















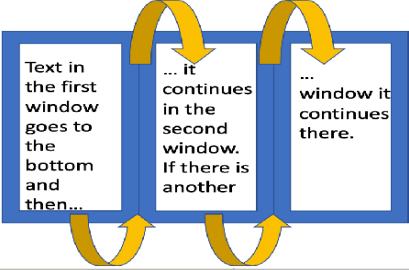


Operation	Keystroke	Function	Note
Move point to next window • can specify all frames	<f11> w o	(pel-other-window &optional ALL-FRAMES)	Move to other window, like the original other-window. • With any prefix argument consider all frames. Without argument move only within current frame. • Useful when ‘other-window’ has been remapped to something like ‘ace-window’ and want to see where the next window is.
Move point to previous window • can specify all frames	<f11> w 0	(pel-other-window-backward &optional N)	Select Nth previous window. • n defaults to 1 : meaning direct previous window. • with negative n: move as (abs n) but consider all frames. If n is positive consider only current frame. • This is the inverse of what does the standard (other-window). • This command might be useful when ace-window is not used.
Esc-cursor keys for windmove	<p>Along with several other key bindings, PEL creates the &lt;Esc&gt;-cursor key bindings described below. In some circumstances, these key bindings can conflict with some other bindings, for example in Org-mode these keys can be translated to Meta-cursor keys that are bound to Org-mode operations.</p> <p>🖱️ PEL provides the following user options to control the key bindings:</p> <ul style="list-style-type: none"> <li>• <b>pel-windmove-on-esc-cursor</b> controls the &lt;Esc&gt; bindings, it is on by default on macOS and Windows, but off on Linux. <ul style="list-style-type: none"> <li>• This affects the behaviour of the &lt;Esc&gt; cursor key bindings in org buffer as well to ensure a regular navigation across all buffers.</li> </ul> </li> <li>• ⚠️🔊 Several Linux distros map <b>C-M-</b> bindings such as <b>C-M-&lt;right&gt;</b> and <b>C-M-&lt;left&gt;</b>. If this is not the case for your Linux system, you can activate this, otherwise don't because it will prevent you from using the <b>Esc C-</b> bindings in replacement for the <b>C-M-</b> bindings you need to access several Emacs commands.</li> <li>• <b>pel-windmove-on-f1-cursor</b> controls the &lt;f1&gt; binding, also on by default.</li> </ul>		
Move to window above	<ul style="list-style-type: none"> <li>• &lt;f11&gt; &lt;up&gt;</li> <li>• &lt;f1&gt; &lt;up&gt;</li> <li>• &lt;Esc&gt; &lt;up&gt;</li> <li>• %-&lt;up&gt;</li> <li>• ❖-&lt;up&gt;</li> <li>* &lt;f7&gt; &lt;up&gt;</li> <li>• <u>yu</u></li> </ul>	(windmove-up &optional ARG)	<p>Select the window above the current one.</p> <ul style="list-style-type: none"> <li>• With no prefix argument, or with prefix argument equal to zero, "up" is relative to the position of point in the window; otherwise it is relative to the left edge (for positive ARG) or the right edge (for negative ARG) of the current window.</li> <li>• If no window is at the desired location, an error is signalled.</li> </ul> <p>📦🔧 With PEL, the <u>yu</u> key-chord is also available when key-chord is available and active.</p> <p>See 📖 <b>Key-Chords</b>.</p>
Move to window below	<ul style="list-style-type: none"> <li>• &lt;f11&gt; &lt;down&gt;</li> <li>• &lt;f1&gt; &lt;down&gt;</li> <li>• &lt;Esc&gt; &lt;down&gt;</li> <li>• %-&lt;down&gt;</li> <li>• ❖-&lt;down&gt;</li> <li>* &lt;f7&gt; &lt;down&gt;</li> <li>• <u>bn</u></li> </ul>	(windmove-down &optional ARG)	<p>Select the window below the current one.</p> <ul style="list-style-type: none"> <li>• With no prefix argument, or with prefix argument equal to zero, "down" is relative to the position of point in the window; otherwise it is relative to the left edge (for positive ARG) or the right edge (for negative ARG) of the current window.</li> <li>• If no window is at the desired location, an error is signalled.</li> </ul> <p>📦🔧 With PEL, the <u>bn</u> key-chord is also available when key-chord is available and active.</p> <p>See 📖 <b>Key-Chords</b>.</p>
