Sway Wayland tiling compositor

START HERE

Mod + Enter
Open a terminal

Mod + Shift + 1-9
Send window to workspace

Mod + d
Launch an app

Mod + f
Toggle fullscreen

Mod + Arrows
Focus a neighbour

Mod + Shift + q
Close the window

Mod + 1-9
Switch workspace

Mod + Shift + c
Reload the config

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

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.

Sway is an i3-compatible Wayland compositor: same tree model and almost the same commands, but X11 tools (xrandr, xdotool) do not apply.

Config: ~/.config/sway/config. Mod+Shift+c reloads it; there is no restart, a crash ends the session.

FOCUS

Mod + Arrows
Focus left / down / up / right
Mod+h, j, k, l do the same: left, down, up, right.

Mod + a
Focus parent container
Press again to climb further; focus child steps back down.

Mod + Space
Toggle focus tiling / floating

Mod + Shift + q
Kill focused window

focus output *<dir>*
Focus another monitor

[app_id="*<name>***"] focus**
Jump to a window by criteria
Use in a bindsym or via swaymsg. Native Wayland apps match app_id; XWayland apps match class.

MOVE WINDOWS

Mod + Shift + Arrows
Move window left / down / up / right
Mod+Shift+h, j, k, l do the same.

Mod + Shift + 1-9
Move window to workspace

move container to output *<dir>*
Send window to another monitor

swap container with con_id *<id>*
Swap two windows

MOVE WINDOWS (cont.)

mark --add *<name>*
Tag the focused window

move container to mark *<name>*
Send window to a marked one

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

layout toggle all
Cycle through every layout

gaps inner all set *<px>*
Change gaps at runtime

WORKSPACES

Mod + 1-9
Switch to workspace N
Mod+0 goes to workspace 10.

workspace back_and_forth
Toggle with previous workspace

workspace next / workspace prev
Cycle through used workspaces

workspace number *<n>:<name>*
Switch to a named workspace

move workspace to output *<dir>*
Send workspace to another monitor

workspace *<ws>* **output** *<output>*
Pin a workspace to a monitor (config)

assign [app_id="*<name>***"] workspace** *<ws>*
Always open an app on a workspace (config)

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

for_window [app_id="*<name>***"] floating enable**
Always float an app (config)

floating_modifier Mod normal
Mouse modifier for drags (config)

RESIZE

Mod + r Enter resize mode

h / j / k / l
Shrink width / grow height / shrink height / grow width
Arrows do the same in the stock config.

Enter / Esc
Leave resize mode

resize set *<w> <h>*
Set an exact size

SESSION AND CONFIG

Mod + Enter Open terminal

Mod + d Open launcher

Mod + Shift + c
Reload config

Mod + Shift + e
Exit sway (asks first)

sway -C
Check the config for errors

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

swaymsg -t get_tree
Dump the window tree as JSON
Also get_outputs, get_inputs and get_workspaces.

SESSION AND CONFIG (cont.)

swaymsg -t get_inputs
List input devices and their names

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

bindsym --release *<key>* *<command>*
Fire on key release (config)

exec *<command>*
Start once at login (config)

exec_always *<command>*
Also run on every reload (config)

mode "*<name>***" { ... }**
Define a binding mode (config)

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

output *<name>* **resolution** *<w>*x*<h>* **position** *<x>* *<y>*
Configure a monitor (config)

input type:keyboard xkb_layout *<layout>*
Set keyboard layout (config)

RECIPES

Scratchpad terminal

```
# config
bindsym $mod+Shift+minus move
scratchpad
bindsym $mod+minus scratchpad
show
for_window [app_id="scratch"]
move scratchpad
# foot --app-id scratch &
```

Resize mode

```
mode "resize" {
    bindsym l resize grow width
10px
    bindsym Escape mode
"default"
}
bindsym $mod+r mode "resize"
```

Pin apps to workspaces

```
assign [app_id="firefox"]
workspace 2
for_window
[app_id="pavucontrol"] floating
enable
```

Two monitors

```
swaymsg -t get_outputs
output DP-1 position 0 0
output HDMI-A-1 position 1920 0
workspace 1 output DP-1
```