





Weston/ wayland-ivi-extension 22 Oct 2015 | Genivi community

Eugen Friedrich Software Engineer Advanced Driver Information Technology



Outline

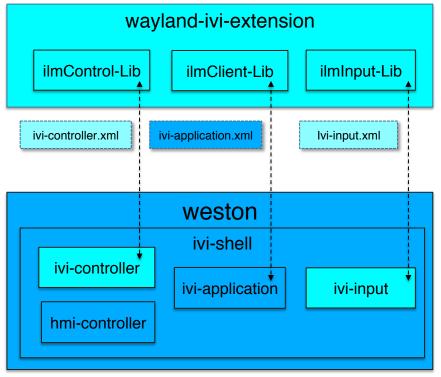
- Details of implementation
 - Git repositories, Genivi focus
- Motivation of chaging the ILM interface
 - Strict separetion between "normal" client and hmi controller
 - Remove redundancy
 - Missing funtionality
 - Ilm_registerNotification
 - Set of input handling api's
- Reference implementation versions



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ILM api implementation

- Wayland extension is Genivi repository
 - ILM api's are implemented here
 - main focus of genivi activities
- Weston is an independent open source project
 - ivi-shell impementation is here
- Dependency is very high
 - Improvements and bug fixes may affect both repositories





ILM api implementation

- ivi-application.xml, ivi-contoller.xml and ivi-input.xml
 - Wayland protocol definitions
 - protocols are designed to support the know api from LayerManager
 - ILM api in wayland-ivi-extension implements the protocols on the client site
 - Server site is implemented in ivi-shell
 - (ivi-controller, ivi-application, ivi-input)



Motivation of changing the ILM interface

- Separation of "normal" client and controller application
 - "normal" clients only provide content to the compositor and should only include ilm_client.h and link to libilmClient.so
 - Controller applications control the scene and use controller api and should include ilm_control.h and link to libilmControl.so
 - From the begging this idea was in the api design but it was not implemented this way -> WE FIXED IT



Motivation of changing the ILM interface

- Redundant functionality
 - Some of api had very similar functionality
 - Those are removed without loosing any functionality
 - Removed apis:
 - ilm_surfaceSetPosition, ilm_surfaceGetPosition
 - ilm_layerSetPosition, ilm_layerGetPosition
 - ilm_layerSetDimension, ilm_layerGetDimension
 - ilm_surfaceSetDimension



Motivation of changing the ILM interface

- Missing functionality
 - Notification of creation and destroying of layers and surfaces
 - New api is added IIm_registerNotification



Input api

- Allows explicit input routing from concrete input device to ilm surfaces
- Input devices have to be grouped into seats
 - Default seat is always available
 - Final grouping and assigning to the seats has to be done in a concrete system according to the system requirements
- One input event can be distributed to several surfaces
 - Use case: multiple keyboard focus



Input api

- Setup the input routing by using input api
 - ilm_setInputAcceptanceOn
 - to be done by HMI/Application controller
- Control the input focus :
 - ilm_setInputFocus
 - to be done by HMI/Application controller



Input api

- ilm_getInputAcceptanceOn
 - get the list of seats which the surface accepts
- ilm_getInputFocus
 - get the list of focused surfaces with corresponding device types
- ilm_getInputDevices
 - get the list of seats with given input device types
- ilm_getInputDeviceCapabilities
 - get the list of input device types which the given seat has



and the big thanks goes to

- Emre Ucan
- Tanibata Nobuhiko
- Others LayerManagement community members



Reference implementation details

- Weston repository tagged with 1.8 http://cgit.freedesktop.org/wayland/weston
- Wayland-ivi-extension repository tagged with 1.5 http://git.projects.genivi.org/?p=wayland-ivi-extension.git



Urgent questions? let get to practice ...



Additional information

• http://wiki.projects.genivi.org/index.php/Wayland_IVI_Extension_Design