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.

LAUNCH AND CLOSE

Alt + Shift + Enter
Open a terminal

Alt + p
Launch dmenu

Alt + Shift + c
Close focused window

FOCUS

Alt + j / Alt + Tab
Focus next window

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

Alt + m
Focus master window

MOVE WINDOWS

Alt + Return
Swap with master

Alt + Shift + j
Swap with next window

MOVE WINDOWS (cont.)

Alt + Shift + k
Swap with previous window

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

WORKSPACES

Alt + 1-9
Switch to workspace N

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

MOUSE

Alt + Button1 › drag
Float and move window

Alt + Button3 › drag
Float and resize window

SESSION AND CONFIG

Alt + q
Recompile config and restart

Alt + Shift + q
Quit xmonad

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