

Xwayland randr resolution change emulation now available in Fedora 31

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As mentioned in an earlier blogpost, I have been working on fixing many games showing a small image centered on a black background when they are run fullscreen under Wayland. In that blogpost I was mostly looking at how to solve this for native Wayland games. But for various reasons almost all games still use X11, so instead I've ended up focussing on fixing this for games using Xwayland.

Xwayland now has support for emulating resolution changes requested by an app through the randr or vidmode extensions. If a client makes a resolution change requests this is remembered and if the client then creates a window located at the monitor's origin and sized to exactly that resolution, then Xwayland will ask the compositor to scale it to fill the entire monitor.

For apps which use `_NET_WM_FULLSCREEN` (e.g. SDL2, SFML or OGRE based apps) to go fullscreen some help from the compositor is necessary. This is currently implemented in mutter. If you are a developer of another compositor and have questions about this, please drop me an email.

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Source URL: <http://www.tuxmachines.org/node/130128>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] <http://www.tuxmachines.org/taxonomy/term/142>

[3] <https://hansdegoede.livejournal.com/22816.html>