Move to window at left	<ul style="list-style-type: none"> <li>• &lt;f11&gt; &lt;left&gt;</li> <li>• &lt;f1&gt; &lt;down&gt;</li> <li>• &lt;Esc&gt; &lt;left&gt;</li> <li>• %-&lt;left&gt;</li> <li>• ❖-&lt;left&gt;</li> <li>* &lt;f7&gt; &lt;left&gt;</li> <li>• <u>gf</u></li> </ul>	(windmove-left &optional ARG)	<p>Select the window to the left of the current one.</p> <ul style="list-style-type: none"> <li>• With no prefix argument, or with prefix argument equal to zero, "left" is relative to the position of point in the window; otherwise it is relative to the top edge (for positive ARG) or the bottom edge (for negative ARG) of the current window.</li> <li>• If no window is at the desired location, an error is signalled.</li> </ul> <p>📦🔧 With PEL, the <u>gf</u> key-chord is also available when key-chord is available and active.</p> <p>See 📖 <b>Key-Chords</b>.</p>
Move to window at right	<ul style="list-style-type: none"> <li>• &lt;f11&gt; &lt;right&gt;</li> <li>• &lt;f1&gt; &lt;right&gt;</li> <li>• &lt;Esc&gt; &lt;right&gt;</li> <li>• %-&lt;right&gt;</li> <li>• ❖-&lt;right&gt;</li> <li>* &lt;f7&gt; &lt;right&gt;</li> <li>• <u>jk</u></li> </ul>	(windmove-right &optional ARG)	<p>Select the window to the right of the current one.</p> <ul style="list-style-type: none"> <li>• With no prefix argument, or with prefix argument equal to zero, "right" is relative to the position of point in the window; otherwise it is relative to the top edge (for positive ARG) or the bottom edge (for negative ARG) of the current window.</li> <li>• If no window is at the desired location, an error is signalled.</li> </ul> <p>📦🔧 With PEL, the <u>jk</u> key-chord is also available when key-chord is available and active.</p> <p>See 📖 <b>Key-Chords</b>.</p>
Exchange windows	<ul style="list-style-type: none"> <li>• &lt;f11&gt; w x</li> <li>* &lt;f7&gt; x</li> </ul>	(ace-swap-windows)	<p>Swap buffers of the current window with another. If 3 windows or more, a single digit shows up in the top-left corner identifying the number to type to swap to this window.</p> <p>📦 Requires the <a href="#">ace-window</a> external package. 🔧 PEL downloads, install and activates it when the <b>pel-use-ace-window</b> user options is set to <b>t</b>.</p>
Toggle display of <a href="#">ace-window</a> # on window mode line See also: 📖 <b>Mode Line</b>	<ul style="list-style-type: none"> <li>• &lt;f11&gt; w #</li> <li>• &lt;f11&gt; M-1 #</li> </ul>	(ace-window-display-mode &optional ARG)	<p>Toggle the ace-window-display-mode, a minor mode that displays the ace window number of each window inside the left hand side of its mode line.</p> <p>📦 Requires the <a href="#">ace-window</a> external package. 🔧 PEL use <b>pel-use-ace-window</b> .</p>
<b>Close/Create Windows</b>	<p>The following commands are used to create and remove windows.</p> <p>The last 2 rows correspond to two sets of four PEL commands bound to cursor keys.</p>		
Close this windows	<ul style="list-style-type: none"> <li>• C-x 0</li> <li>* &lt;f7&gt; 0</li> <li>* &lt;f7&gt; d</li> </ul>	(delete-window &optional WINDOW)	This just closes the window and moves the cursor to the next window.
