Very nice terminal

Download

→ https://alacritty.org/

config file example

```
window:
  # Window dimensions (changes require restart)
  #
  # Number of lines/columns (not pixels) in the terminal. The number of
columns
  # must be at least `2`, while using a value of `0` for columns and lines
will
  # fall back to the window manager's recommended size.
  dimensions:
    columns: 200
    lines: 50

  # Window position (changes require restart)
  #
  # Specified in number of pixels.
  # If the position is not set, the window manager will handle the
placement.
  position:
    x: 70
    y: 70

  # Window padding (changes require restart)
  #
  # Blank space added around the window in pixels. This padding is scaled
  # by DPI and the specified value is always added at both opposing sides.
  #padding:
  #  x: 0
  #  y: 0
  padding:
    x: 3
    y: 3

  # Spread additional padding evenly around the terminal content.
  dynamic_padding: false

  # Window decorations
  #
```

```
  # Values for `decorations`:
  #     - full: Borders and title bar
  #     - none: Neither borders nor title bar
  #
  # Values for `decorations` (macOS only):
  #     - transparent: Title bar, transparent background and title bar
buttons
  #     - buttonless: Title bar, transparent background and no title bar
buttons
  #decorations: none
  decorations: full

scrolling:
  # Maximum number of lines in the scrollback buffer.
  # Specifying '0' will disable scrolling.
  history: 5000
# Font configuration
font:
  # Normal (roman) font face
  normal:
    # Font family
    #
    # Default:
    #   - (macOS) Menlo
    #   - (Linux/BSD) monospace
    #   - (Windows) Consolas
    # family: SauceCodePro Nerd Font
    # family: CodeNewRoman Nerd Font
    # family: RobotoMono Nerd Font
    # family: Hack
    # family: JetBrains Mono
    # family: UbuntuMono Nerd Font
    # family: Monofur Nerd Font
    # family: TerminessTTF Nerd Font
    family: MesloLGS NF

    # The `style` can be specified to pick a specific face.
    style: Regular
  # Bold font face
  bold:
    # Font family
    #
    # If the bold family is not specified, it will fall back to the
     #
    # If the bold family is not specified, it will fall back to the
    # value specified for the normal font.
    # family: SauceCodePro Nerd Font
    # family: CodeNewRoman Nerd Font
    # family: RobotoMono Nerd Font
    # family: Hack
    # family: JetBrains Mono
```

```
    # family: UbuntuMono Nerd Font
    # family: Monofur Nerd Font
    # family: TerminessTTF Nerd Font
    family: MesloLGS NF

    # The `style` can be specified to pick a specific face.
    style: Bold

  # Italic font face
  italic:
    # Font family
    #
    # If the italic family is not specified, it will fall back to the
    # value specified for the normal font.
    # family: SauceCodePro Nerd Font Mono
    # family: CodeNewRoman Nerd Font
    # family: RobotoMono Nerd Font
    # family: Hack
    # family: JetBrains Mono
    # family: UbuntuMono Nerd Font
    # family: Monofuritalic Nerd Font Mono
    # family: TerminessTTF Nerd Font
    family: MesloLGS NF

    # The `style` can be specified to pick a specific face.
    style: Italic

  # Bold italic font face
  bold_italic:
    # Font family
    #
    # If the bold italic family is not specified, it will fall back to the
    # value specified for the normal font.
    # family: SauceCodePro Nerd Font Mono
    # family: CodeNewRoman Nerd Font
    # family: RobotoMono Nerd Font
    # family: Hack
    # family: JetBrains Mono
    # family: UbuntuMono Nerd Font
    # family: Monofuritalic Nerd Font Mono
    # family: TerminessTTF Nerd Font
    family: MesloLGS NF

    # The `style` can be specified to pick a specific face.
    style: Bold Italic

  # Point size
  size: 14.0

# Background opacity
#
```

```
# Window opacity as a floating point number from `0.0` to `1.0`.
# The value `0.0` is completely transparent and `1.0` is opaque.
# background_opacity: 1.0
# background_opacity: 0.95

#cursor:
  # Cursor style
  #
  # Values for `style`:
  #   - ▇ Block
  #   - _ Underline
  #   - | Beam
  style: Beam

key_bindings:
  - { key: Return,          mods: Command,                    action:
ToggleSimpleFullscreen }
```

Toggle fullscreen

```
vi ~/.hammerspoon/init.lua
```

```
local spaces = require("hs.spaces") --
https://github.com/asmagill/hs._asm.spaces

-- Switch alacritty
hs.hotkey.bind({'command'}, 'escape', function ()
  local BUNDLE_ID = 'org.alacritty' -- more accurate to avoid mismatching on
browser titles
  function moveWindow(alacritty, space, mainScreen)
    -- move to main space
    local win = nil
    while win == nil do
      win = alacritty:mainWindow()
    end
    print("win="..tostring(win))
    print("space="..tostring(space))
    print("screen="..tostring(win:screen()))
    print("mainScr="..tostring(mainScreen))
    if win:isFullScreen() then
      hs.eventtap.keyStroke('cmd', 'return', 0, alacritty)
    end
    winFrame = win:frame()
    scrFrame = mainScreen:fullFrame()
    winFrame.w = scrFrame.w
    winFrame.y = scrFrame.y
    winFrame.x = scrFrame.x
    print("winFrame="..tostring(winFrame))
    win:setFrame(winFrame, 0)
```

```
    print("win:frame=" .. tostring(win:frame()))
    spaces.moveWindowToSpace(win, space)
    if win:isFullScreen() then
      hs.eventtap.keyStroke('cmd', 'return', 0, alacritty)
    end
    win:focus()
  end
  local alacritty = hs.application.get(BUNDLE_ID)
  if alacritty ~= nil and alacritty:isFrontmost() then
    alacritty:hide()
  else
    local space = spaces.activeSpaceOnScreen()
    local mainScreen = hs.screen.mainScreen()
    if alacritty == nil and
hs.application.launchOrFocusByBundleID(BUNDLE_ID) then
      local appWatcher = nil
      print('create app watcher')
      appWatcher = hs.application.watcher.new(function(name, event, app)
        print('name='..name)
        print('event='..event)
        if event == hs.application.watcher.launched and app:bundleID() ==
BUNDLE_ID then
          app:hide()
          moveWindow(app, space, mainScreen)
          print("stop watcher")
          appWatcher:stop()
        end
      end)
      print('start watcher')
      appWatcher:start()
    end
    if alacritty ~= nil then
      moveWindow(alacritty, space, mainScreen)
    end
  end
end)
```

Reference/tips

- increase/deceae size TL;DR; Cmd+“=” /Cmd +“-” Reset: Cmd +0
- config file CheatSheet
- quaketerm

From:
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