

Very nice terminal

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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: TerminusTTF 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: TerminusTTF 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: TerminusTTF 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: TerminusTTF 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 alacrity
hs.hotkey.bind({'command'}, 'escape', function ()
  local BUNDLE_ID = 'org.alacrity' -- more accurate to avoid mismatching on
  browser titles
  function moveWindow(alacrity, space, mainScreen)
    -- move to main space
    local win = nil
    while win == nil do
      win = alacrity: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, alacrity)
    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, alacrity)
end
win:focus()
end
local alacrity = hs.application.get(BUNDLE_ID)
if alacrity ~= nil and alacrity.isFrontmost() then
  alacrity:hide()
else
  local space = spaces.activeSpaceOnScreen()
  local mainScreen = hs.screen.mainScreen()
  if alacrity == 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 alacrity ~= nil then
    moveWindow(alacrity, space, mainScreen)
  end
end
end)

```

Reference/tips

- [increase/decrease size](#) TL;DR; Cmd+“=” /Cmd +“-” Reset: Cmd +0
- [config file CheatSheet](#)
- [quaketerm](#)

From:
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Last update: **2023/11/23 10:08**



