CLFSWM Keys

Note: Mod-1 is the Meta or Alt key

Main mode keys

Modifiers	Key/Button	Function
Mod-1	0	Bind or jump to a slot (a frame or a window)
Mod-1	9	Bind or jump to a slot (a frame or a window)
Mod-1	8	Bind or jump to a slot (a frame or a window)
Mod-1	7	Bind or jump to a slot (a frame or a window)
Mod-1	6	Bind or jump to a slot (a frame or a window)
Mod-1	5	Bind or jump to a slot (a frame or a window)
Mod-1	4	Bind or jump to a slot (a frame or a window)
Mod-1	3	Bind or jump to a slot (a frame or a window)
Mod-1	2	Bind or jump to a slot (a frame or a window)
Mod-1	1	Bind or jump to a slot (a frame or a window)
Control	Less	Switch to editing mode (second mode)
Mod-1	T	Switch to editing mode (second mode)
Control	Escape	Close or kill the current window (ask before doing anything)
Mod-1	B	Move the pointer to the lower right corner of the screen
Mod-1 Shift	L2	Show all frames info windows
Shift	L2	Show all frames info windows until a key is release
Control	L2	Hide/Unhide a terminal
Control	F10	Present all windows in all frames (An expose like)
	F10	Present all windows in currents roots (An expose like)
Control Shift	F10	Show/Hide the root frame
Mod-1	F10	Switch between two layouts
Mod-1 Shift	Home	Switch and select the root frame
Mod-1	Home	Switch to the root frame
Mod-1 Control	Page_down	Raise the child in the current frame
Mod-1 Control	Page_up	Lower the child in the current frame
Mod-1	Page_down	Select the next child in the current frame
Mod-1	Page_up	Select the previous child in the current frame
Mod-5	Return	Maximize/Unmaximize the current frame in its parent frame
Mod-1 Control	Return	Maximize/Unmaximize the current frame in its parent frame
Mod-1 Shift	Return	Leave the selected frame - ie make its parent the root frame
Mod-1	Return	Enter in the selected frame - ie make it the root frame
Mod-1 Control	Tab	Select the next subchild
Mod-1 Shift	Tab	Select the previous child
Mod-1	Tab	Select the next child
Mod-1 Control	Down	Select spatially the nearest brother of the current child in the down direction
Mod-1 Control	Up	Select spatially the nearest brother of the current child in the up direction
Mod-1 Control	Right	Select spatially the nearest brother of the current child in the right direction
Mod-1 Control	Left	Select spatially the nearest brother of the current child in the left direction
Mod-1	Up	Select the next level in frame
Mod-1	Down	Select the previous level in frame
Mod-1	Left	Select the previous brother
Mod-1	Right	Select the next brother

| Mod-1 Control Shift | Home | Exit clfswm |
| Mod-1 | F1 | Open the help and info window |

Mouse buttons actions in main mode

Modifiers	Key/Button	Function
Mod-1 Control Shift	5	Increment slowly the child under mouse transparency
Mod-1 Control Shift	4	Decrement slowly the child under mouse transparency
Mod-1 Control	5	Increment the child under mouse transparency
Mod-1 Control	4	Decrement the child under mouse transparency
Mod-1	5	Leave the selected frame - ie make its parent the root frame
Mod-1	4	Enter in the selected frame - ie make it the root frame
	5	Select the previous level in frame
	4	Select the next level in frame
Mod-1 Control	1	Move the child under the mouse cursor to another frame
Mod-1 Shift	3	Resize (constrained by other frames) and focus the current child - Create a new frame on the root window
Mod-1 Shift	1	Move (constrained by other frames) and focus the current child - Create a new frame on the root window
Mod-1	3	Resize and focus the current child - Create a new frame on the root window
Mod-1	1	Move and focus the current child - Create a new frame on the root window
	3	Resize and focus the current frame or focus the current window parent. Or do actions on corners
	2	Do actions on corners
	1	Move and focus the current frame or focus the current window parent. Or do actions on corners

Second mode keys

Modifiers	Key/Button	Function
Control	T	Decrement the current window transparency
Control Shift	T	Increment the current window transparency
Mod-1	0	Bind or jump to a slot (a frame or a window)
Mod-1	9	Bind or jump to a slot (a frame or a window)
Mod-1	8	Bind or jump to a slot (a frame or a window)
Mod-1	7	Bind or jump to a slot (a frame or a window)
Mod-1	6	Bind or jump to a slot (a frame or a window)
Mod-1	5	Bind or jump to a slot (a frame or a window)
Mod-1	4	Bind or jump to a slot (a frame or a window)
Mod-1	3	Bind or jump to a slot (a frame or a window)
Mod-1	2	Bind or jump to a slot (a frame or a window)
Mod-1	1	Bind or jump to a slot (a frame or a window)
Mod-1 Shift	L2	Show all frames info windows
Shift	L2	Show all frames info windows until a key is release
Control	F10	Present all windows in all frames (An expose like)
	F10	Present all windows in currents roots (An expose like)
Control Shift	F10	Show/Hide the root frame
Mod-1	F10	Switch between two layouts
Control	E	start an emacs for another user
	E	start emacs
	T	start an xterm
	Delete	Delete the current child and its children in all frames
Control	Delete	Remove the current child from its parent frame
Control Shift	V	Paste the selection in the current frame - Do not clear the selection after paste

