

Wayland Desktop Environment

MA35D1/MA35H0

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Joy of innovation
nuvoTon

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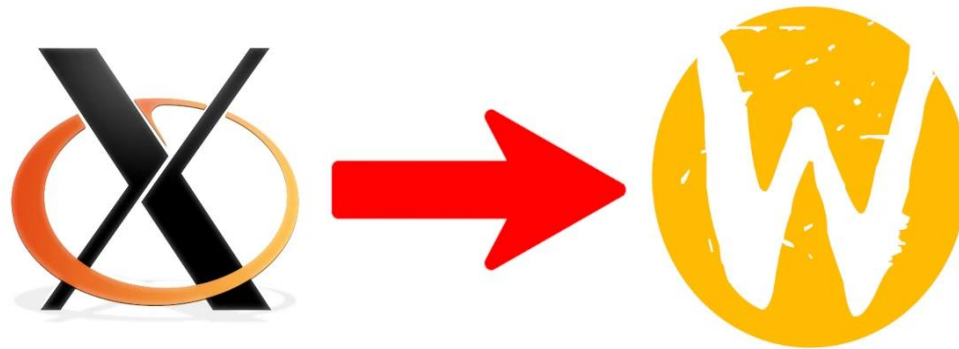
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Introduction to Wayland

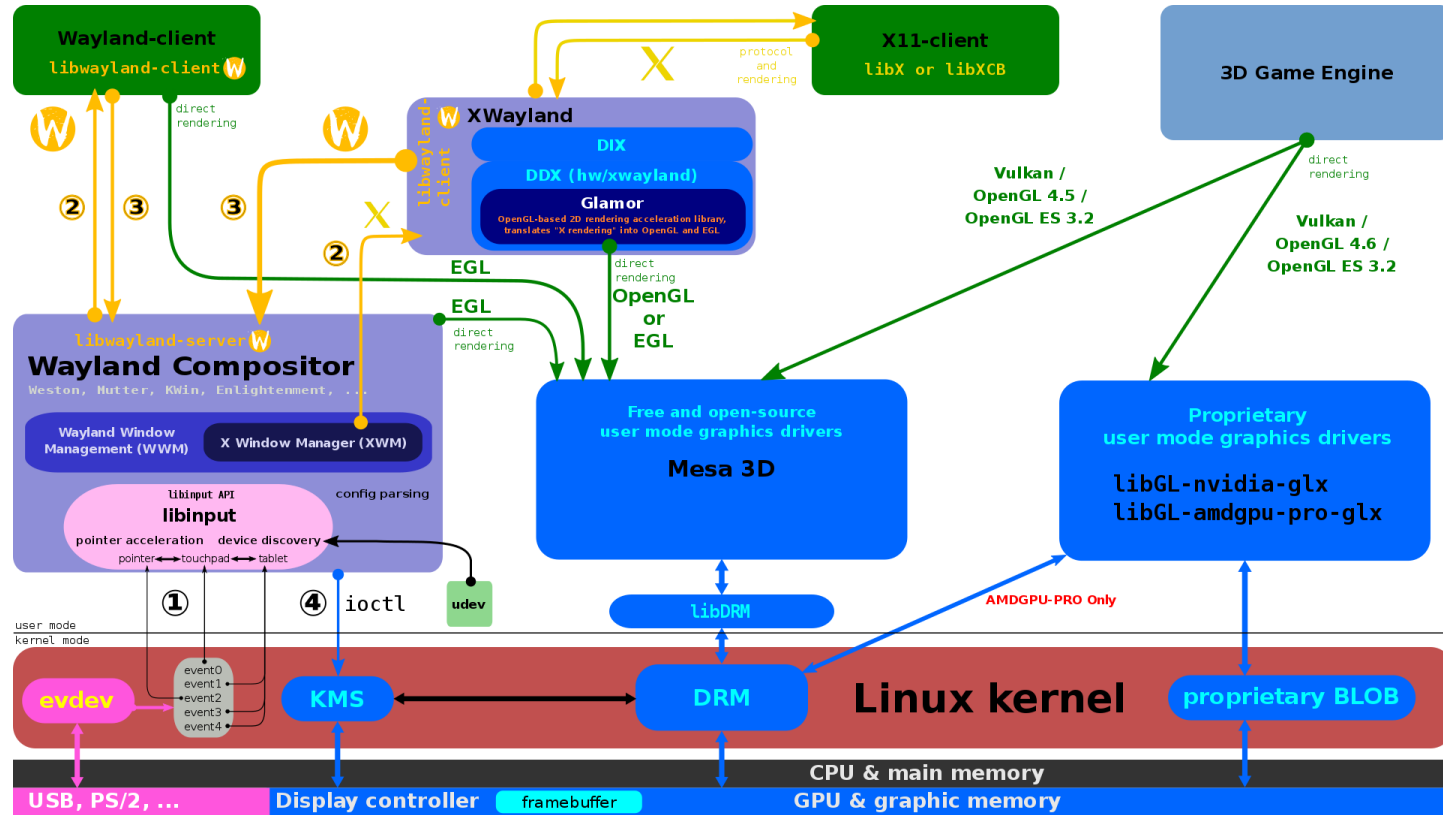
<https://wayland.freedesktop.org>

Wayland



Wayland is a **communication protocol** that specifies the communication between a **display server** and its client, as well as a C library implementation of that protocol. A display server using the Wayland protocol is called a **Wayland compositor**, because it additionally performs the task of a **compositing window manager**.
(Wikipedia)

Wayland architecture



Weston

Weston is the reference implementation of a Wayland compositor. When running on Linux, handling of the input hardware relies on **evdev**. Out of the box, Weston provides a very basic desktop, or a full-featured environment for non-desktop uses such as automotive, embedded, in-flight, industrial, kiosks, set-top boxes and TVs.