Kill current buffer and close window See also: 📖 <b>Buffers</b>	<ul style="list-style-type: none"> <li>• C-x 4 0</li> <li>* &lt;f7&gt; k</li> </ul>	(kill-buffer-and-window)	Kill the current buffer and delete the selected window.
Close other (next) window	<ul style="list-style-type: none"> <li>• &lt;f11&gt; w w</li> <li>* &lt;f7&gt; o</li> </ul>	(pel-close-other-window)	<p>Close the other window. Hide its buffer, does not kill it.</p> <ul style="list-style-type: none"> <li>• Useful to close temporary window, like the help window, without having to mode into it.</li> </ul>
Close a window identified by number	<f11> w k	(ace-delete-window)	<p>Delete a window selected by a number, a number shown in the top-left corner of the window.</p> <p>📦 Requires the <a href="#">ace-window</a> external package. 🔧 PEL downloads, installs and activates it when the <b>pel-use-ace-window</b> user options is set to <b>t</b>.</p>
Close all other windows	<ul style="list-style-type: none"> <li>• C-x 1</li> <li>• &lt;f7&gt; 1</li> <li>• &lt;f7&gt; .</li> </ul>	(delete-other-windows &optional WINDOW)	Make current window fill its frame.
Maximize one window, identified by number	<f11> w m	(ace-maximize-window) ----- (ace-delete-other-windows)	<p>Maximize a window. Close all windows except the window selected by number, a number shown in the top-left corner of the window.</p> <p>📦 Requires the <a href="#">ace-window</a> external package. The old versions used <b>ace-window-maximize</b>, but newer versions use <b>ace-delete-maximize-windows</b>. PEL uses the one that is available. 🔧 PEL downloads, install and activates it when the <b>pel-use-ace-window</b> user options is set to <b>t</b>.</p>
Create new window below	<ul style="list-style-type: none"> <li>• C-x 2</li> <li>* &lt;f7&gt; 2</li> <li>* &lt;f7&gt; -</li> </ul>	(split-window-below &optional SIZE)	<p>Split the selected window into two windows, one above the other.</p> <ul style="list-style-type: none"> <li>• The selected window is above. The newly split-off window is below and displays the same buffer.</li> </ul> <p>➡ Note that Emacs default behaviour attempts to maximize the view into the current buffer when splitting the buffer into 2 windows. This means that the cursor will not be located in the same position in the new window. To change this behaviour and keep the same point in both windows, execute (<i>setq split-window-keep-point nil</i>). The PEL packages does that.</p>
Create new window at right	<ul style="list-style-type: none"> <li>• C-x 3</li> <li>* &lt;f7&gt; 3</li> <li>* &lt;f7&gt;  </li> </ul>	(split-window-right &optional SIZE)	<p>Split the selected window into two side-by-side windows.</p> <ul style="list-style-type: none"> <li>• The selected window is on the left. The newly split-off window is on the right and displays the same buffer.</li> </ul>

Operation	Keystroke	Function	Note
