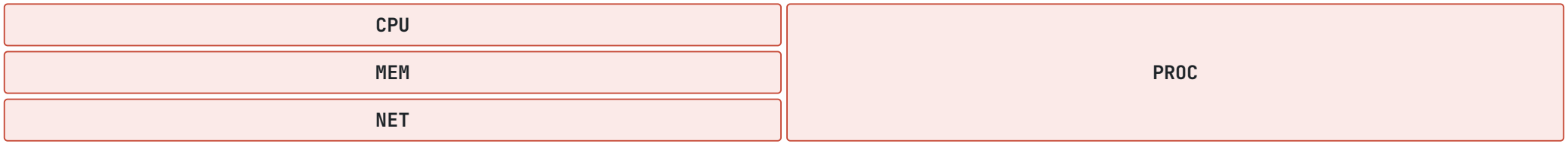
btop++ Resource monitor



Boxes 1-4 toggle CPU, MEM, NET, PROC

CONCEPTS

Keys marked Selected only work while a process is highlighted in the PROC box; press Up or Down first.

Buttons with a highlighted letter on screen are clickable, and the mouse wheel scrolls lists.

Vim keys (h j k l g G) are off by default; with vim_keys on, help and kill move to Shift+H and Shift+K.

BOXES AND VIEWS

1 Toggle CPU box

2 Toggle MEM box

3 Toggle NET box

4 Toggle PROC box

5 Toggle GPU box

p / **Shift** + **p**
Next / previous preset

BOXES AND VIEWS (cont.)

d
Toggle disks view in MEM

i
Disk IO mode with big graphs

Plus / **Minus**
Update interval +/- 100ms

b / **n**
Previous / next network device

a
Toggle network auto scaling

z Reset network totals

PROCESS LIST

Up / **Down**
Select a process

Enter
Show details of selected process

PgUp / **PgDn**
Jump one page

Home / **End**
First / last page

PROCESS LIST (cont.)

Left / **Right**
Previous / next sort column

r Reverse sort order

e Toggle tree view

Space
Expand / collapse in tree (Selected)

C
Expand / collapse children

E
Expand / collapse all in tree

c
Per-core CPU usage of processes

F Follow selected process

u Pause the process list

FILTER

f / **/**
Enter a process filter

Delete Clear the filter

!<regex> Filter by regex

FILTER (cont.)

`btop -f <text>`
Start with a filter

SIGNALS

t
Terminate with SIGTERM (Selected)

k
Kill with SIGKILL (Selected)

s
Choose or enter a signal (Selected)

N
Set nice value (Selected)

MENU AND CONFIG

Esc / **m**
Toggle main menu

F2 / **o** Show options

F1 / **?** / **h**
Show help window

Ctrl + **r**
Reload config from disk

q / **Ctrl** + **c** Quit

MENU AND CONFIG (cont.)

`~/.config/btop/btop.conf`
Config file

COMMAND LINE

`btop`
Start btop

`btop -p <0-9>`
Start with a preset

`btop -u <ms>`
Set update rate

`btop -l`
256 colours only

RECIPES

Find and stop a runaway process

```
# open btop, then:
# f  type the name  Enter
# Down  select it
# t  (or k if it ignores
SIGTERM)
```

See who owns the memory

```
# Right until the Mem column
is sorted
# r  to flip the order
# e  tree view to group
children
```