

0xDWM Documentation

by
0xR3V

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1. Navigating This Document

- Use (h / j / k / l) to navigate.
- Use s to fit the document to window width.
- Use (+ / -) to zoom in and out.
- Use F11 to enter full screen.
- Use q to quit.

2. General Information about this Build

2.1. The Status Bar

The first section of the status bar going from left to right, is the tag section, and it contains 9 tags:

- TAG 1 for Terminals.
- TAG 2 for Browsers.
- TAG 3 for IDEs (integrated development environment).
- TAG 4 for file managers.
- TAG 5 for media viewers.
- TAG 6 for graphic design softwares and note taking apps.
- TAG 7 for password managers and security softwares.
- TAG 8 for virtualization.
- TAG 9 for torrenting programs and communication protocols such as ssh.

The Second section of the status bar corresponds for the layout mode, and there are 3 layouts:

- Layout 1 which is [T] → Tile mode.
- Layout 2 which is [F] → Floating mode.
- Layout 3 which is [M] → Monocle¹ mode.

The last section is generated by slstatus and you can get my built of slstatus from [github](#), and dwm will display the title of the window you are using in between these sections.

3. Key Bindings

All of the key bindings are case sensitive, Mod+E ≠ Mod+e. You can change these key bindings to fit your needs, [see: “6. Changing Key Bindings”](#) for more information.

Mod+E = Mod+Shift+e

¹Ensures that windows are kept maximized.

3.1. General Bindings

- `Mod+Enter` → Default terminal. (Default: `urxvt`)
- `Mod+q` → Close focused window.
- `Mod+Q`¹ → Exit `dwm`.

3.2. Programs

- `Mod+Enter` → Default terminal. (Default: `urxvt`, [see: “5.1. For the Terminal and for the Browser”](#) for information on how to change the default terminal).
- `Mod+e` → `dmenu`².
- `Mod+F` → Default file manager. (Default: `pcmanfm`)
- `Mod+B` → Default browser. (Default: `Firefox`)
- `Mod+V` → Default virtualization program. (Default: `virt-manager`)
- `Mod+K` → Default password manager. (Default: `KeepassXC`)
- `Mod+M` → Default terminal based music player. (Default: `ncmpcpp`)
- `Mod+T` → Default terminal based task manager. (Default: `htop`)
- `Mod+O` → Default video recording program. (Default: `obs-studio`)
- `Mod+G` → Default picture manipulation program. (Default: `Gimp`)
- `Mod+C` → Default IDE. (Default: `alacritty`, you can change it! [See: “5.2. For Other Programs”](#) for more information)

3.3. Window and Tags

3.3.1. Window Layouts

- `Mod+t` → Set layout to tiling mode (default).
- `Mod+m` → Set layout to monocle mode.
- `Mod+f` → Set layout to floating mode.
- `Mod+Space` → Alter between 2 layout modes.

3.3.2. Window/Tags

- `Mod+(Number)` → Go to tag (number).
- `Mod+Shift+(Number)` → Send active window to tag (number).
- `Mod+Tab` → Switch between current “active” tag and the previous “active” tag.
- `Mod+j/k` → Change focus to different window.
- `Mod+h/l` → Change width of the master window.
- `Mod+(-/+)` → Decrease/increase gaps.
- `Mod+Shift+=` → Set gaps to **0**.
- `Mod+Shift+Space` → Make the active window in floating mode.
- `Mod+s` → Toggle “sticky” mode on the active window.
- `Mod+b` → Toggle the statusbar.

¹Means `Mod+Shift+q`.

²Make sure to have `dmenu` installed, you can get my build from [github](#), or install the default configuration from [suckless](#) website.

3.4. Audio

3.4.1. MPD (Music Player Daemon)

I use [MPD](#) with [ncmpcpp](#) as it's client, to listen to music. If you don't use it, consider making the switch. If you use arch^{btw!} read the arch wiki [MPD article](#) for more information on how to set it up, on your arch host.

- Shift+(AudioRaiseVolume Button) → Raise **MPD** volume by 5%.
- Shift+(AudioLowerVolume Button) → Lower **MPD** volume by 5%.
- Shift+(AudioMute Button) → Set MPD volume to **0**.
- (AudioPlay Button) → Start track.
- (AudioStop Button) → Stop track.
- (AudioPause Button) → Pause track.
- (AudioPrev Button) → Play previous track.
- (AudioNext Button) → Play next track.
- (AudioRewind Button) → Backward 10 seconds.
- (AudioForward Button) → Forward 10 seconds.
- Mod+F6 → Toggle track.
- Mod+F5 → Play next track.
- Mod+F7 → Play previous track.

3.4.2. System Audio

- (AudioRaiseVolume Button) → Raise **system** volume by 5%.
- (AudioLowerVolume Button) → Lower **system** volume by 5%.
- (AudioMute Button) → Mute **system** audio.

3.5. Screen

3.5.1. Brightness

You must have `xbacklight` installed.

