

YetAnotherLevelUp

Documentation

Version 0.1 Beta

1 Introduction

1.1 What YetAnotherLevelUp is...

YetAnotherLevelUp has been designed as a relatively powerful window-management-focused configuration for FVWM. It is intended to be a spiritual successor to AnotherLevelUp, (Which is itself a successor to AnotherLevel, itself a successor to The NextLevel).

It is a complete rewrite of the entire code-base with the following goals:

Improve performance AnotherLevelUp performance on networked computers is fairly poor (in part due to the large number of separate files it uses). It is also fairly bloated as a result of its age and scope.

Refocus the project scope As mentioned above, AnotherLevelUp has a pretty massive code-base as it was originally intended to be a fairly comprehensive graphical environment. YetAnotherLevelUp aims instead to provide a powerful graphical shell and floating window manager.

As a result of this, the resulting system is very different both architecturally and functionally. This may come as a relief to some and a disappointment to others¹ but with a bit of time learning how to use it well you should hopefully find the experience pleasant.

1.2 What YetAnotherLevelUp is *not*...

- YetAnotherLevelUp is *not* AnotherLevelUp. As described above it has different over-all goals.
- YetAnotherLevelUp is not a desktop *environment* like GNOME or KDE. These are giant projects spanning tens/hundreds of programs and aim to provide everything you could need to use a computer graphically. YetAnotherLevelUp is just a window manager and graphical shell.

1.3 What next...

First off, install it obviously!

Next, while I have included a quick-start, it is not (really) enough to get you using YetAnotherLevelUp to anywhere near it's potential. You might like to skim over it just enough so that you'll be comfortable viewing this tutorial from within YetAnotherLevelUp while trying things out.

¹OK, just JTL...

I'd recommend that you read through the Keyboard Shortcuts and Mouse Actions tables and then looking up anything that strikes your fancy. From there you're free to either plough on through the rest of the manual or to just play around in the menus.

Have fun!

2 Installation

2.1 Required Packages

- FVWM (2.4 or later)
- Python (2.5 or later 2x release)
- dmenu
- Screen
- Zenity
- stalonetray
- xload

2.2 For a Single User

1. Copy the `.yalu` directory into your home folder
2. Then simply instruct FVWM to read `~/ .yalu/fvwmConfig`. For example you could:

Do it properlyTM Start FVWM with `fvwm2 -f "~/ .yalu/fvwmConfig"`

Do it the easy way Make a symlink between `~/ .yalu/fvwmConfig` and `~/ .fvwm/.fvwm2rc` and start FVWM normally.

2.3 For a Multiple Users

Todo²

3 Quick-Start

When you start YetAnotherLevelUp it should look pretty much like any minimal window manager does when it starts. In other words boring. Don't sit there waiting for it to load because all you'll get is a wallpaper, a pager, tray and a mouse cursor and that should have loaded almost instantly.

3.1 Menus and Launching Programs

There are 5 important menus in YetAnotherLevelUp and all of them can be accessed by clicking on the desktop. The two you probably care about right now are:

Left-click Shows a launcher with a list of favourite programs.

Middle-click Shows the YetAnotherLevelUp configuration menu.

²While this is entirely possible with the current code base I am just far to lazy to ship a proper package which would make it trivial to do without splitting files up. See the `YALU` and `LocalYALU` environment variables in `fvwmConfig` for clues...

For all the programs in the launcher menu you'll notice they have one letter underlined, you can press this letter on the keyboard to select that item. You can also press Super+*Letter* to launch that program from outside the menu.

As well as the launcher, you can launch programs using dmenu. To use it, press Super³+Space⁴. You can now start typing a program name and dmenu will try and auto-complete it (along the top of the screen). Press enter to run that command or escape to cancel.

3.2 Window Buttons

Windows have similar buttons to those on mainstream environments. You can use them just the way you would normally. (Don't be fooled: if you read further on in the manual then you'll see they are actually far more powerful than they appear.)

3.3 Window Behaviour

By default, windows are not 'raised' above others unless you click on their title bar (or press Alt+Space). You can 'lower' a window by double clicking on its title bar (or by pressing Ctrl+Alt+Space). This may feel annoying at first but once you get used to it you'll find it very efficient (honest!).