Create window at cursor direction	<ul style="list-style-type: none"> <li>ESC C-&lt;right&gt;</li> <li>ESC C-&lt;left&gt;</li> <li>ESC C-&lt;down&gt;</li> <li>ESC C-&lt;up&gt;</li> <li>&lt;f1&gt; C-&lt;right&gt;</li> <li>&lt;f1&gt; C-&lt;left&gt;</li> <li>&lt;f1&gt; C-&lt;down&gt;</li> <li>&lt;f1&gt; C-&lt;up&gt;</li> <li>&lt;f11&gt; C-&lt;right&gt;</li> <li>&lt;f11&gt; C-&lt;left&gt;</li> <li>&lt;f11&gt; C-&lt;down&gt;</li> <li>&lt;f11&gt; C-&lt;up&gt;</li> <li>* &lt;f7&gt; C-&lt;right&gt;</li> <li>* &lt;f7&gt; C-&lt;left&gt;</li> <li>* &lt;f7&gt; C-&lt;down&gt;</li> <li>* &lt;f7&gt; C-&lt;up&gt;</li> </ul>	<ul style="list-style-type: none"> <li>(pel-create-window-right)</li> <li>(pel-create-window-left)</li> <li>(pel-create-window-down)</li> <li>(pel-create-window-up)</li> </ul>	<p>Create a window at the location pointed by the cursor's direction, and move point inside the new window.</p> <ul style="list-style-type: none"> <li>The 4 different commands and shown in the same cell for convenience, one for each of the available cursors: &lt;right&gt;, &lt;left&gt;, &lt;down&gt; and &lt;up&gt;.</li> <li>There are 4 possible sets of bindings: <ul style="list-style-type: none"> <li>3 sets of stand-alone commands: <ul style="list-style-type: none"> <li>Commands with &lt;f11&gt; prefix, always available.</li> <li>Commands with <b>ESC</b> prefix,  available when <b>pel-windmove-on-esc-cursor</b> user option is on (set to t).</li> <li>Commands with &lt;f1&gt; prefix,  available when <b>pel-windmove-on-f1-cursor</b> user option is on (set to t).</li> </ul> </li> <li>The Hydra-based commands, with the Hydra activated with any of the key sequences that use the &lt;f7&gt; prefix.  Available when <b>pel-use-hydra</b> user option is set to t.</li> </ul> </li> </ul>
Close a window at cursor direction	<ul style="list-style-type: none"> <li>ESC C-S-&lt;right&gt;</li> <li>ESC C-S-&lt;left&gt;</li> <li>ESC C-S-&lt;down&gt;</li> <li>ESC C-S-&lt;up&gt;</li> <li>&lt;f1&gt; C-S-&lt;right&gt;</li> <li>&lt;f1&gt; C-S-&lt;left&gt;</li> <li>&lt;f1&gt; C-S-&lt;down&gt;</li> <li>&lt;f1&gt; C-S-&lt;up&gt;</li> <li>&lt;f11&gt; C-S-&lt;right&gt;</li> <li>&lt;f11&gt; C-S-&lt;left&gt;</li> <li>&lt;f11&gt; C-S-&lt;down&gt;</li> <li>&lt;f11&gt; C-S-&lt;up&gt;</li> <li>* &lt;f7&gt; C-S-&lt;right&gt;</li> <li>* &lt;f7&gt; C-S-&lt;left&gt;</li> <li>* &lt;f7&gt; C-S-&lt;down&gt;</li> <li>* &lt;f7&gt; C-S-&lt;up&gt;</li> </ul>	<ul style="list-style-type: none"> <li>pel-close-window-right)</li> <li>(pel-close-window-left)</li> <li>(pel-close-window-down)</li> <li>(pel-close-window-up)</li> </ul>	<p>Kill window pointed by the cursor's direction.</p> <ul style="list-style-type: none"> <li>The 4 different commands and shown in the same cell for convenience, one for each of the available cursors: &lt;right&gt;, &lt;left&gt;, &lt;down&gt; and &lt;up&gt;.</li> <li>There are 4 possible sets of bindings: <ul style="list-style-type: none"> <li>3 sets of stand-alone commands: <ul style="list-style-type: none"> <li>Commands with &lt;f11&gt; prefix, always available.</li> <li>Commands with <b>ESC</b> prefix,  available when <b>pel-windmove-on-esc-cursor</b> user option is on (set to t).</li> <li>Commands with &lt;f1&gt; prefix,  available when <b>pel-windmove-on-f1-cursor</b> user option is on (set to t).</li> </ul> </li> <li>The Hydra-based commands, with the Hydra activated with any of the key sequences that use the &lt;f7&gt; prefix.  Available when <b>pel-use-hydra</b> user option is set to t.</li> </ul> </li> </ul>
Resize Window Quickly with windresize	Resize the current window quickly using the <b>windresize</b> command (mapped to <f11> <b>w r</b> by PEL).  Requires the <b>windresize</b> external package.  PEL activates it when <b>pel-use-windresize</b> user-option is set to t.		
