

Sway 1.7 improves screen capture and virtual reality in Wayland

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sway 1.7 is available to continue the evolution of this Wayland composer and window manager based on or inspired by the popular i3.

Despite being ?just? a window manager, Sway is one of the most interesting developments when it comes to Wayland composers, and not only that, but is considered by many to be the best implementation of the protocol out there, even by comparison. on top of the GNOME Mutter.

On the other hand, it has been one of the brave few to openly say ?no? to NVIDIA and EGLStreams in order to narrowly defend the standards agreed upon by almost everyone around Wayland and GBM. You know, the word ?standard? gives NVIDIA hives, and the exact reasons are known only to the corporation?s executives.

The first notable new feature of Sway 1.7 is the remove option `--my-next-gpu-wont-be-nvidia`, so the ones that users will have to use from now on `--unsupported-gpu` instead. It?s important to note that, at least officially, the official NVIDIA driver is still not supported (Nouveau should be fine), but we assume that this is a first step towards integrating the particular GBM implementation powered by the GPU manufacturer.

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[GNU Linux](#)

Source URL: <http://www.tuxmachines.org/node/160750>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/144>

[2] <http://www.tuxmachines.org/taxonomy/term/63>

[3] <https://www.itsfoss.net/sway-1-7-improves-screen-capture-and-virtual-reality-in-wayland/>