

spmenu



image

What is spmenu?

spmenu is an X11 menu application based on [dmenu](#) which takes standard input, parses it, and lets the user choose an option and sends the selected option to standard output.

In addition to this, it also serves as a run launcher through the included shell script `spmenu_run`, which handles both `$PATH` listing and `.desktop` entries.

It is designed to integrate well with my [dwm](#) fork, [speedwm](#).

Special features

This build of spmenu has some features written for this build. Of course if you want, this is free software so you can use it in your own build.

- Proper configuration file, including keybinds.
- dwm-like key/mouse bind array (See `keybinds.h` and `mouse.h`)
- Vim-like modes, including indicator.
- The ability to move around items with keybinds.
- Customizable/dynamic line/column size.
- IME support
 - Was removed from suckless `dmenu` years ago due to issues I've resolved
- Powerlines
- Web browser like keybindings.
- 256 color support through SGR codes.
- Image support
 - Somewhat based on [this repository](#)

- Option to block typing.
- Rewritten arguments, old arguments still work though.
- Hiding each part of the menu.

..and more!

Other features

Note: This is an incomplete list, it's just here to give you an idea of what this build has to offer.

- Pango markup support
- Alpha transparency
- Pywal/.Xresources support
- Grid
- Colored Emoji/Font support
- Highlighting
- Right-to-left language support
- Case-insensitive by default
- Padding; useful with patched dwm with barpadding or speedwm.
- Fuzzy-finding
- Preselect support
- Line-height
- History support
- Customizable bar height

Dependencies

- libX11
- libXrender
- freetype
- imlib2
 - Used for image support, can be disabled if you don't want this by:
 - build.sh: Setting `imlib2=false` in `buildconf`.
 - Makefile: Editing `toggle.mk` and commenting out a few lines.
- libXinerama
 - Can be disabled if you don't want/need multi-monitor support by:
 - build.sh: Setting `xinerama=false` in `buildconf`.
 - Makefile: Editing `toggle.mk` and commenting out a few lines.

- tcc compiler
 - You can swap it out for GCC or any other C99 compatible compiler by:
 - Makefile: Passing `CC="gcc"` to the make command.
 - build.sh: Adding `CC="gcc"` to the `buildconf.` command if you want)
- OpenSSL
 - Used to calculate MD5 of images if image support is enabled, can be disabled if you don't want this by:
 - build.sh: Setting `imlib2=false` and `openssl=false` in `buildconf.`
 - Makefile: Editing `toggle.mk` and commenting out a few lines.
- Pango
 - Can be disabled if you don't want/need Pango markup by:
 - build.sh: Setting `pango=false` and `pangoxft=false` in `buildconf.`
 - Makefile: Editing `toggle.mk` and commenting out a few lines.
- libconfig
 - Can be disabled if you don't want/need config file support by:
 - build.sh: Setting `libconfig=false` in `buildconf.`
 - Makefile: Editing `toggle.mk` and commenting out a few lines.

Installation (GNU/Linux, *BSD)

`emerge dev-vcs/git # Install dev-vcs/git using your favorite package manager`

`git clone https://git.speedie.site/spmenu`

`cd spmenu/`

`./build.sh # Run as root.`

Report any issues with the `build.sh` script. There's also a Makefile which you can use but it may require editing `host.mk` and `toggle.mk` manually.

Installation (macOS/OS X/Mac OS X)

Follow 'Installation (GNU/Linux, *BSD)' for the most part. macOS requires some minor changes though.

See [this wiki article](#) for more information.

Installation (Gentoo GNU/Linux)

If you are on Gentoo GNU/Linux, you can add [my overlay](#) which includes `x11-misc/spmenu` as well as other useful packages.

Installation (Arch GNU/Linux)

If you are on Arch GNU/Linux, you can add [my repository](#) which includes `spmenu` as well as other useful packages.

There's also a PKGBUILD. To use it, simply make `install_arch` in the directory the PKGBUILD is located.

If you wish to package `spmenu` for your GNU/Linux distribution, feel free to add it to this list.

TODO

Pull requests would be greatly appreciated for any of these issues!

General

- Image support: Stop using OpenSSL for caching images, mostly because MD50 is deprecated as of OpenSSL 3.0, but this would also make it very easy to have LibreSSL compatibility.
- Image support: Ability to display icons, similar to `rofi`
- Matching: Add support for contextual completions similar to `xprompt`
- Text drawing: Use `cairo` for text drawing over `Xft`.
- Matching: FIFO, used to dynamically refresh entries.

Unlikely, but maybe at some point in the distant future

- Wayland: Wayland support, but only if it doesn't require writing any extra code which as of now seems unlikely.
 - Before this can even be done, replace `Xft` with `cairo`, deal with keybinds in some Wayland compatible way, and figure out a way to preserve X11 compatibility as I do not want to use Wayland anyway.
 - You can just use `XWayland` anyway if you happen to use Wayland, so it's not like you will be unable to use `spmenu` in its current state.

Bugs

- Text drawing: Pango will sometimes spit out errors for invalid markup. Silencing this would be a good idea.
- Image support: Images take a long time to load sometimes, particularly when items are selected using the cursor so what we really need is a way to skip over images after a set time limit.

Scripts

This build of spmenu should work with all spmenu/dmenu scripts. Here are a few I've written/use. If your scripts are useful enough, and written with spmenu in mind, feel free to pull request and put your scripts here!

More information

See the included man page.

License

spmenu is licensed under the MIT license. See the included LICENSE file for more information!

Screenshots

If you do something cool with spmenu, feel free to add yours here!

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