

```
screen 0
{
general
{
font = "gamow-6"
}
colors
{
normal_border = "#111111"
normal_bg = "#111111"
normal_fg = "#707070"
#focus_border = "#06989a"
#focus_bg = "#06989a"
focus_border = "#707070"
focus_bg = "#707070"
focus_fg = "#111111"
}
padding
{
bottom = 24
}
tags
{
tag 1www {}
tag 2term {}
tag 3fm {}
tag 4im {}
tag 5play {}
tag 6work {}
tag 7 {}
tag 8 {}
tag 9 {}
}
layouts
{
layout tile { image = "/usr/share/awesome/icons/layouts/tilew.png" }
layout tileleft { image = "/usr/share/awesome/icons/layouts/tileleftw.png" }
layout tilebottom { image = "/usr/share/awesome/icons/layouts/tilebottomw.png" }
layout tiletop { image = "/usr/share/awesome/icons/layouts/tiletopw.png" }
layout max { image = "/usr/share/awesome/icons/layouts/maxw.png" }
layout spiral { image = "/usr/share/awesome/icons/layouts/spiralw.png" }
layout dwindle { image = "/usr/share/awesome/icons/layouts/dwindlew.png" }
layout floating { image = "/usr/share/awesome/icons/layouts/floatingw.png" }
}
statusbar mystatusbar
{
position = "top" height = "12"

taglist mytaglist
{
mouse
{
```

```

    button = "1"
    command = "tag_view"
}
mouse
{
    button = "1"
    modkey = {"Mod4"}
    command = "client_tag"
}
mouse
{
    button = "3"
    command = "tag_toggleview"
}
mouse
{
    button = "3"
    modkey = {"Mod4"}
    command = "client_toggletag"
}
mouse
{
    button = "4"
    command = "tag_viewnext"
}
mouse
{
    button = "5"
    command = "tag_viewprev"
}
}
layoutinfo mylayoutinfo
{
    mouse
    {
        button = "1"
        command = "tag_setlayout"
        arg = "+1"
    }
    mouse
    {
        button = "4"
        command = "tag_setlayout"
        arg = "+1"
    }
    mouse
    {
        button = "3"
        command = "tag_setlayout"
        arg = "-1"
    }
}
mouse

```

```

    {
        button = "5"
        command = "tag_setlayout"
        arg = "-1"
    }
}
tasklist mytasklist
{
    mouse
    {
        button = "4"
        command = "client_focusnext"
    }
    mouse
    {
        button = "5"
        command = "client_focusprev"
    }
    mouse
    {
        modkey = {"Mod4"}
        button = "4"
        command = "client_swapnext"
    }
    mouse
    {
        modkey = {"Mod4"}
        button = "5"
        command = "client_swapprev"
    }
}
textbox tb_date {
    fg = "#707070"
    text = " "
}
}
}

rules
{
    rule { name = "Gimp" float = true }
    rule { name = "MPlayer" float = true }
    rule { name = "Acroread" float = true }
    rule { name = "xcalc" float = true }
    rule { name = "pidgin" float = true tags = "4im"}
    rule { name = "Minefield" tags = "1www" }
}

mouse
{
    root
    {

```

```

    button = "3"
    command = "spawn"
    arg = "exec urxvt"
}
root
{
    button = "4"
    command = "tag_viewnext"
}
root
{
    button = "5"
    command = "tag_viewprev"
}
client
{
    modkey = {"Mod4"}
    button = "1"
    command = "client_movemouse"
}
client
{
    modkey = {"Mod4"}
    button = "2"
    command = "client_zoom"
}
client
{
    modkey = {"Mod4"}
    button = "3"
    command = "client_resizemouse"
}
}

keys
{
    key
    {
        modkey = {"Mod4"}
        key = "Return"
        command = "spawn"
        arg = "exec urxvt"
    }
    key
    {
        modkey = {"Mod4"}
        key = "v"
        command = "spawn"
        arg = "exec urxvt -e vim"
    }
    key
    {

```

```

    modkey = {"Mod4"}
    key = "p"
    command = "spawn"
    arg = "exec $HOME/bin/dmenu_bind.sh"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "p"
    command = "spawn"
    arg = "exec $HOME/bin/dmenu_history.sh"
}
key
{
    modkey = {"Mod4"}
    key = "minus"
    command = "spawn"
    arg = "exec mocp -v -5"
}
key
{
    modkey = {"Mod4"}
    key = "plus"
    command = "spawn"
    arg = "exec mocp -v +5"
}
key
{
    modkey = {"Mod4"}
    key = "t"
    command = "spawn"
    arg = "exec mocp -G"
}
key
{
    modkey = {"Mod4"}
    key = "Print"
    command = "spawn"
    arg = "exec scrot '%Y-%m-%d-%T_$wx$h_scrot.png' -e 'mv $f ~/Screenies/'"
}
key
{
    modkey = {"Mod4"}
    key = "space"
    command = "tag_setlayout"
    arg = "+1"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "space"
    command = "tag_setlayout"
}

