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)