

```
static void  
properties(GObjectClass  
*gobject_class)  
{  
    GSpec *pspec;  
  
    g_object_class_install_property(gobject_class,  
        PROP_ATTRIBUTE, g_param_spec_string("  
        "attribute", "Attribute", "uint64"  
        "MODE", "  
        "mode", "  
        "0", "  
        "4", "  
        "7", "  
        "3", "  
        "0"
```

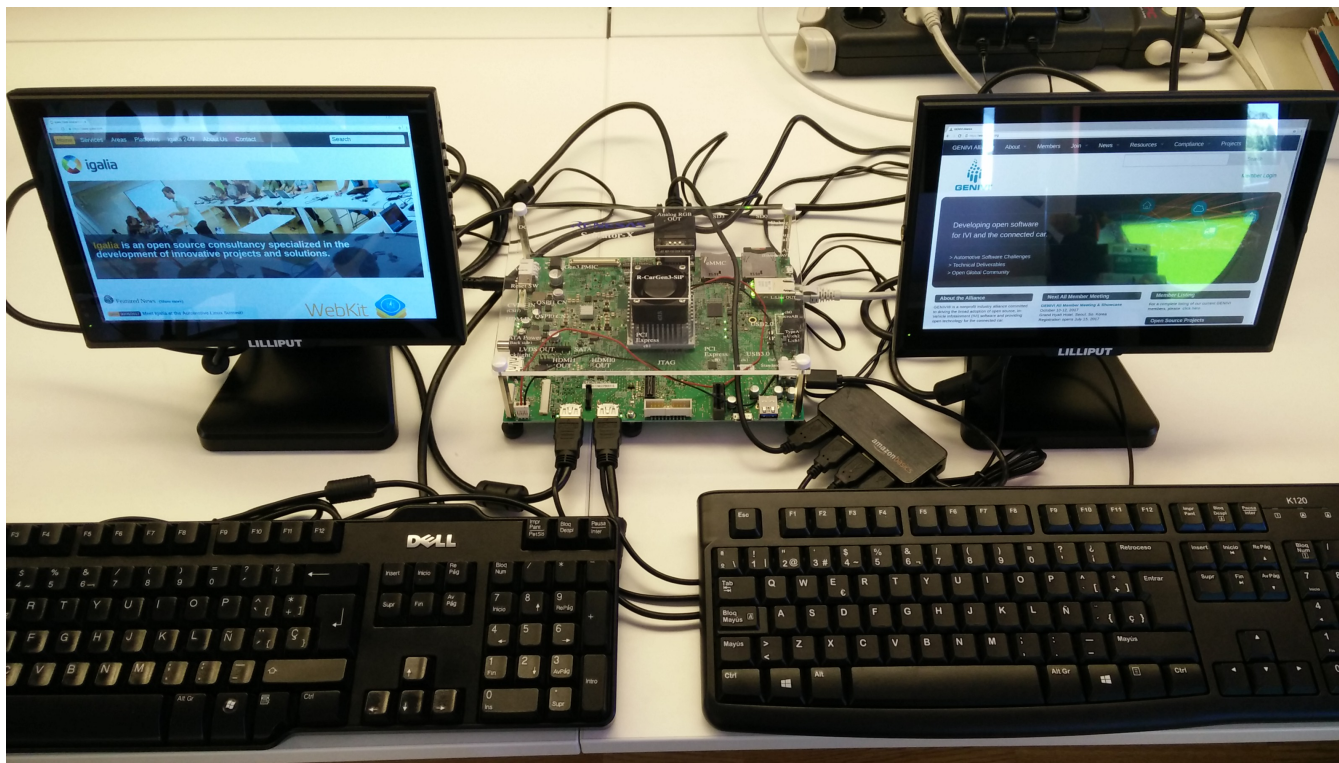
blogs.igalia.com/jaragunde



Exhibit 1 & 2



Exhibit 3



Wayland

- Lightweight → very popular on embedded
- Not officially supported yet!
- Two existing implementations:
 - by Intel → development stopped
 - by Igalia/Renesas → ongoing and aligned with ToT

Toolchain

- Friction among:
 - Chromium toolchain
 - Host system toolchain
 - Cross-compilation toolchain
 - Yocto/OpenEmbedded or Buildroot toolchains
 - BSP-provided toolchain

Build system, environment

- depot_tools are not there!
- Get GN built
- Yocto/OpenEmbedded, Buildroot configuration
- Program interaction with GN
- Toolchain configuration

Other

- Graphics drivers
- Device-specific optimization
- Downstream patches
- Keep up with upstream changes

Thank you!



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