Windows are given keyboard focus whenever the mouse is over them. Again, this may seem annoying at first, especially if you are in the habit of knocking your mouse while typing. As AnotherLevelUp's original designer said: "There is an easy fix for this: stop hitting your mouse."

3.4 Desks and Pages

By default, you are given 1 'desktop' containing 6 'pages'. These pages are arranged in a 3×2 grid. Moving between pages is effortless: simply move your mouse off the edge of the screen in the direction of the page you want to go to. You can drag windows like this and they will follow your mouse onto the next page too. You can also use Ctrl+Alt+*Arrow* to move around from your keyboard. To move and take the currently focused window with you, hold down the Super key as well.

3.5 Really... You should read this manual...

While that is all you really need to know in order to be able to *use* YetAnotherLevelUp, you'll probably have a fairly miserable experience unless you also learn the less trivial features. Unfortunately it *will* take you a reasonable amount of time and effort but just like learning how to use VIM or EMACS, you should easily make a return on your investment. At the very least have a look through the table of keyboard shortcuts and you'll get a taste for the sorts of features YetAnotherLevelUp has to offer.

³The 'Windows' key on most keyboards

⁴Sounds pretty awesome though, eh?

4 Keyboard Shortcuts

Window Operations	Shift+Alt+F1	Stick Window
	Alt+F2 Shift+Alt+F2	Iconify Window Shade Window
	Alt+F3 Shift+Alt+F3 Super+Alt+F3	Maximize Window Tall-Maximize Window Wide-Maximize Window
	Alt+F4 Super+Alt+F4 Shift+Alt+F4	Close Window Delete Window Destroy Window
	Alt+F5 Shift+Alt+F5 Super+Alt+F5	Maximise Window into Space Tall-Maximise Window into Space Wide-Maximise Window into Space
	Alt+F9 Shift+Alt+F9	Re-Place Window Re-Place All Windows
	Alt+F10	Re-Draw Window
	Alt+Space Ctrl+Alt+Space	Raise Window Lower Window
	Ctrl+Super+ <i>Arrow</i> Shift+Ctrl+Super+ <i>Arrow</i>	Fling Window in direction Throw Window in direction
Icon Operations	Space <i>or</i> Return Ctrl+Return	Open Focused Icon Open Focused Icon into Space
	Delete Super+Delete Shift+Delete	Close Focused Icon Delete Focused Icon Destroy Focused Icon
	Shift+Alt+Space Shift+Ctrl+Alt+Space	Raise and Cycle Through Icons Lower Icons
Window Navigation	Super+ <i>Arrow</i> Alt+Tab Shift+Alt+Tab	Switch to application in direction Cycle Through Window List Cycle Backwards Through Window List
Page Navigation	Ctrl+Alt+ <i>Arrow</i> Ctrl+Alt+Tab	Switch to Page in direction Switch Previously Used Page
	Ctrl+Super+Alt+ <i>Arrow</i> Ctrl++SuperAlt+Tab	Move Window to Page in direction Move Window to Previously Used Page
Desk Navigation	Shift+Ctrl+Alt+ <i>Arrow</i> Shift+Ctrl+Alt+Tab	Switch to Desk in direction Switch Previously Used Desk
	Shift+Ctrl+Super+Alt+ <i>Arrow</i> Shift+Ctrl++SuperAlt+Tab	Move Window to Desk in direction Move Window to Previously Used Desk
Pager and Tray	Super+Alt+Space Ctrl+Super+Alt+Space	Raise Tray and Pager Lower Tray and Pager

Menus	Super+F1	Launcher
	Super+F2	YetAnotherLevelUp Settings
	Super+F3	Frequent/Recently Used
	Super+F4	Running Program Output
	Alt+F1	Window Menu
Applications	Super+T	Terminal
	Super+W	Web Browser
	Super+E	Editor
	Super+ <i>Hotkey</i>	Other Programs in the Launcher
	Super+Space	Run Application With dmenu

4.1 Loose Conventions

In general, where possible (or sensible) these conventions are followed for keyboard shortcuts.

...+Space	A Quick-Access Function
Shift+...	Inverts an Operation
Ctrl+Alt	Refers to a Page Operation
Super+...	Refers Programs or Windows
...+ <i>F-key</i>	A Window Operation or Menu.