It contains a plug-in system of “shell” for common desktop features like docks and panels.

a plug-in Maynard for Weston



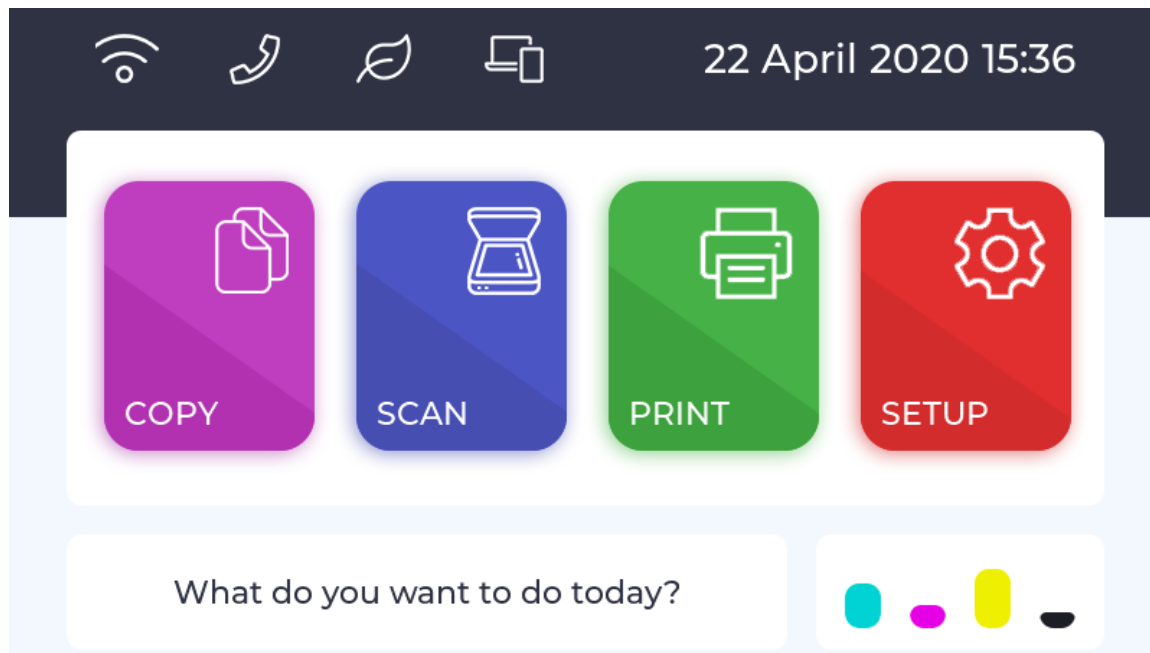
Extension protocols to the core protocol

■ XDG-Shell protocol

The traditional way to manipulate surface (maximize, minimize, fullscreen) is through Wayland client. XDG shell, on the contrary, is supposed to be provided by the compositor. The XDG (cross-desktop group) shell is a standard protocol extension for Wayland which describes the semantics for application windows.

■ IVI-Shell protocol

IVI-Shell is an extension to the Wayland core protocol, targeting in-vehicle infotainment (IVI) devices.



LVGL with Wayland

<https://lvgl.io>

Getting Started with LVGL on Wayland

- Start from scratch by cloning the official Buildroot repository
\$ git clone https://github.com/OpenNuvoton/MA35D1_Buildroot.git
- Change directory to *the root of Buildroot* (`${BR2_DIR}`), and clone repository *ma35d1-portal* on branch *weston-10.0.5*.
\$ cd `${BR2_DIR}`
\$ git clone -b weston-10.0.5 <https://github.com/symfund/ma35d1-portal.git>
- Delete original packages, and replace with corresponding packages from *ma35d1-portal/package* on branch *weston-10.0.5*.
\$ cd `${BR2_DIR}/package`; rm -Rf cairo eudev libdrm libinput libpng
libxkbcommon mesa3d-headers mesa3d pixman wayland-protocols wayland-
utils wayland weston; cp -Rf ../ma35d1-portal/package/wayland wayland; ...

Configuring Buildroot to import packages

- Clone *buildroot-external* into the root of Buildroot

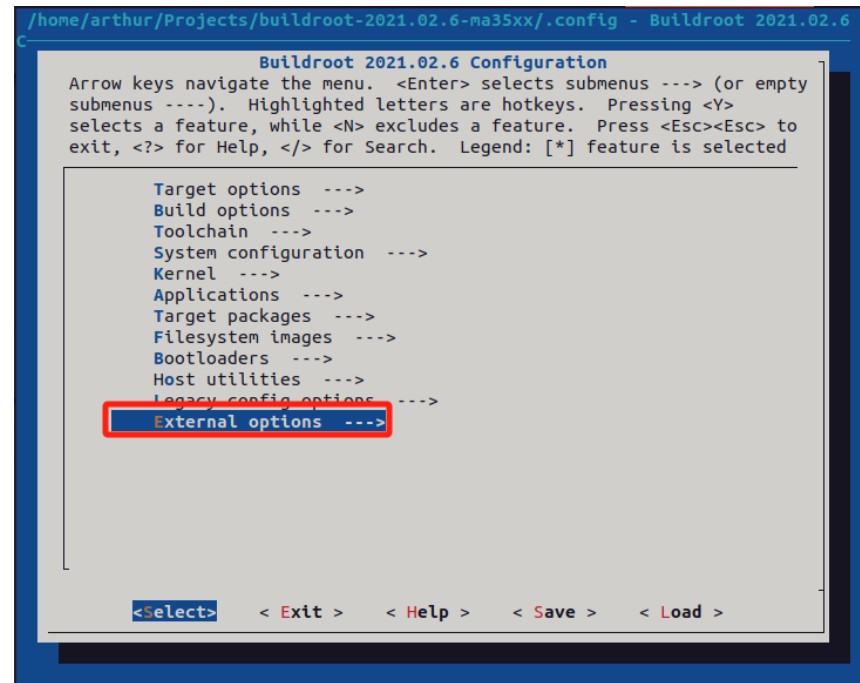
\$ git clone <https://github.com/symfund/buildroot-external.git>

- Load a specific board default configuration

\$ make numaker_som_ma35d16a81_defconfig

- Configure Buildroot

\$ make BR2_EXTERNAL=buildroot-external menuconfig



```
/home/arthur/Projects/buildroot-2021.02.6-ma35xx/.config - Buildroot 2021.02.6

Buildroot 2021.02.6 Configuration
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty
submenus ----). Highlighted letters are hotkeys. Pressing <Y>
selects a feature, while <N> excludes a feature. Press <Esc><Esc> to
exit, <?> for Help, </> for Search. Legend: [*] feature is selected

Target options --->
Build options --->
Toolchain --->
System configuration --->
Kernel --->
Applications --->
Target packages --->
Filesystem images --->
Bootloaders --->
Host utilities --->
Legacy config options ---->
External options --->

<Select>  <Exit>  <Help>  <Save>  <Load>
```

Configuring Buildroot to manage /dev

- **/dev management** using *devtmpfs + eudev*

→ System configuration
/dev management

- () Static using device table
- () Dynamic using devtmpfs only
- () Dynamic using devtmpfs + mdev
- (X) Dynamic using devtmpfs + eudev

