bug.n default hotkeys

Abbreviations

! Alt

^ Ctrl, Control

Win / LWin, the left Windows key

+ Shift

Layout management

#Tab	Set the previously set layout.
#f	Set the floating layout.
#m	Set the monocle layout.
#t	Set the tile layout.
#Left	Reduce the size of the master area in the active view (only for the “tile” layout).
#Right	Enlarge the size of the master area in the active view (only for the “tile” layout).
#^t	Rotate the layout axis (only for the “tile” layout).
#^Enter	Mirror the layout axis (only for the “tile” layout).
#^Tab	Rotate the master axis (only for the “tile” layout).
#^+Tab	Rotate the stack axis (only for the “tile” layout).
#^Up	Increase the master Y dimension by 1 (only for the “tile” layout).
#^Down	Decrease the master Y dimension by 1 (only for the “tile” layout).
#^Right	Increase the master X dimension by 1 (only for the “tile” layout).
#^Left	Decrease the master X dimension by 1 (only for the “tile” layout).
#+Left	Decrease the gap between windows in “monocle” and “tile” layout.
#+Right	Increase the gap between windows in “monocle” and “tile” layout.

Administration

#^e	Open the configuration file in the standard text editor.
#^s	Save the current state of monitors, views, layouts to the configuration file.
#^r	Reload bug.n (i. e. the whole script).
#^q	Quit bug.n, restore the default Windows UI and show all windows.

Window management

#Down	Activate the next window in the active view.
#Up	Activate the previous window in the active view.
#+Down	Move the active window to the next position in the window list of the view.
#+Up	Move the active window to the previous position in the window list of the view.
#+Enter	Move the active window to the first position in the window list of the view.
#c	Close the active window.
#+d	Show / Hide the title bar of the active window.
#+f	Toggle the floating status of the active window.
#^m	Minimize the active window.
#+m	Move the active window by key (only floating windows).
#+s	Resize the active window by key (only floating windows).
#+x	Move and resize the active window to the size of the work area (only floating windows).
#i	Get information for the active window.
#+i	Get a window list for the active view.
!Down	Manually move the active window to the next area in the layout.
!Up	Manually move the active window to the previous area in the layout.
!+Enter	Move and resize the active window to the size of the work area (only floating windows).
!<n>	Manually move the active window to the nth area in the layout (n = 1..9).
!0	Manually move the active window to the nth area in the layout.
!BackSpace	Toggle the stack area of the layout.

Window debugging

#^i	Dump window information on the windows of the active view to the log.
#+^i	Dump window information on the contents of the managed window list to the log.
#^h	Print a description of the formatting (column headings) used in the previous two log messages to the log.
#^d	Decrement the debug log level.
#^+d	Increment the debug log level.

View / Tag management

#+n	Toggle the view margins.
#BackSpace	Activate the previously activated view.
#+0	Tag the active window with all tags (n = 1..Config_viewCount).
#<n>	Activate the nth view (n = 1..Config_viewCount).
#+<n>	Tag the active window with the nth tag (n = 1..Config_viewCount).
#^<n>	Add / Remove the nth tag (n = 1..Config_viewCount) for the active window, if it is not / is already set.

Monitor management

#.	Activate the next monitor in a multi-monitor environment.
#,	Activate the previous monitor in a multi-monitor environment.
#+.	Set the active window’s view to the active view on the next monitor in a multi-monitor environment.
#+,	Set the active window’s view to the active view on the previous monitor in a multi-monitor environment.
#^+.	Set all windows of the active view on the active view of the next monitor in a multi-monitor environment.
#^+,	Set all windows of the active view on the active view of the previous monitor in a multi-monitor environment.

GUI management

#+Space	Hide / Show the bar (bug.n status bar) on the active monitor.
#Space	Hide / Show the task bar.
#y	Open the command GUI for executing programmes or bug.n functions.
#+y	Toggle the overflow window of the ‘notify icons’.
!+y	Indicate the areas of the “tile” layout.