Resize Window interactively	<f11> <b>w r</b>	(windresize &optional INCREMENT)	Resize windows interactively using the following minor mode keys. <ul style="list-style-type: none"> <li>Use <b>RET</b> or <b>C-g</b> to exit the mode.</li> </ul>
Resize window using cursors	<ul style="list-style-type: none"> <li>&lt;right&gt;</li> <li>&lt;left&gt;</li> <li>&lt;down&gt;</li> <li>&lt;up&gt;</li> </ul>	<ul style="list-style-type: none"> <li>(windresize-right &amp;optional N LEFT-BORDER FIXED-WIDTH)</li> <li>(windresize-left &amp;optional N LEFT-BORDER FIXED-WIDTH)</li> <li>(windresize-down &amp;optional N LEFT-BORDER FIXED-WIDTH)</li> <li>(windresize-up &amp;optional N LEFT-BORDER FIXED-WIDTH)</li> </ul>	Resize the current window in the direction of the used cursor. <ul style="list-style-type: none"> <li>N is the number of lines by which moving borders.</li> </ul>
Resize windows using direction opposite to cursor	<ul style="list-style-type: none"> <li>&lt;C-right&gt;</li> <li>&lt;C-left&gt;</li> <li>&lt;C-down&gt;</li> <li>&lt;C-up&gt;</li> </ul>	<ul style="list-style-type: none"> <li>(windresize-right-minus)</li> <li>(windresize-left-minus)</li> <li>(windresize-down-minus)</li> <li>(windresize-up-minus)</li> </ul>	Same as the above commands but use the direction opposite to the cursor.
Resize window bottom-right	/	(windresize-bottom-right)	Call 'windresize-right' and 'windresize-down' successively. <ul style="list-style-type: none"> <li>In move-borders method, move the bottom-right edge of the window outwards.</li> <li>In resize-window method, enlarge the window horizontally and shrink it vertically.</li> </ul>
Resize window top-right	\	(windresize-up-right)	Call 'windresize-right' and 'windresize-up' successively. <ul style="list-style-type: none"> <li>In move-borders method, move the upper-right edge of the window outwards.</li> <li>In resize-window method, enlarge the window both horizontally and horizontally.</li> </ul>
Resize window top-left	M-/	(windresize-up-left)	Call 'windresize-left' and 'windresize-up' successively. <ul style="list-style-type: none"> <li>In move-borders method, move the upper-left edge of the window outwards.</li> <li>In resize-window method, shrink the window horizontally and enlarge it vertically.</li> </ul>
Resize window bottom-left	M-\	(windresize-bottom-left)	Call 'windresize-left' and 'windresize-up' successively. <ul style="list-style-type: none"> <li>In move-borders method, move the bottom-left edge of the window outwards.</li> <li>In resize-window method, shrink the window both horizontally and vertically.</li> </ul>
Reposition window	<ul style="list-style-type: none"> <li>&lt;C-M-right&gt;</li> <li>&lt;C-M-left&gt;</li> <li>&lt;C-M-down&gt;</li> <li>&lt;C-M-up&gt;</li> </ul>	<ul style="list-style-type: none"> <li>(windresize-right-fixed)</li> <li>(windresize-left-fixed)</li> <li>(windresize-down-fixed)</li> <li>(windresize-up-fixed)</li> </ul>	Move the window to the direction identified by the cursor, keeping its width (or height) constant.
Set window resize/ reposition increment step	i	(windresize-set-increment &optional N)	Set the window resize increment step value to N. <ul style="list-style-type: none"> <li>Use a numeric argument prefix to set N interactively: <ul style="list-style-type: none"> <li>For example: <b>M-4 i</b> sets the increment to 4.</li> </ul> </li> </ul>
Increase the resize/ reposition increment step	+	(windresize-increase-increment &optional SILENT)	Increase the increment. <ul style="list-style-type: none"> <li>If SILENT is non-nil, don't output a message.</li> </ul>
Decrease the resize/reposition increment step	-	(windresize-decrease-increment &optional SILENT)	Decrease the increment. <ul style="list-style-type: none"> <li>If SILENT is non-nil, don't output a message.</li> </ul>
Negate resize/ reposition increment	~	(windresize-negate-increment &optional SILENT)	Negate the increment value. Changes the direction of window resize operations. <ul style="list-style-type: none"> <li>If SILENT is non-nil, don't output a message.</li> </ul>
Balance Windows	<ul style="list-style-type: none"> <li>=</li> <li>C-x +</li> </ul>	(windresize-balance-windows)	Balance window sizes.
