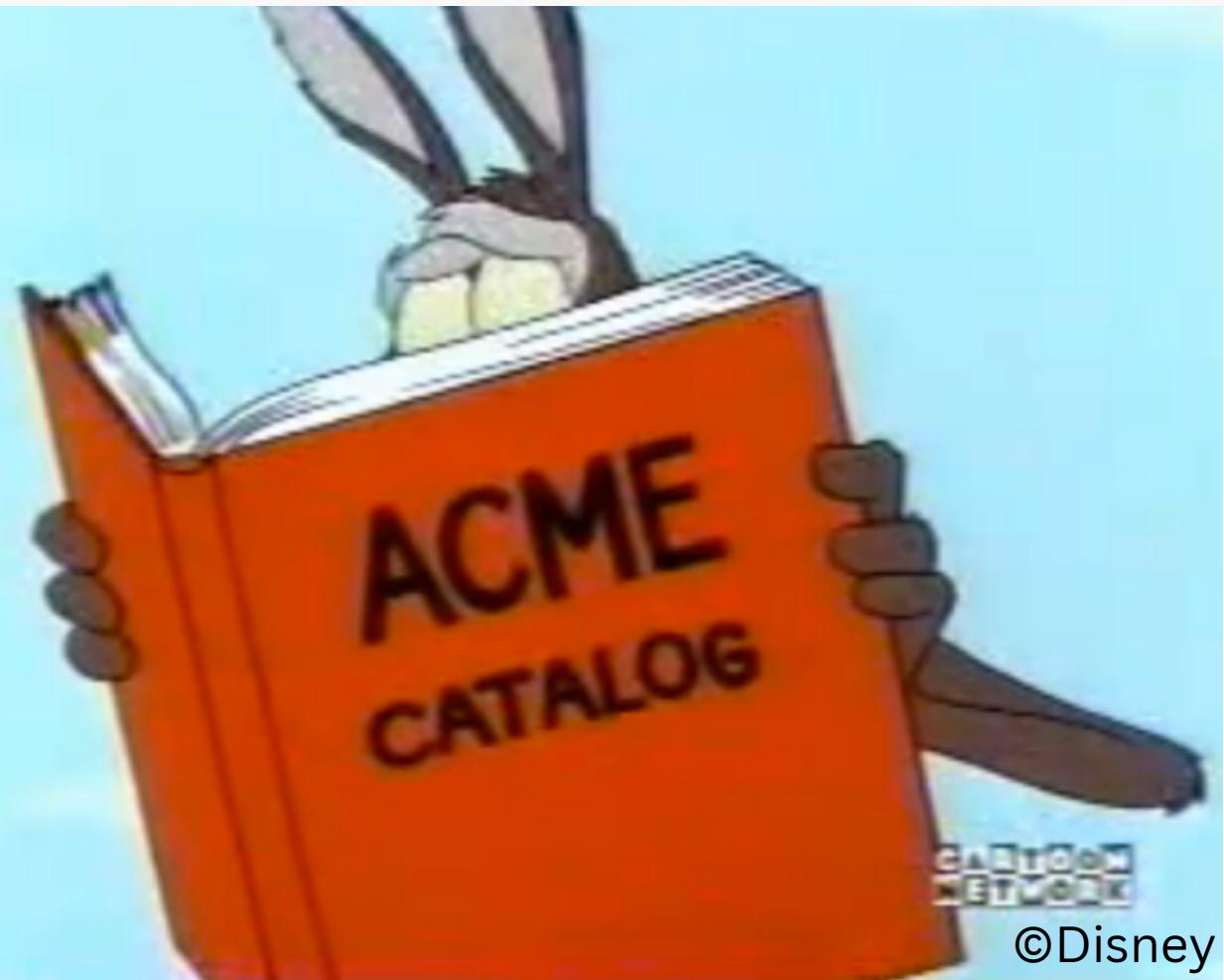
examples

clipboard  
documentation  
custom cursors



<https://github.com/bevyengine/bevy/issues/11052>

# Plug things together



EMAIL@DOMAIN

PASSWORD

CONNECT



@ + clipboard + WEB

# Recap

- Hook to javascript events
- Detect mac on web via user agent

*cut/copy/paste*

*Command/Ctrl*

[https://github.com/mvlabat/bevy\\_egui/pull/178](https://github.com/mvlabat/bevy_egui/pull/178)

# Recap

- Hook to javascript events  *cut/copy/paste*
- Detect mac on web via user agent  *Command/Ctrl*

[https://github.com/mvlabat/bevy\\_egui/pull/178](https://github.com/mvlabat/bevy_egui/pull/178)

# Recap

- Hook to javascript events  *cut/copy/paste*
- Detect mac on web via user agent  *Command/Ctrl*

[https://github.com/mvlabat/bevy\\_egui/pull/178](https://github.com/mvlabat/bevy_egui/pull/178)

# Recap

Mistakes  
happen



*and that's ok!*

- winit is updated

<https://github.com/rust-windowing/winit>



# Is it fixed yet ?

- Hook to javascript events
- We detect mac on web via user agent
- We should be able to detect logical key

**STAY TUNED**

[https://github.com/mvlabat/bevy\\_egui/pull/178](https://github.com/mvlabat/bevy_egui/pull/178)

# Open source

# ASK!

*One focus  
at a time!*

# Everybody can

# help



*It's not only code*

Check other projects

Mistakes  
happen

<https://thierryberger.com/blog/contribution-story-winit/>