The screenshot shows the Buildroot configuration interface. At the top, a red box highlights the 'System configuration' option in the main menu. Below, in the 'System configuration' submenu, the option '/dev management (Dynamic using devtmpfs + eudev) --->' is highlighted with a red box. The interface includes instructions on how to navigate the menu using arrow keys, enter, and escape, as well as a legend for feature selection. At the bottom, there are navigation buttons: <Select>, <Exit>, <Help>, <Save>, and <Load>.

```

Buildroot 2021.02.6-ma35xx/.config - Buildroot 2021.02.6
→ System configuration

System configuration
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty
submenus ----). Highlighted letters are hotkeys. Pressing <Y>
selects a feature, while <N> excludes a feature. Press <Esc><Esc> to
exit, <?> for Help, </> for Search. Legend: [*] feature is selected

Root FS skeleton (default target skeleton) --->
(buildroot) System hostname
(Welcome to Buildroot) System banner
Passwords encoding (sha-256) --->
Exit system (BusyBox) --->
/dev management (Dynamic using devtmpfs + eudev) --->
(system/device_table.txt) Path to the permission tables
[ ] support extended attributes in device tables
[ ] Use symlinks to /usr for /bin, /sbin and /lib
[*] Enable root login with password
() Root password
/bin/sh (busybox' default shell) --->
[*] Run a getty (login prompt) after boot --->
[*] remount root filesystem read-write during boot
() Network interface to configure through DHCP
(/bin:/sbin:/usr/bin:/usr/sbin) Set the system's default PATH
[*] Purge unwanted locales
(C en_US) Locales to keep
k(+)

<Select>  <Exit>  <Help>  <Save>  <Load>
  
```

Configuring Buildroot to enable mesa3d

- Select *mesa3d*
 - Gallium swrast driver
 - OpenGL EGL
 - OpenGL ES

The screenshot shows the Buildroot configuration menu. At the top, a red box highlights the navigation path: "Target packages -> Graphic libraries and applications (graphic/text) -> mesa3d". Below this, a text box explains the navigation controls: "Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenu --->). Highlighted letters are hotkeys. Pressing <Y> selects a feature, while <N> excludes a feature. Press <Esc><Esc> to exit, <?> for Help, </> for Search. Legend: [*] feature is selected [] feature is excluded".

The main menu lists various features under the heading "-- mesa3d". A red box highlights the selection of "Gallium swrast driver" with an asterisk [*]. Another red box highlights the selection of "OpenGL EGL" and "OpenGL ES" with asterisks [*].

At the bottom of the menu, there are navigation options: "<select>", "< Exit >", "< Help >", "< Save >", and "< Load >".

Configuring Buildroot to select free fonts

- Free fonts
 - mono fonts
 - sans fonts
 - serif fonts

```

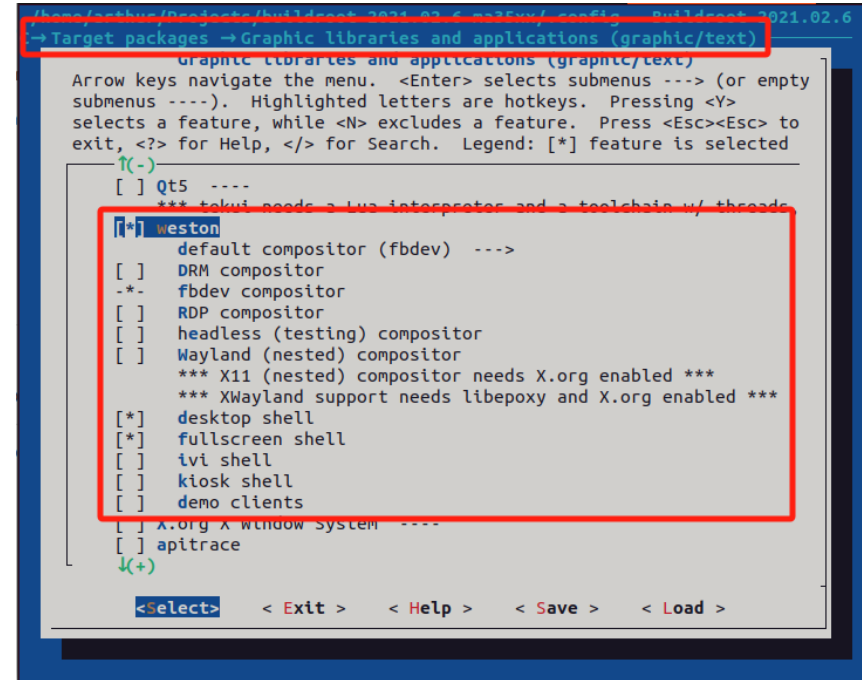
phoney@phoney:~/project/buildroot-2021.02.6/config$ Buildroot 2021.02.6 Configuration
->Target packages -> Fonts, cursors, icons, sounds and themes
    Fonts, cursors, icons, sounds and themes
    Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenu
    ----). Highlighted letters are hotkeys. Pressing <Y> selects a feature, while <N>
    excludes a feature. Press <Esc><Esc> to exit, <?> for Help, </> for Search.
    Legend: [*] feature is selected [ ] feature is excluded

    *** Cursors ***
    [ ] conix-cursors
    [ ] obsidian-cursors
    *** Fonts ***
    [ ] Bitstream Vera
    [ ] cantarell
    [ ] DejaVu fonts
    [ ] font-awesome
    [ ] ghostscript-fonts
    [ ] libxfont
    [*] Liberation (Free fonts)
    [*] mono fonts
    [*] sans fonts
    [*] serif fonts
    [ ] wqy-zenhei
    *** Icons ***
    [ ] google-material-design-icons
    [ ] hicolor icon theme
    *** Sounds ***
    [ ] sound-theme-borealis
    [ ] sound-theme-freedesktop
    *** Themes ***

    <select>  < Exit >  < Help >  < Save >  < Load >
    
```

Configuring Buildroot to enable weston

- Select **weston**
 - default compositor: fbdev
 - desktop shell
 - fullscreen shell



The screenshot shows the Buildroot configuration interface. At the top, a red box highlights the navigation path: "Target packages → Graphic libraries and applications (graphic/text)". Below this, a text box explains the navigation controls: "Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenus ----). Highlighted letters are hotkeys. Pressing <Y> selects a feature, while <N> excludes a feature. Press <Esc><Esc> to exit, <?> for Help, </> for Search. Legend: [*] feature is selected". The main menu lists various options, with "weston" highlighted and enclosed in a red box. Below "weston", its sub-options are listed: "default compositor (fbdev) --->", "DRM compositor", "fbdev compositor" (marked with an asterisk), "RDP compositor", "headless (testing) compositor", "Wayland (nested) compositor", "X11 (nested) compositor needs X.org enabled ***", and "XWayland support needs libepoxy and X.org enabled ***". Further down, "desktop shell" and "fullscreen shell" are both marked with an asterisk. Other visible options include "ivi shell", "kiosk shell", "demo clients", "X.org X window system --->", and "apitrace". At the bottom, navigation buttons are shown: "<Select>", "<Exit>", "<Help>", "<Save>", and "<Load>".