Delete current window	<ul style="list-style-type: none"> <li>0</li> <li>C-x 0</li> </ul>	(delete-window &optional WINDOW)	Delete current window  During my testing <b>C-x 0</b> behaved like <b>windresize-other-window</b> instead.  Should investigate. <b>0</b> works fine though.
Delete other windows	<ul style="list-style-type: none"> <li>1</li> <li>C-x 1</li> </ul>	(windresize-delete-other-windows)	Delete other windows.
Split window vertically	<ul style="list-style-type: none"> <li>2</li> <li>C-x 2</li> </ul>	(windresize-split-window-vertically)	Split window vertically. Creates 2 windows: one on top of the other.
Split window horizontally	<ul style="list-style-type: none"> <li>3</li> <li>C-x 3</li> </ul>	(windresize-split-window-horizontally)	Split window horizontally. Creates 2 windows side by side.
Save window configuration	s	(windresize-save-window-configuration)	Save the current window configuration in the ring.



Operation	Keystroke	Function	Note
Restore window configuration	<b>r</b>	(windresize-restore-window-configuration)	Restore the previous window configuration in the ring.
Move point to other adjacent window	<ul style="list-style-type: none"> <li>• <b>&lt;M-S-right&gt;</b></li> <li>• <b>&lt;M-S-left&gt;</b></li> <li>• <b>&lt;M-S-down&gt;</b></li> <li>• <b>&lt;M-S-up&gt;</b></li> </ul>	<ul style="list-style-type: none"> <li>• (windresize-select-right &amp;optional ARG)</li> <li>• (windresize-select-left &amp;optional ARG)</li> <li>• (windresize-select-down &amp;optional ARG)</li> <li>• (windresize-select-up &amp;optional ARG)</li> </ul>	Select the window identified by the cursor. <ul style="list-style-type: none"> <li>• If ARG is nil or zero, select the window relatively to the point position.</li> <li>• If ARG is positive, select relatively to the top edge and select relatively to the bottom edge otherwise.</li> </ul>
Move point to other window	<b>o</b>	(windresize-other-window)	Select other window.
Move point to previous window	<b>p</b>	(windresize-previous-window)	Select the previous window.
Move point to next window	<b>n</b>	(windresize-next-window)	Select other window.
Set window layout and exit windresize	<ul style="list-style-type: none"> <li>• <b>x</b></li> <li>• <b>RET</b></li> </ul>	(windresize-exit)	Keep this window configuration and exit 'windresize'.