For example, Ctrl+Super+Alt+Right will move the current window to the page to the right because Ctrl+Alt means ‘Page Operation’ and Super means act on a window. By contrast Ctrl+Alt+Space means ‘Lower Window’ because the Space indicates that the shortcut is a quick-access function.

5 Mouse Actions

Anywhere	Super+Drag-Click	Mouse Gesture
Desktop	Left-Click Long ⁵ -Left-Click Middle-Click Right-Click	Show Launcher Menu Show Running Program Output Menu Show YetAnotherLevelUp Configuration Menu Show Frequently/Recently Used Programs Menu
Menus	Left-Click the Title Scroll-Wheel	‘Pin’ the Menu Move Through Menu Items
Over a Window	Alt+Drag-Left-Click Alt+Drag-Right-Click	Move Window Resize Window
Window Icon	Left-Click	Show Window Menu
Window Title	Left-Click Double-Left-Click Drag-Left-Click Long-Left-Click Middle-Click Right-Click	Raise Window Lower Window Move Window ⁶ Show Iconified Windows Stick Window Re-Place Window
Iconify Button	Left-Click Right-Click	Iconify Window Shade Window
Maximize Button	Left-Click Long-Left-Click Middle-Click Long-Middle-Click Right-Click Long-Right-Click	Maximize Window Maximize Window into Space Wide-Maximize Wide-Maximize Window into Space Tall-Maximize Tall-Maximize Window into Space
Close Button	Left-Click Super+Left-Click Ctrl+Left-Click	Close Window Delete Window Destroy Window

⁵Long=Held Down

⁶Didn’t see that coming did you?

6 Menus

6.1 General Features

- Middle-click a menu title to ‘pin’ it so it won’t close⁷. This is useful if you are going to be changing a lot of settings or want to create a quick launcher menu.
- Use the scroll wheel on your mouse to move through menu entries.
- Press the under-lined letter on a menu item to jump to that one. If there are no other items sharing the same letter then it will act as if you clicked it.

6.2 Launcher

By default it contains a Terminal, Web Browser and Editor. You can pick the programs that these functions launch in YetAnotherLevelUp Configuration Menu →Programs. Each entry is given an icon based on the first word of the command it represents (usually the program name).

For all entries in this menu the hotkey (indicated by an underlined letter) is globally accessible by holding Super and that key.

Some entries may also have an associated mouse gesture. These can be used by holding down the super key and drawing it anywhere on the screen. The following gestures for the default menu items are provided:

Terminal	Line from Left-to-Right
Web Browser	Line going Up and then Right (in a right-angle)
Editor	Line going Down and then Right (in a right-angle)

6.2.1 Editing the Launcher

The menu is generated from a file called `menu` in the YetAnotherLevelUp directory. You can quickly open it from the YetAnotherLevelUp Configuration Menu →Programs →Edit Launcher.

The file contains menu entries on separate lines with the label and command separated by a tab. If the label and program name are the same then you can omit the program name entirely. To add a spacer in the menu simply leave an empty line.

By default the first letter of the label is used for the hotkey. You can specify another letter by putting an ampersand (&) in front of the letter you wish to use. If more than one command has the same hotkey then when you press Super+*Hotkey* a menu will pop up allowing you to pick between the possible matches. The next letter in the command’s label is used as a hotkey in this menu. This means that if you have both `xclock` and `xlock` bound to the hotkey ‘x’ you could press Super+X then C to run `xclock`.

To assign a mouse gesture to a menu item then you simply place a gesture-code inside brackets ({ and }) at the end of the label.⁸ The gesture-codes are a list of numbers indicating the shape to be drawn based on the grid below:

1	2	3
4	5	6
7	8	9

⁷Note: Pinned menus will not update, for example if you pin the recently used programs menu it will not change when you run new programs

⁸Note: If you assign the same gesture to more than one command then the last command to be assigned the gesture will over-ride the others

For example, an ‘N’ shaped gesture-code would be {7415963}.

6.2.2 Example Launcher menu File

GUI &File Browser {7412369} nautilus --no-desktop

x&clock {3214789}

x&lock

VLC vlc

xine

Totem totem

Play All Music vlc ~/Music/*

6.3 YetAnotherLevelUp Configuration Menu

Lalala

7 Options

7.1 Focus Modes

YetAnotherLevelUp Configuration Menu