Sway Wayland tiling compositor

CONCEPTS

Mod is Super (Mod4) in the stock /etc/sway/config; copy it to ~/.config/sway/config and edit. h j k l or the arrow keys move; the launcher and terminal are whatever $menu and $term name.

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 + **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 + **b**
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**
Toggle split layout, h / v

WORKSPACES

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

`workspace back_and_forth`
Toggle with previous workspace

`workspace next / workspace prev`
Cycle through used workspaces

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

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

`swaymsg <command>`
Run any sway command from a shell

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

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