cmus Console music player

CONCEPTS

cmus is modal like vi: keys act on the current view, and : opens a command line for everything else.

Library views 1 / 2
↓ y / e
Playlist / Queue views 3 / 4
↓ Enter / c
Playback status line

The queue plays first, ignores shuffle and is emptied as it plays; the library or playlist continues afterwards.

VIEWS

`1`
Library, tree (artist / album)

`2`
Library, sorted track list

`3`
Playlist

`4`
Play queue

`5`
File browser

`7`
Key bindings and settings

`Tab`
Move between tree columns

`Backspace`
Go up a directory (browser)

PLAYBACK

`Enter`
Play selected track

`c`
Pause / unpause

`z` / `b`
Previous / next track

`Left` / `Right`
Seek 5 s back / forward

`=` / `-`
Volume up / down 10%

PLAY MODES

`s`
Toggle shuffle

`r`
Toggle repeat

`C`
Toggle continue

LIBRARY AND QUEUE

`a`
Add to library

`e`
Queue track

`y`
Add to playlist

`D` / `Delete`
Remove from list

NAVIGATION

`j` / `k`
Down / up

SEARCH AND FILTERS

`/`
Search forward

`n` / `N`
Next / previous match

`L`
Live filter the current view

COMMANDS

`:add <path>`
Add file, directory or URL

`:set <opt>=<val>`
Change a setting

`:q`
Quit

CMUS-REMOTE

`cmus-remote -u`
Toggle pause

`cmus-remote -Q`
Print player status