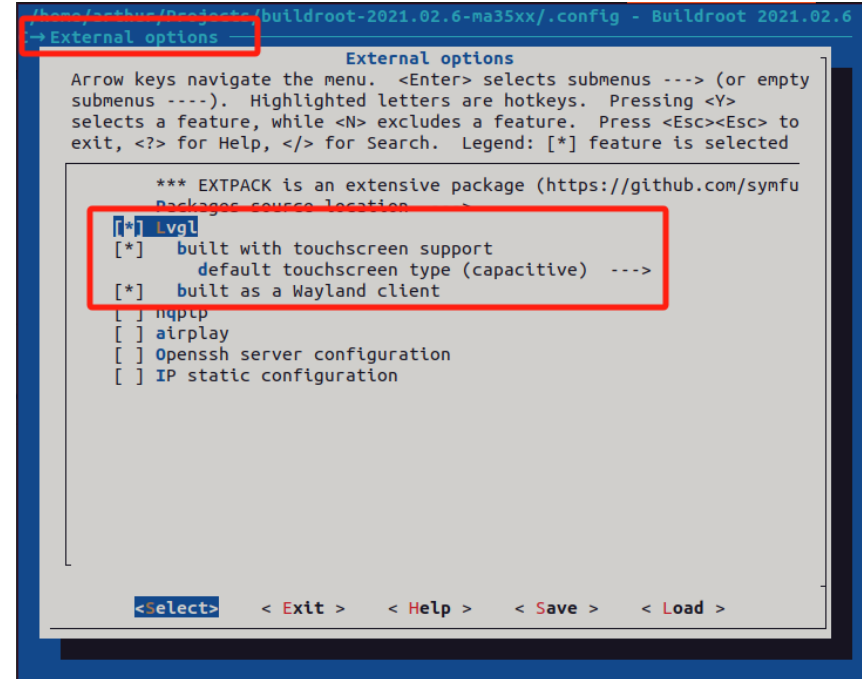
```
→Target packages →Graphic libraries and applications (graphic/text)
Graphic libraries and applications (graphic/text)
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty
submenus ----). Highlighted letters are hotkeys. Pressing <Y>
selects a feature, while <N> excludes a feature. Press <Esc><Esc> to
exit, <?> for Help, </> for Search. Legend: [*] feature is selected
↑(-)
[ ] Qt5 ----
*** tokui needs a lua interpreter and a toolchain w/ threads
[*] weston
    default compositor (fbdev) --->
    [ ] DRM compositor
    -*. fbdev compositor
    [ ] RDP compositor
    [ ] headless (testing) compositor
    [ ] Wayland (nested) compositor
    *** X11 (nested) compositor needs X.org enabled ***
    *** XWayland support needs libepoxy and X.org enabled ***
    [*] desktop shell
    [*] fullscreen shell
    [ ] ivi shell
    [ ] kiosk shell
    [ ] demo clients
    [ ] X.org X window system --->
    [ ] apitrace
↓(+)
<Select>  <Exit>  <Help>  <Save>  <Load>
```

Configuring Buildroot to enable LVGL

- Select *lvgl*

Choose the right *default touchscreen type*, capacitive or resistive.

With Wayland enabled, LVGL should always be *built as a Wayland client*.



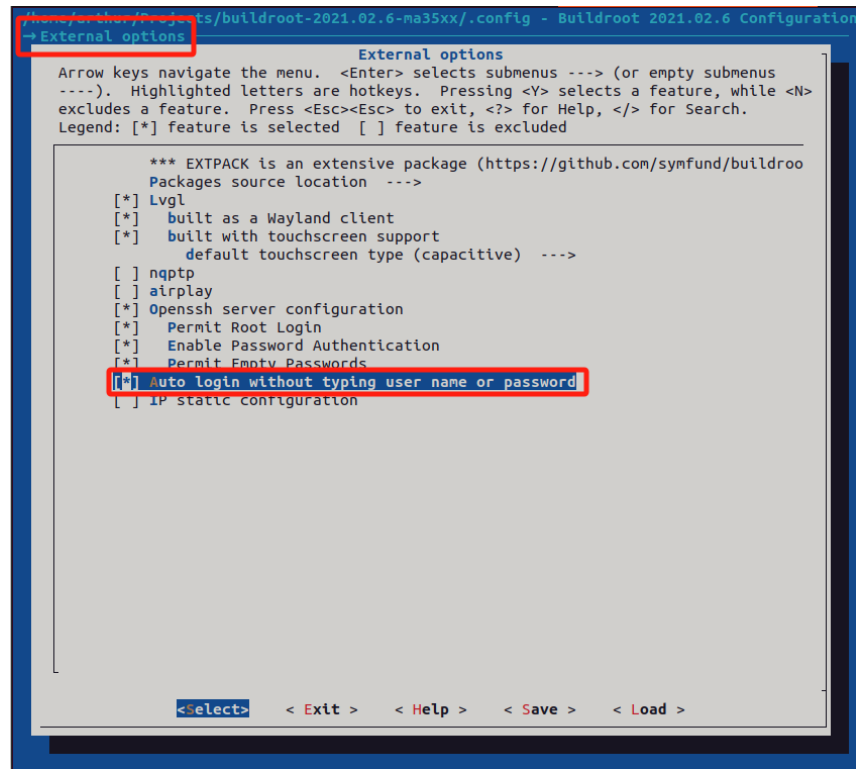
```
buildroot-2021.02.6-ma35xx/.config - Buildroot 2021.02.6
-> External options
External options
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty
submenus ----). Highlighted letters are hotkeys. Pressing <Y>
selects a feature, while <N> excludes a feature. Press <Esc><Esc> to
exit, <?> for Help, </> for Search. Legend: [*] feature is selected

*** EXTPACK is an extensive package (https://github.com/symfu
Packages source location:
[*] lvgl
    [*] built with touchscreen support
        default touchscreen type (capacitive) --->
    [*] built as a Wayland client
    [ ] ntp
    [ ] airplay
    [ ] Openssh server configuration
    [ ] IP static configuration

<Select> <Exit> <Help> <Save> <Load>
```

