tmuxinator tmux session templates

CONCEPTS

A project is a YAML file that describes one tmux session: windows, panes and the commands each runs.

Project file name, root, hooks
- **Window** layout, root
  - **Pane** command

tmuxinator only builds the session; once it runs, you work in plain tmux.

PROJECTS

`tmuxinator new <project>`
Create a project and open it in $EDITOR

`tmuxinator edit <project>`
Edit an existing project file

`tmuxinator list`
List configured projects

`tmuxinator open <project>`
Open a project, creating it if missing

`tmuxinator copy <old> <new>`
Duplicate a project

`tmuxinator delete <project>`
Remove a project file

`tmuxinator new <project> <session>`
Build a project from a running tmux session

START AND STOP

`tmuxinator start <project>`
Create the session and attach

`tmuxinator start`
Start from ./.tmuxinator.yml

`tmuxinator stop <project>`
Stop a project's session

`tmuxinator start <project> --append`
Add windows to the current session

PROJECT FILE: TOP LEVEL

`name: <name>`
Session name (no dots)

`root: ~/code/app`
Directory every window starts in

`windows:`
List of window definitions

`startup_window: <name>`
Window selected on start

`startup_pane: <index>`
Pane selected in that window

`pre_window: <cmd>`
Run before every pane's commands

`attach: false`
Create the session without attaching

WINDOWS AND PANES

`- editor: vim`
Window with a name and one command

`layout: main-vertical`
Pane layout for the window

`panes:`
List of panes in the window

`- logs: tail -f log/dev.log`
Named pane running a command

`root: <dir>`
Window-specific root directory

HOOKS AND TEMPLATES

`on_project_first_start: <cmd>`
Run only when the session is created

SETUP AND DEBUG

`tmuxinator doctor`
Check tmux, editor and shell setup

`tmuxinator debug <project>`
Print the shell commands it would run

`tmuxinator version`
Show the installed version