- (MonBrightnessUp Button) → Increase Brightness by 15%.
- (MonBrightnessDown Button) → Decrease Brightness by 15%.

3.5.2. Screen Focus

- Mod+(, / .) → Change focused monitor.
- Mod+Shift+(, / .) → Send focused window to the other monitor.

3.5.3. Capturing the Screen

By capturing I mean screenshotting/recording a screen. Some of these bindings require you to install some scripts for **dmenu**. You must have `maim` and `ffmpeg` installed.

- (PrintScreen Button) → Take a full screenshot.
- Shift+(PrintScreen Button) → multiple screenshots action (require: [Luke Smith's maimpick script](#))

Install it in `~/.config/local/bin/`, and add the directory to **PATH**, do

the same for the other scripts.

- Mod+(PrintScreen Button) → Opens dmenu menu to select kind of audio/video recording. (require: [Luke Smith's dmenurecord script](#))

Don't forget to put it in `~/.local/bin`

- Mod+Delete → Kills any recording started in the above way.
- Mod+(Scroll Lock Button) → Opens a webcam for screencasting in the fifth tag.

4. Additional Dmenu Scripts

- Mod+u → Dmenu script to copy an emoji. (require: [Luke Smith's dmenuunicode script](#) and [Luke Smith's Emoji and font-awesome file](#))

Add dmenuunicode to `~/.local/bin` and the 2 files in the `~/.local/share/larbs/chars/`.

5. Changing Default Programs

AFTER ANY CHANGES, run “sudo make clean install” and restart dwm, for changes to reflect.

5.1. For the Terminal and for the Browser

Let's say you want the default terminal “st” and the default browser “chromium”, you need to change the following code in `config.h`.

FROM:

```
old config.h

/* Constants */
#define TERMCLASS "URxvt"
#define TERMINAL "urxvtc"
#define BROWSERCLASS "firefox"
#define BROWSER "firefox"
```

TO:

```
new config.h

/* Constants */
#define TERMCLASS "St"
#define TERMINAL "st"
#define BROWSERCLASS "chromium"
#define BROWSER "chromium"
```

5.2. For Other Programs

If you wish to change a default program, you can do that easily. You need to change it's class in the rules section if it's specified, and the argument in the key bindings section if it's specified.

FROM:

old config.h

```

static const Rule rules[] = {
    /* xprop(1):
     * WM_CLASS(STRING) = instance, class
     * WM_NAME(STRING) = title
     */
    /* class      instance    title      tags mask    isfloating    monitor */
    ...
    { "Alacritty",  NULL,      NULL,      1 << 2,      0,            -1 },
    { "KeePassXC",  NULL,      NULL,      1 << 6,      0,            -1 },
    { "GeoGebra",   NULL,      NULL,      1 << 8,      0,            -1 },
    ...
};

...

static Key keys[] = {
    /* modifier      key      function      argument */
    ...
    /* BINDINGS FOR PROGRAMS - START */
    ...
    { MODKEY|ShiftMask,  XK_k,      spawn,      {.v = (const char*[]){ "keepassxc", NULL } } },
    /* BINDINGS FOR PROGRAMS - END */
    ...
};

```

TO:

new config.h

```

static const Rule rules[] = {
    /* xprop(1):
     * WM_CLASS(STRING) = instance, class
     * WM_NAME(STRING) = title
     */
    /* class      instance    title      tags mask    isfloating    monitor */
    ...
    { "Alacritty",  NULL,      NULL,      1 << 2,      0,            -1 },
    { "QtPass",     NULL,      NULL,      1 << 6,      0,            -1 },
    { "GeoGebra",   NULL,      NULL,      1 << 8,      0,            -1 },
    ...
};

...

static Key keys[] = {
    /* modifier      key      function      argument */

```

```

...
/* BINDINGS FOR PROGRAMS - START */
...
{ MODKEY|ShiftMask,          XK_k,          spawn,          { .v = (const char*[]) { "qtpass", NULL } } },
/* BINDINGS FOR PROGRAMS - END */
...
};

```

6. Changing Key Bindings

AFTER ANY CHANGES, run "sudo make clean install" and restart dwm, for changes to reflect.

Changing bindings is very simple. I will showcase to you how to change a binding in an example. Let's say you want to change the dmenu binding from Mod+e to Mod+p, you will need to change key in keys section.

FROM:

```

                                                                    old config.h
static Key keys[] = {
    /* modifier                key          function          argument */
    { MODKEY,                  XK_e,        spawn,             { .v = dmencmd } },
    ...
};

```

TO:

```

                                                                    new config.h
static Key keys[] = {
    /* modifier                key          function          argument */
    { MODKEY,                  XK_p,        spawn,             { .v = dmencmd } },
    ...
};

```


7. Consider Making a Donation

You can support the creator of this build of dwm, by sending some monero!

Monero

87EiKr8jgQ7BgbjAPPTAQddvJLTnyGNrQeujQ1HUetHGW1s9v9KgJL6hQ4d1Yp4wz568ugfqWWvgJBkCtmNBSWWe28HLzs2



...thank you :)

—END—