Auto login without typing user name

- Auto-login logs into Wayland/Weston without typing a user name or password

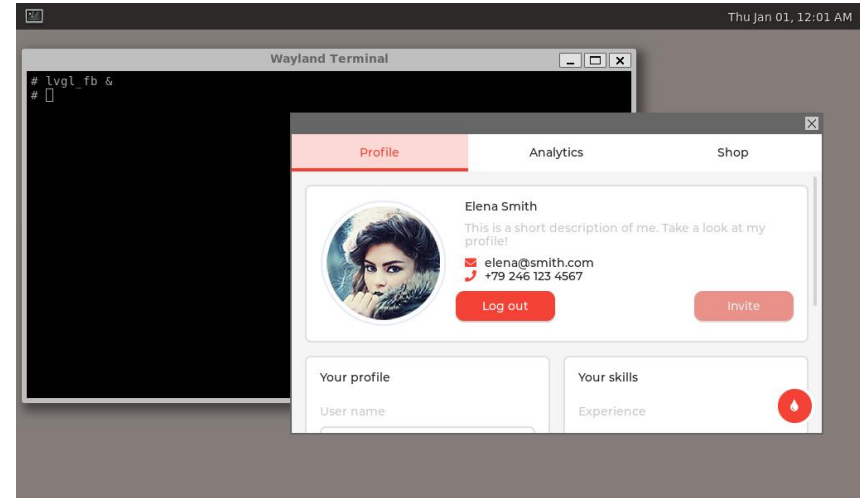


```
Buildroot 2021.02.6 Configuration
External options
*** EXTPACK is an extensive package (https://github.com/symfund/buildroot)
Packages source location ---
[*] Lvgl
[*] built as a Wayland client
[*] built with touchscreen support
    default touchscreen type (capacitive) ---
[ ] nqptp
[ ] airplay
[*] Openssh server configuration
[*] Permit Root Login
[*] Enable Password Authentication
[*] Permit Empty Passwords
[*] Auto login without typing user name or password
[ ] IP static configuration

<select>  < Exit >  < Help >  < Save >  < Load >
```


Runing LVGL on Wayland

- Touch the terminal icon in the title bar to launch the **weston-terminal**.
- On the command line, type '**lvgl_fb &**' to run LVGL application.



The skeleton minimal LVGL with Wayland

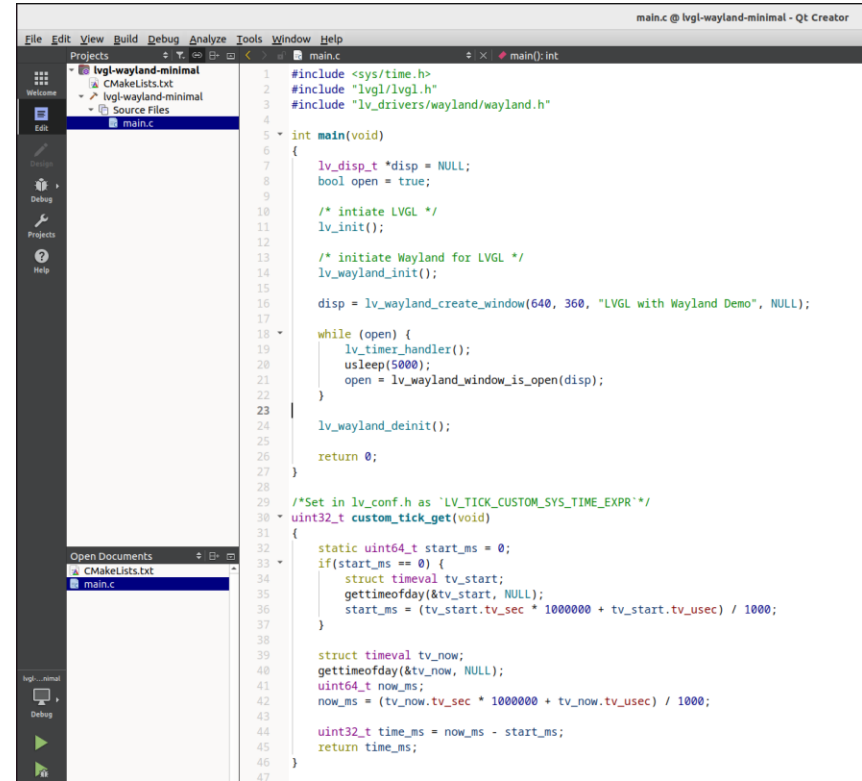
- The skeleton example

[ma35d1-portal/examples/wayland/lvgl/lvgl-wayland-minimal](https://github.com/marcel-strohm/ma35d1-portal/tree/main/examples/wayland/lvgl/lvgl-wayland-minimal)

- Modify *CMakeLists.txt*, set variable **BR2_DIR** to the actual path of Buildroot. If Qt Creator uses SDK toolchain, just set **CMAKE_SYSROOT** to the path of SDK SYSROOT.

