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

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

QUERY

bspc query -N
List node IDs

bspc query -D --names
List desktop names

RULES

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

bspc rule -a *<Class>* **desktop=^2 follow=on**
Open on a desktop and follow

CONFIG

bspc config window_gap *<px>*
Gap between windows

bspc config border_width *<px>*
Window border width

bspc config focus_follows_pointer true
Focus under the mouse

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