

State of text input on Wayland

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Between the last impromptu talk at GUADEC 2018, text input on Wayland has become more organized and more widely adopted. As before, the three-pronged approach of `text_input`, `input_method`, and virtual keyboard still causes confusion, but increased interest in implementing it helps find problems and come closer to something that really works for many use cases.

The talk will mention how a broken assumption causes a broken protocol, and why we're not done with Wayland input methods yet.

It's recommended to people who want to know more about the current state of input methods on Wayland. Recommended background: aforementioned GUADEC talk, [wayland-protocols](https://wayland.freedesktop.org/) repository, my blog: https://dcz_self.gitlab.io/

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

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