`set(BR2_DIR "/path/to/buildroot")`

`set(CMAKE_SYSROOT "/path/to/sysroot")`



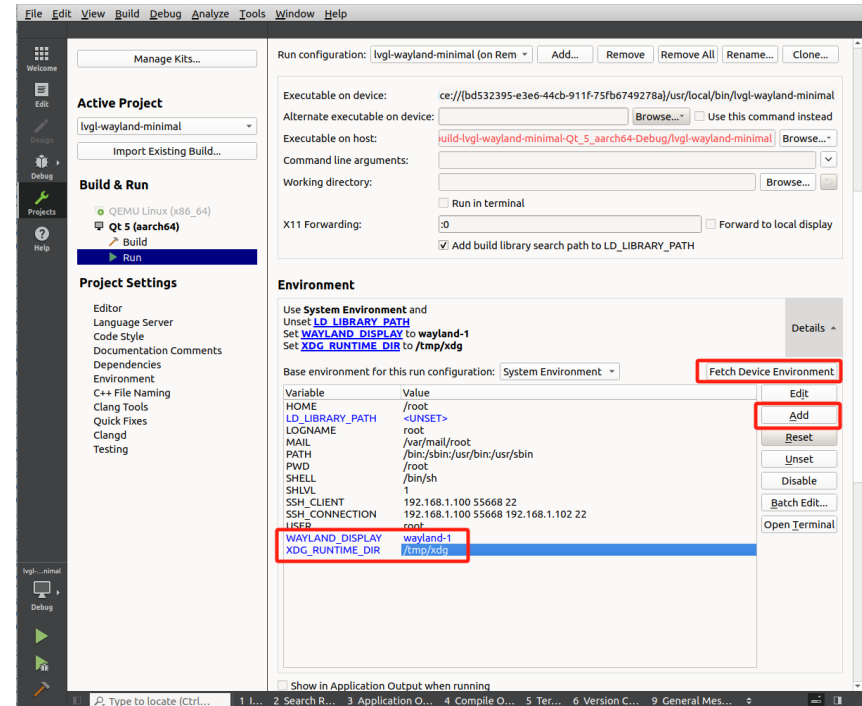
```

1  #include <sys/time.h>
2  #include "lvgl/lvgl.h"
3  #include "lv_drivers/wayland/wayland.h"
4
5  int main(void)
6  {
7      lv_disp_t *disp = NULL;
8      bool open = true;
9
10     /* initiate LVGL */
11     lv_init();
12
13     /* initiate Wayland for LVGL */
14     lv_wayland_init();
15
16     disp = lv_wayland_create_window(640, 360, "LVGL with Wayland Demo", NULL);
17
18     while (open) {
19         lv_timer_handler();
20         usleep(5000);
21         open = lv_wayland_window_is_open(disp);
22     }
23
24     lv_wayland_deinit();
25     return 0;
26 }
27
28 /*Set in lv_conf.h as 'LV_TICK_CUSTOM_SYS_TIME_EXPR'*/
29 uint32_t custom_tick_get(void)
30 {
31     static uint64_t start_ms = 0;
32     if(start_ms == 0) {
33         struct timeval tv_start;
34         gettimeofday(&tv_start, NULL);
35         start_ms = (tv_start.tv_sec * 1000000 + tv_start.tv_usec) / 1000;
36     }
37
38     struct timeval tv_now;
39     gettimeofday(&tv_now, NULL);
40     uint64_t now_ms;
41     now_ms = (tv_now.tv_sec * 1000000 + tv_now.tv_usec) / 1000;
42
43     uint32_t time_ms = now_ms - start_ms;
44     return time_ms;
45 }
46
47

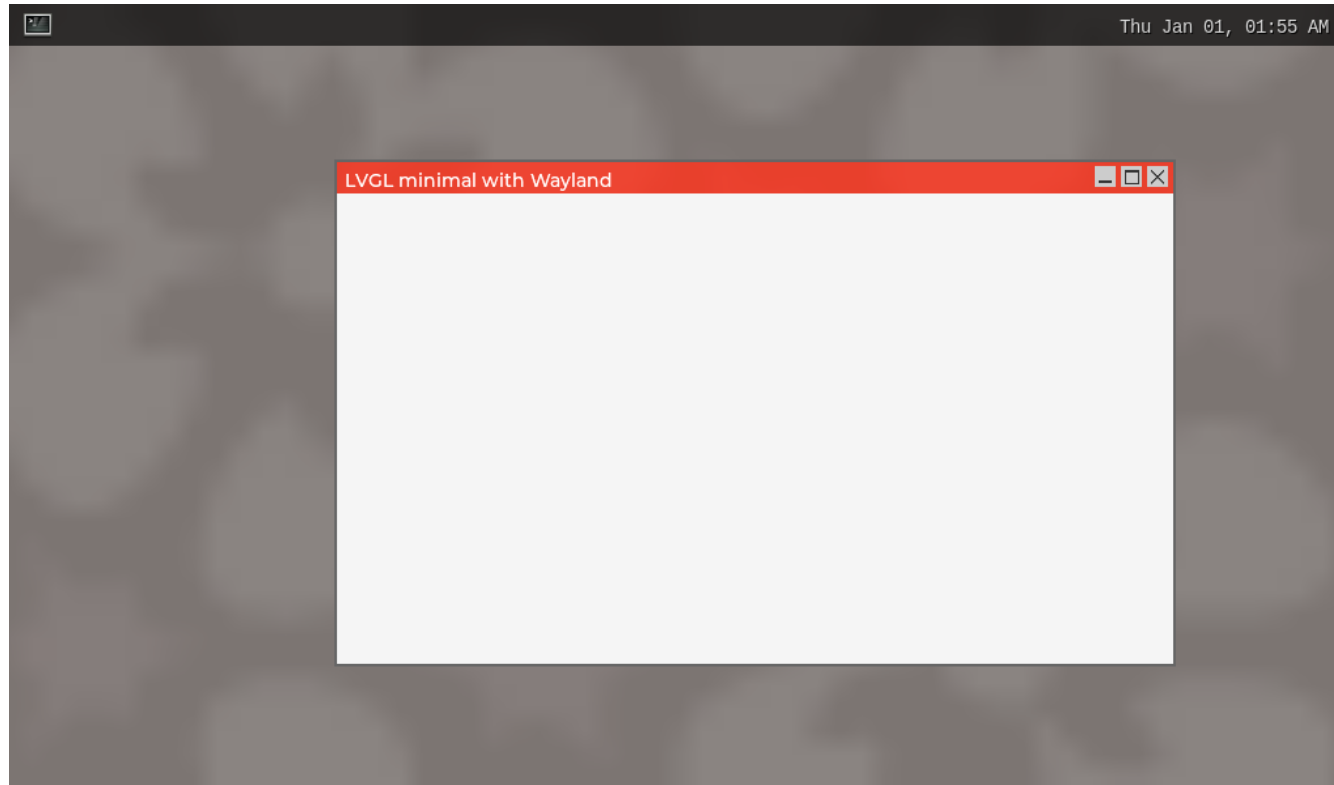
```

Remote debugging with LVGL on Wayland

- Fetch device environment
- Add two variables
 - **XDG_RUNTIME_DIR** (/tmp/xdg)
 - **WAYLAND_DISPLAY** (wayland-1)



