i3 Tiling window manager

CONCEPTS

Mod is Alt by default; many configs set it to Super (set $mod Mod4). All keys here are the default config's; j k l ; are left, down, up, right.

Output a monitor
- **Workspace** one named desktop
  - **Container** split, stacked or tabbed
    - **Window** leaf of the tree

FOCUS

Mod + **Arrows**
Focus left / down / up / right

Mod + **a**
Focus parent container

Mod + **Shift** + **q**
Kill focused window

MOVE WINDOWS

Mod + **Shift** + **Arrows**
Move window left / down / up / right

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

LAYOUTS AND SPLITS

Mod + **h**
Next window opens beside this one

Mod + **v**
Next window opens below this one

Mod + **f**
Toggle fullscreen

Mod + **s**
Stacking layout

Mod + **w**
Tabbed layout

Mod + **e**
Back to split layout; toggles h / v

WORKSPACES

Mod + **1-9**
Switch to workspace N

`workspace back_and_forth`
Toggle with previous workspace

FLOATING AND SCRATCHPAD

Mod + **Shift** + **Space**
Toggle floating

Mod + **Left-drag**
Move a floating window

Mod + **Right-drag**
Resize a floating window

Mod + **Shift** + **-**
Send window to scratchpad

Mod + **-**
Show / hide scratchpad window

RESIZE

Mod + **r**
Enter resize mode

SESSION AND CONFIG

Mod + **Enter**
Open terminal

Mod + **d**
Open launcher (dmenu)

Mod + **Shift** + **c**
Reload config

Mod + **Shift** + **r**
Restart i3 in place

`i3-msg <command>`
Run any i3 command from a shell

`bindsym $mod+<key> <command>`
Bind a key to a command (config)

`set $mod Mod4`
Use Super as the modifier (config)