Hyprland Dynamic tiling Wayland compositor

CONCEPTS

> Mod is Super in the stock config (local mainMod = "SUPER"). Every key below is a default bind from the example hyprland.lua and is yours to change.

> Since 0.55 the config is Lua (hyprland.lua); the old hyprlang syntax is deprecated. A bind is hl.bind("SUPER + Q", hl.dsp.exec_cmd("kitty")), keys joined with ' + '.

LAUNCH AND CLOSE

Mod + Q
Open terminal

Mod + R
Open app launcher

Mod + C
Close focused window

FOCUS AND MOVE

Mod + Arrows
Focus left / right / up / down

`hl.dsp.window.move({ direction = "left" })`
Move window in a direction

LAYOUT AND STATE

Mod + V
Toggle floating

Mod + J
Toggle split direction

`hl.dsp.window.fullscreen()`
Toggle fullscreen

WORKSPACES

Mod + 1-9
Switch to workspace N

WORKSPACES (cont.)

Mod + Shift + 1-9
Move window to workspace N

Mod + S
Toggle scratchpad workspace

Mod + Shift + S
Send window to scratchpad

`focus({ workspace = "previous" })`
Back to previous workspace

MOUSE

Mod + LMB
Drag a window

Mod + RMB
Resize a window

BIND SYNTAX

`hl.bind(<keys>, <dispatcher>, { <flags> })`
Define a keybind

`hl.dsp.exec_cmd(<cmd>)`
Run a shell command

`{ repeating = true }`
Repeat while held

`{ locked = true }`
Work on the lock screen

HYPRCTL

`hyprctl reload`
Reload the config

`hyprctl dispatch '<lua dispatcher>'`
Run a dispatcher now

`hyprctl clients`
List windows with properties

`hyprctl monitors`
List monitors

`hyprctl activewindow`
Show the focused window