LVGL minimal with Wayland





Qt5 with Wayland

<https://www.qt.io>

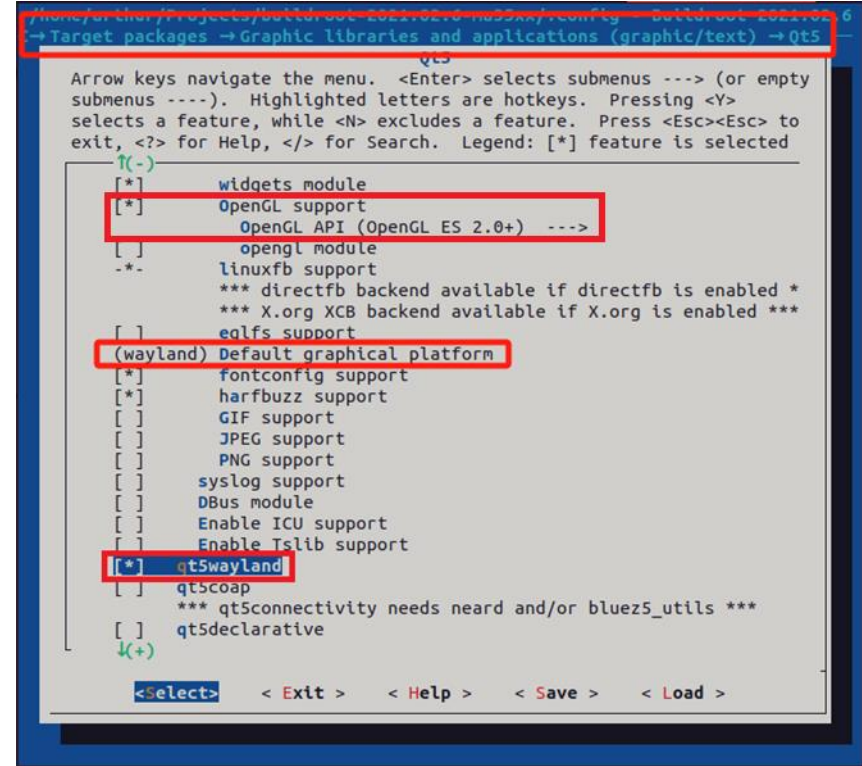
Configuring Buildroot to enable Qt5

- **Select Qt5**

Component `qt5wayland` requires *OpenGL support*. OpenGL API uses *OpenGL ES 2.0+*.

The *default graphical platform* is set to `wayland` or `wayland-egl`.

With wayland enabled, *qt5wayland* component should always be selected.

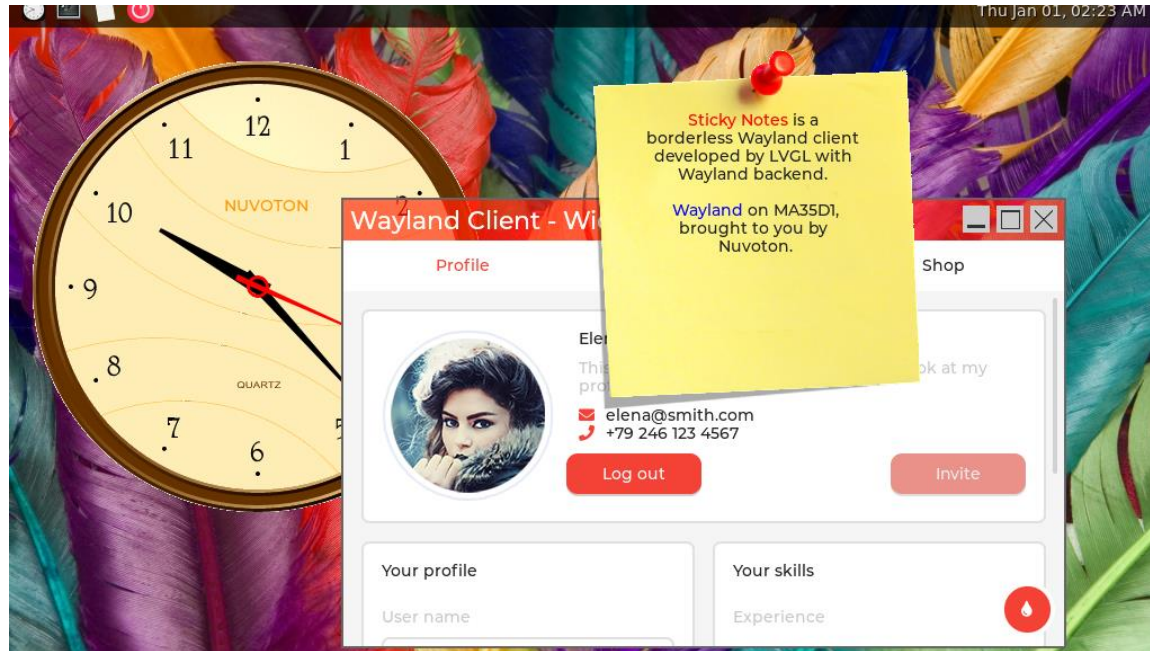


The screenshot shows the Buildroot configuration menu. At the top, a red box highlights the navigation path: "Target packages → Graphic libraries and applications (graphic/text) → Qt5". Below this, a text box explains the navigation controls: "Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenu ---). Highlighted letters are hotkeys. Pressing <Y> selects a feature, while <N> excludes a feature. Press <Esc><Esc> to exit, <?> for Help, </> for Search. Legend: [*] feature is selected". The menu lists various features with checkboxes. A red box highlights "OpenGL support", which is expanded to show "OpenGL API (OpenGL ES 2.0+) --->". Another red box highlights "(wayland) Default graphical platform". At the bottom, a red box highlights "[*] qt5wayland". The bottom of the screen shows navigation buttons: "<Select>", "<Exit>", "<Help>", "<Save>", and "<Load>".

```
phone/other/projects/buildroot-2022.02.0-massx/config - Buildroot 2022.02.0 6
→ Target packages → Graphic libraries and applications (graphic/text) → Qt5
Qt5
Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty
submenu ---). Highlighted letters are hotkeys. Pressing <Y>
selects a feature, while <N> excludes a feature. Press <Esc><Esc> to
exit, <?> for Help, </> for Search. Legend: [*] feature is selected
[*] (-)
[*] widgets module
[*] OpenGL support
    OpenGL API (OpenGL ES 2.0+) --->
    opengl module
[*] linuxfb support
    *** directfb backend available if directfb is enabled *
    *** X.org XCB backend available if X.org is enabled ***
[*] eglfs support
(wayland) Default graphical platform
[*] fontconfig support
[*] harfbuzz support
[*] GIF support
[*] JPEG support
[*] PNG support
[*] syslog support
[*] DBus module
[*] Enable ICU support
[*] Enable Islib support
[*] qt5wayland
[*] qt5coap
    *** qt5connectivity needs neard and/or bluez5_utils ***
[*] qt5declarative
k(+)
<Select>  <Exit>  <Help>  <Save>  <Load>
```

