xmonad Haskell tiling manager

CONCEPTS

Mod is Alt by default (Mod1). Many configs switch to Super with modMask = mod4Mask. All keys here are the defaults.

Screen each has its own workspace
- **Workspace** 9 by default, own layout
  - **Master + stack** tiled windows

Config is plain Haskell in ~/.config/xmonad/xmonad.hs (or ~/.xmonad/xmonad.hs). Missing file means the built-in defaults.

Tiling is master and stack: a master area on one side, the rest stacked beside it. Alt+Return swaps a window into master.

A floating window is dragged or resized with the mouse; Alt+t pushes it back into the tiling.

LAUNCH AND CLOSE

Alt + Shift + Enter
Open a terminal

Alt + p Launch dmenu

Alt + Shift + p Launch gmrun

Alt + Shift + c
Close focused window

Alt + Shift + / / Alt + ?
Show key help in xmessage

FOCUS

Alt + j / Alt + Tab
Focus next window

Alt + k / Alt + Shift + Tab
Focus previous window

Alt + m Focus master window

Alt + w / Alt + e / Alt + r
Focus screen 1 / 2 / 3

Alt + n Refresh window sizes

MOVE WINDOWS

Alt + Return
Swap with master

MOVE WINDOWS (cont.)

Alt + Shift + j
Swap with next window

Alt + Shift + k
Swap with previous window

Alt + Shift + w / Alt + Shift + e / Alt + Shift + r
Send window to screen 1 / 2 / 3

Alt + t
Push floating window back to tiling

LAYOUTS

Alt + Space Next layout

Alt + Shift + Space
Reset layout to default

Alt + h Shrink master area

Alt + l Grow master area

Alt + ,
One more window in master

Alt + .
One fewer window in master

Default layouts

Layout	Looks like
Tall	Master left, stack right
Mirror Tall	Master top, stack below
Full	Focused window fills the screen

WORKSPACES

Alt + 1-9
Switch to workspace N

Alt + Shift + 1-9
Move window to workspace N

Pressing Alt+N for a workspace shown on another screen swaps focus to that screen's view instead of duplicating it.

MOUSE

Alt + Button1 › drag
Float and move window

Alt + Button3 › drag
Float and resize window

Alt + Button2
Raise window to top

SESSION AND CONFIG

Alt + q
Recompile config and restart

Alt + Shift + q Quit xmonad

`xmonad --recompile`
Rebuild xmonad.hs without restarting

`xmonad --restart`
Restart the running xmonad

`xmonad --replace`
Replace the current window manager

`xmonad --version`
Print the version

Config lookup order

Source	Used when
`$XMONAD_CONFIG_DIR/xmonad.hs`	Any XMONAD variable is set
`~/.xmonad/xmonad.hs`	That directory exists
`$XDG_CONFIG_HOME/xmonad/xmonad.hs`	Otherwis (default ~/.config

Extra modules go in lib/ next to xmonad.hs and are visible to GHC. A compile error is shown in xmessage and the old build keeps running.

RECIPES

Minimal xmonad.hs

```
import XMonad

main :: IO ()
main = xmonad def
  { modMask  = mod4Mask   --
Super key
  , terminal = "alacritty"
  }
```

Apply a config change

```
# edit the config, then check it
builds
xmonad --recompile
# then restart in place: Alt+q
```

Start from .xinitrc

```
# ~/.xinitrc
setxkbmap us &
exec xmonad
```

Try it under a running WM

```
xmonad --replace &
# switch back later:
i3 --replace &
```