

Solus abandons GTK

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One of the leaders of the Solus Linux project, Joshua Strobl, announced his intention to abandon GTK in the development of both future versions of Budgie and the entire ecosystem of applications in Solus. On his blog, he made a number of criticisms of the current state and development plans of GTK, as well as the GNOME development philosophy.

According to him, the widespread implantation of Adwaita as the only true desktop theme and the accompanying removal of part of the API for various kinds of customization has added headaches to developers who maintain the GNOME stack in distributions or integrate their applications into it. All suggested options for customizing the look and feel of GTK-based applications and related libraries are rejected, and members of the GNOME team are insolently rude in response in tickets and social media.

Joshua also complains that GTK4, released a little less than a year ago, slightly complicated the code for working with widgets by prohibiting direct inheritance. But he sees a much more important problem with the abolition of the X11 API, in particular for obtaining the configuration of the connected monitors. Moving towards full support for Wayland, GNOME removed the X server polling functionality, instructing the developer to write their own interfaces to access X11 directly (or to APIs of other operating systems, if the application turned out to be cross-platform).

[2]

Also:

[Rolled back to gtk2 version of yad](#) [3]

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/145>

[2] <https://www.itsfoss.net/solus-abandons-gtk/>

[3] <https://bkhome.org/news/202109/rolled-back-to-gtk2-version-of-yad.html>