bspwm Tiling window manager

CONCEPTS

bspwm only manages windows. Keys come from sxhkd, which runs bspc commands; bspc talks to bspwm over a socket.

sxhkd hotkey daemon
↓ runs
bspc client
↓ socket
bspwm window tree
How a keypress becomes a layout change

FOCUS AND MOVE

`bspc node -f <dir>`
Focus window by direction (north/south/east/west)

`bspc node -f next.local.!hidden.window`
Cycle windows on this desktop

`bspc node -s <dir>`
Swap with the window in a direction

`bspc node -d <desktop>`
Send window to a desktop

`bspc node -d <desktop> --follow`
Send window and follow it

`bspc node -c`
Close window politely

STATE AND FLAGS

`bspc node -t tiled`
Make the window tiled

`bspc node -t floating`
Make the window floating

`bspc node -t ~fullscreen`
Toggle fullscreen

`bspc node -z <side> <dx> <dy>`
Resize by dragging a side or corner

SPLITS AND LAYOUT

`bspc node -p <dir>`
Preselect where the next window opens

SPLITS AND LAYOUT (cont.)

`bspc node @/ -R 90`
Rotate the whole desktop tree

`bspc desktop -l next`
Toggle tiled/monocle layout

DESKTOPS

`bspc desktop -f <desktop>`
Focus a desktop by name

`bspc desktop -f ^<n>`
Focus the nth desktop

`bspc desktop -f next.local`
Next desktop on this monitor

`bspc desktop -f last`
Back to the previous desktop

MONITORS

`bspc monitor -d I II III IV V`
Name this monitor's desktops

`bspc monitor <name> -d <names>...`
Set desktops for a given monitor

RULES

`bspc rule -a <Class> state=floating`
Float windows of a class

CONFIG

`bspc config window_gap <px>`
Gap between windows

`bspc config border_width <px>`
Window border width

SXHKD BINDINGS

`super + {h,j,k,l}`
Focus west/south/north/east

`super + {_,shift + }{1-9,0}`
Go to / send to desktop

`super + Escape`
Reload sxhkd