```

```
    arg = "-1"
}
key
{
    modkey = {"Mod4"}
    key = "b"
    command = "statusbar_toggle"
}
key
{
    modkey = {"Mod4"}
    key = "j"
    command = "client_focusnext"
}
key
{
    modkey = {"Mod4"}
    key = "k"
    command = "client_focusprev"
}
key
{
    modkey = {"Mod4"}
    key = "Tab"
    command = "focus_history"
    arg = "-1"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "j"
    command = "client_swapnext"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "k"
    command = "client_swapprev"
}
key
{
    modkey = {"Mod4", "Control"}
    key = "j"
    command = "screen_focus"
    arg = "+1"
}
key
{
    modkey = {"Mod4", "Control"}
    key = "k"
    command = "screen_focus"
    arg = "-1"
}
```

```
}
key
{
  modkey = {"Mod4"}
  key = "h"
  command = "tag_setmwfact"
  arg = "-0.05"
}
key
{
  modkey = {"Mod4"}
  key = "l"
  command = "tag_setmwfact"
  arg = "+0.05"
}
key
{
  modkey = {"Mod4", "Shift"}
  key = "h"
  command = "tag_setnmaster"
  arg = "+1"
}
key
{
  modkey = {"Mod4", "Shift"}
  key = "l"
  command = "tag_setnmaster"
  arg = "-1"
}
key
{
  modkey = {"Mod4", "Control"}
  key = "h"
  command = "tag_setncol"
  arg = "+1"
}
key
{
  modkey = {"Mod4", "Control"}
  key = "l"
  command = "tag_setncol"
  arg = "-1"
}
key
{
  modkey = {"Mod4"}
  key = "Escape"
  command = "tag_prev_selected"
}
key
{
  modkey = {"Mod4"}
```

```
    key = "Left"
    command = "tag_viewprev"
}
key
{
    modkey = {"Mod4"}
    key = "Right"
    command = "tag_viewnext"
}
key
{
    modkey = {"Mod4"}
    key = "m"
    command = "client_togglemax"
}
key
{
    modkey = {"Mod4", "Control"}
    key = "Return"
    command = "client_zoom"
}
key
{
    modkey = {"Mod4", "Control"}
    key = "space"
    command = "client_togglefloating"
}
key
{
    modkey = {"Mod4"}
    key = "s"
    command = "client_togglescratch"
}
key
{
    modkey = {"Mod4", "Control"}
    key = "s"
    command = "client_setscratch"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "c"
    command = "client_kill"
}
key
{
    modkey = {"Mod4", "Shift"}
    key = "q"
    command = "quit"
}
key
```

```

{
  modkey = {"Mod4", "Control"}
  key = "q"
  command = "spawn"
  arg = "exec urxvt -e sudo shutdown -h now"
}
key
{
  modkey = {"Mod4", "Control"}
  key = "b"
  command = "spawn"
  arg = "exec urxvt -e sudo shutdown -r now"
}
key
{
  modkey = {"Mod4", "Control"}
  key = "r"
  command = "exec"
  arg = "awesome"
}
key
{
  modkey = {"Mod4"}
  key = "0"
  command = "tag_view"
}
keylist
{
  modkey = {"Mod4"}
  command = "tag_view"
  keylist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
  arglist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
}
key
{
  modkey = {"Mod4", "Control"}
  key = "0"
  command = "tag_toggleview"
}
keylist
{
  modkey = {"Mod4", "Control"}
  command = "tag_toggleview"
  keylist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
  arglist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
}
key
{
  modkey = {"Mod4", "Shift"}
  key = "0"
  command = "client_tag"
}

```

```
}
keylist
{
  modkey = {"Mod4", "Shift"}
  command = "client_tag"
  keylist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
  arglist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
}

key
{
  modkey = {"Mod4", "Shift", "Control"}
  key = "0"
  command = "client_toggletag"
}
keylist
{
  modkey = {"Mod4", "Shift", "Control"}
  command = "client_toggletag"
  keylist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
  arglist = { 1, 2, 3, 4, 5, 6, 7, 8, 9 }
}
}
# vim: filetype=conf
```