Control	V	Paste the selection in the current frame
Control	C	Copy the current child to the selection
Mod-1 Control	X	Clear the current selection
Control	X	Cut the current child to the selection
Control	Escape	Close or kill the current window (ask before doing anything)
Control	Minus	Decrease slowly the tile layout size
Control	Plus	Increase slowly the tile layout size
	Minus	Decrease the tile layout size
	Plus	Increase the tile layout size
Control	A	Add a frame in the parent frame (and reorganize parent frame)
	A	Add a default frame in the current frame
Control	O	Open the next window in a new frame in the root frame
	O	Open the next window in a new frame in the parent frame
Mod-1	B	Move the pointer to the lower right corner of the screen
	Menu	Show/Hide the root frame
Mod-1 Shift	Home	Switch and select the root frame
Mod-1	Home	Switch to the root frame
Mod-1	Page_down	Raise the child in the current frame
Mod-1	Page_up	Lower the child in the current frame
Mod-5	Return	Maximize/Unmaximize the current frame in its parent frame
Mod-1 Control	Return	Maximize/Unmaximize the current frame in its parent frame
Mod-1 Shift	Return	Leave the selected frame - ie make its parent the root frame
Mod-1	Return	Enter in the selected frame - ie make it the root frame
	Tab	Store the current child and switch to the previous one
Mod-1 Control	Tab	Select the next subchild
Mod-1 Shift	Tab	Select the previous child
Mod-1	Tab	Select the next child
Control	Down	Reset speed mouse coordinates
Control	Up	Revert to the first speed move mouse
Control	Left	Undo last speed mouse move
	Up	Speed move mouse to up
	Down	Speed move mouse to down
	Left	Speed move mouse to left
	Right	Speed move mouse to right
Control	Page_down	Rotate root geometry to previous root
Control	Page_up	Rotate root geometry to next root
	Page_down	Select the previous root
	Page_up	Select the next root
Shift	H	Anti rotate brother frame geometry
	H	Rotate brother frame geometry
	J	Swap current brother frame geometry
Mod-1 Control	Down	Select spatially the nearest brother of the current child in the down direction
Mod-1 Control	Up	Select spatially the nearest brother of the current child in the up direction
Mod-1 Control	Right	Select spatially the nearest brother of the current child in the right direction
Mod-1 Control	Left	Select spatially the nearest brother of the current child in the left direction
Mod-1	Up	Select the next level in frame
Mod-1	Down	Select the previous level in frame
Mod-1	Left	Select the previous brother

Mod-1	Right	Select the next brother
Mod-1 Control Shift	Home	Exit clfswm
Shift	T	Tile the current frame
	Escape	Leave second mode
	Return	Leave second mode
	Exclam	Run a program from the query input
	Colon	Eval a lisp form from the query input
	I	Identify a key
	K	Close or kill the current window (ask before doing anything)
	Q	Close focus window: Delete the focus window in all frames and workspaces
Control	G	Stop all pending actions
	X	Update layout managed children position
	C	Open the child menu
	R	Open the root menu
	P	Open the frame movement menu (pack/fill/resize)
	U	Open the action by number menu
	N	Open the action by name menu
	W	Open the window menu
	F	Open the frame menu
Control	Less	Open the main menu
	Less	Open the main menu
	M	Open the main menu
Mod-1	F1	Open the help and info window

Mouse buttons actions in second mode

Modifiers	Key/Button	Function
Mod-1	5	Leave the selected frame - ie make its parent the root frame
Mod-1	4	Enter in the selected frame - ie make it the root frame
	5	Select the previous level in frame
	4	Select the next level in frame
Mod-1 Control	1	Move the child under the mouse cursor to another frame
Mod-1 Shift	3	Resize (constrained by other frames) and focus the current child - Create a new frame on the root window
Mod-1 Shift	1	Move (constrained by other frames) and focus the current child - Create a new frame on the root window
Mod-1	3	Resize and focus the current child - Create a new frame on the root window
Mod-1	1	Move and focus the current child - Create a new frame on the root window
	3	Resize and focus the current child - Create a new frame on the root window. Or do corners actions
	2	Do actions on corners
	1	Move and focus the current child - Create a new frame on the root window. Or do corners actions

Info mode keys

Modifiers	Key/Button	Function
	Page_up	Move ten lines up
	Page_down	Move ten lines down
	End	Move to last line
	Home	Move to first line
	Right	Move one char right
	Left	Move one char left
	Up	Move one line up

	Down	Move one line down
	Twosuperior	Move the pointer to the lower right corner of the screen
Control	G	Leave the info mode
	Escape	Leave the info mode
	Space	Leave the info mode and valid the selected item
Mod-2	Kp_enter	Leave the info mode and valid the selected item
	Return	Leave the info mode and valid the selected item
	Q	Leave the info mode

Mouse buttons actions in info mode

Modifiers	Key/Button	Function
	Motion	
	5	Move one line down
	4	Move one line up
	3	Leave the info mode
	2	Leave the info mode
	1	

Circulate mode keys

Modifiers	Key/Button	Function
Mod-1	Left	Select the previous borther
Mod-1	Right	Select the next brother
Mod-1 Shift	Iso_left_tab	Select the previous child
Mod-1 Shift	Tab	Select the previous child
Mod-1 Control	Tab	Select the next subchild
Mod-1	Tab	Select the next child
Mod-1 Control	G	Leave the circulate mode
Mod-1	Escape	Leave the circulate mode
Control	G	Leave the circulate mode
	Escape	Leave the circulate mode

Expose windows mode keys

Modifiers	Key/Button	Function

Mouse buttons actions in expose windows mode

Modifiers	Key/Button	Function

This documentation was produced with the CLFSWM auto-doc functions. To reproduce it, use the produce-doc-html-in-file or the produce-all-docs function from the Lisp REPL.

Something like this:
LISP> (in-package :clfswm)
CLFSWM> (produce-doc-html-in-file "my-keys.html")
or
CLFSWM> (produce-all-docs)