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)