mcwm

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Why another window manager!?
Window Managers I Have Known And Loved

TWM, CTWM, fvwm, 9wm, wm2, ratpoison and evilwm. Special mention: MGR Window System.
TinyWM

/* TinyWM is written by Nick Welch <mack@incise.org>
   * This software is in the public domain
   * and is provided AS IS, with NO WARRANTY. */

#include <X11/Xlib.h>

#define MAX(a, b) ((a) > (b) ? (a) : (b))

int main()
{
    Display * dpy;
    Window root;
    XWindowAttributes attr;
    XButtonEvent start;
    XEvent ev;

    if (!(dpy = XOpenDisplay(0x0))) return 1;
Outline

History of mcwm

Desktop Environments

Floating or Tiling

mcwm Features

XCB

What does a window manager do and how?

Using mcwm

Contact Information
xmonad, a tiling wm, here on three screens
TWM, a floating wm
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Size Matters?
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mc 1663 6.7 1.6 67080 8744 pts/0 SN1 20:28 0:00
mc 1668 0.2 0.1 1864 708 pts/0 SN 20:29 0:00
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What does a window manager do?

- Subscribes to all window events and forwards them to the X server, possibly after changes.
- Reparents client windows. *
- Draws window decorations (title, buttons, borders et cetera) *
- Manage client hints (window title, workspace, fixed).
- Handles focus (following mouse, click, sloppy).
- Interacts with user through commands (mouse or special key presses).

* Not mcwm.
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mcwm with dzen
mcwm has sloppy focus.
New windows mapped on mouse pointer, fitted on the screen.
Mouse buttons

Pressed together with Mod1 (usually Alt or Meta).

- Button 1 = move.
- Button 2 = raise/lower
- Button 3 = resize.
Some key bindings

Pressed together with Mod4 (usually Super, the Windows key).

- **h, j, k, l** = moves window in vi fashion. Resizes with Shift pressed.
- **x** = maximize (toggles)
- **,** = move window to previous physical screen.
- **Return** = start terminal program of your choice.
- **Tab** = focus next window on this workspace. After releasing Mod4, a new Mod4 + Tab will bring you back to the window last focused.
- **...** Too many to mention. See the manual.
Contact

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