Qt5 Icons example on Wayland





Customizing Weston

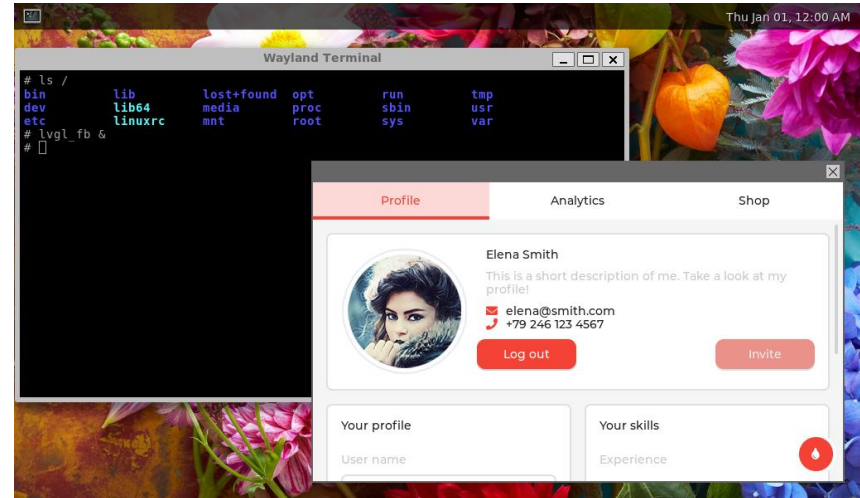
Changing wallpapers, adding launch icons, setting idle lock time

Changing wallpaper

- Prepare a wallpaper on target location
`/usr/share/weston/wallpaper.jpg`
- Edit **`/etc/xdg/weston/weston.ini`**, under section **'shell'**, modify the entry **'background-image'**

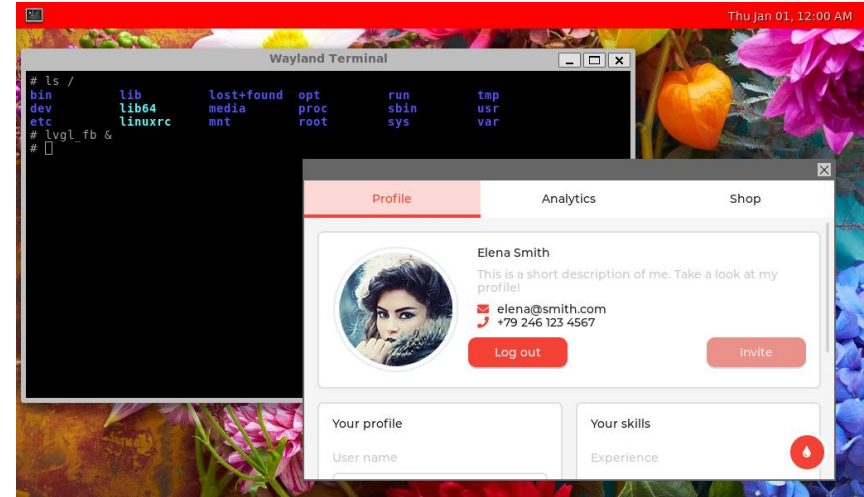
[shell]

`background-image=/usr/share/weston/wallpaper.jpg`



Changing task panel color to Red

- Edit `/etc/xdg/weston/weston.ini`,
under section **'shell'**, modify the
entry **'panel-color'**
`[shell]`
`panel-color=0xffff0000`
- Add translucent color
`[shell]`
`panel-color=0x12ff0000`



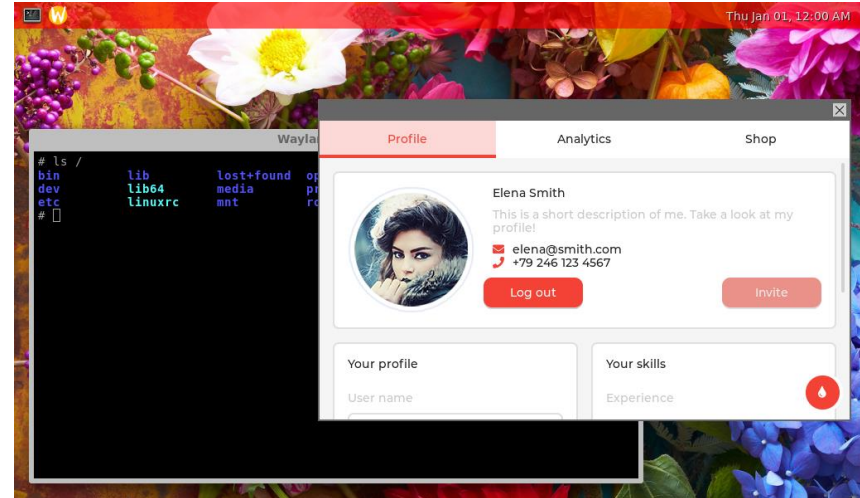
Adding launch icons in task panel

- Edit `/etc/xdg/weston/weston.ini`, add section **'launcher'**, under section **'launcher'**, append entries **'icon'** and **'path'**

[launcher]

icon=`/usr/share/weston/wayland24.png`

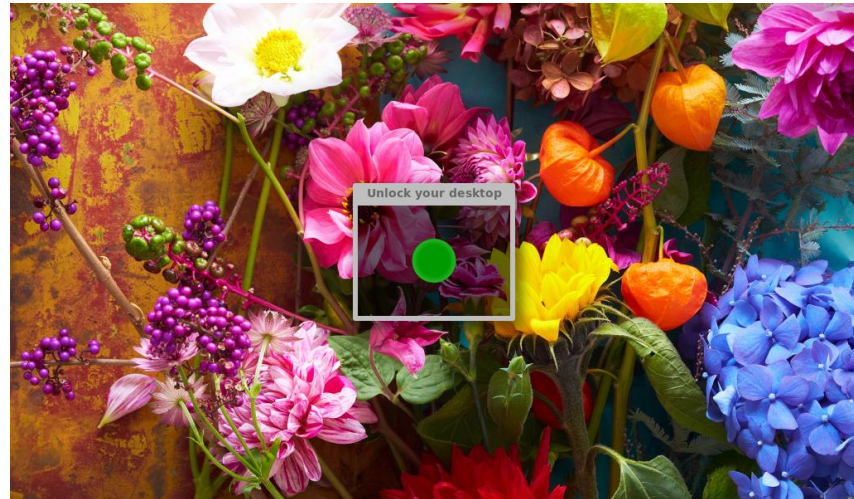
path=`/usr/bin/lvgl_fb`



Setting idle lock time

- Edit `/etc/xdg/weston/weston.ini`, under section **'core'**, modify the entry **'idle-time'** (seconds)

```
[core]  
idle-time=300
```



Irregular non-rectangle shaped window

- Some irregular non-rectangle shaped window applications like **Analog Clock** require LVGL to run with window decorations (title, border) disabled. This goal can be achieved by setting environment variable `LV_WAYLAND_DISABLE_WINDOWDECORATION` to **"1"** before launching the shaped window.

```
$ LV_WAYLAND_DISABLE_WINDOWDECORATION=1 lvgl-wayland-analog-clock &
```