Cancel window layout and exit windresize	<ul style="list-style-type: none"> <li>• <b>c</b></li> <li>• <b>q</b></li> </ul>	(windresize-cancel-and-quit)	Cancel window resizing and quit 'windresize'. <ul style="list-style-type: none"> <li>• Restore window layout used before the entry into windresize mode.               <ul style="list-style-type: none"> <li>• The layouts, are, however still available via <b>winner-undo &lt;f11&gt; w p</b>, with PEL.</li> </ul> </li> </ul>
<b>Resize Window</b>  <b>Using the base Emacs commands</b>	<p>The following commands are used to change the current window size. Except when used inside the hydra, none of these commands are easy to re-type quickly.</p> <ul style="list-style-type: none"> <li>• The best way to use them is to type them once and then use a <b>repeat key</b>:               <ul style="list-style-type: none"> <li>• Emacs native repeat key is <b>C-x z</b> once and then repeat more by only typing '<b>z</b>'.</li> <li>• The PEL package also binds the <b>&lt;f5&gt;</b> key to repeat.</li> </ul> </li> <li>• PEL also provides the Window Hydra (described above) which can be started with one of the following commands using the <b>&lt;f7&gt;</b> prefix. Once the Hydra is entered, commands can be issued again without any prefix.</li> </ul> <p>Each of the first 5 commands below have 5 possible bindings:</p> <ul style="list-style-type: none"> <li>• The Emacs default key binding using the C-x prefix.</li> <li>• The commands with the default PEL <b>&lt;f11&gt;</b> prefix, always available.</li> <li>• The commands with <b>ESC</b> prefix,  available when <b>pel-windmove-on-esc-cursor</b> user option is on (set to t).</li> <li>• The commands with <b>&lt;f1&gt;</b> prefix,  available when <b>pel-windmove-on-f1-cursor</b> user option is on (set to t).</li> <li>• The Hydra-based commands, with the Hydra activated with any of the key sequences that use the <b>&lt;f7&gt;</b> prefix.  Available when <b>pel-use-hydra</b> user option is set to t.</li> </ul>		
<b>Grow window taller</b>	<ul style="list-style-type: none"> <li>• <b>C-x ^</b></li> <li>• <b>&lt;f11&gt; w s V</b></li> <li>• <b>ESC M-&lt;up&gt;</b></li> <li>• <b>&lt;f1&gt; M-&lt;up&gt;</b></li> <li>• <b>* &lt;f7&gt; V</b></li> </ul>	(enlarge-window DELTA &optional HORIZONTAL)	Grow window taller by DELTA lines (defaults to 1), specify more with <b>C-u n</b> (or <b>M- n</b> ) argument prefix. <ul style="list-style-type: none"> <li>• See note above for availability of various bindings.</li> </ul>
<b>Shrink window smaller</b>	<ul style="list-style-type: none"> <li>• <b>&lt;f11&gt; w s v</b></li> <li>• <b>ESC M-&lt;down&gt;</b></li> <li>• <b>&lt;f1&gt; M-&lt;down&gt;</b></li> <li>• <b>* &lt;f7&gt; v</b></li> </ul>	(shrink-window DELTA &optional HORIZONTAL)	Shrink height of window by DELTA lines (defaults to 1), specify more with <b>C-u n</b> (or <b>M- n</b> ) argument prefix. <ul style="list-style-type: none"> <li>• See note above for availability of various bindings.</li> </ul>
<b>Grow windows wider</b>	<ul style="list-style-type: none"> <li>• <b>C-x }</b></li> <li>• <b>&lt;f11&gt; w s H</b></li> <li>• <b>ESC M-&lt;right&gt;</b></li> <li>• <b>&lt;f1&gt; M-&lt;right&gt;</b></li> <li>• <b>* &lt;f7&gt; H</b></li> </ul>	(enlarge-window-horizontally DELTA)	Enlarge the current window horizontally. <ul style="list-style-type: none"> <li>• See note above for availability of various bindings.</li> </ul>
<b>Shrink window narrower</b>	<ul style="list-style-type: none"> <li>• <b>C-x {</b></li> <li>• <b>&lt;f11&gt; w s h</b></li> <li>• <b>ESC M-&lt;left&gt;</b></li> <li>• <b>&lt;f1&gt; M-&lt;left&gt;</b></li> <li>• <b>* &lt;f7&gt; h</b></li> </ul>	(shrink-window-horizontally DELTA)	Reduce the width of the current window. <ul style="list-style-type: none"> <li>• See note above for availability of various bindings.</li> </ul>
<b>Make all windows the same size</b>	<ul style="list-style-type: none"> <li>• <b>C-x +</b></li> <li>• <b>&lt;f11&gt; w s =</b></li> <li>• <b>ESC &lt;kp-5&gt;</b></li> <li>• <b>&lt;f1&gt; &lt;kp-5&gt;</b></li> <li>• <b>* &lt;f7&gt; =</b></li> </ul>	(balance-windows &optional WINDOW-OR-FRAME)	Balance the sizes of windows of WINDOW-OR-FRAME. <ul style="list-style-type: none"> <li>• WINDOW-OR-FRAME is optional and defaults to the selected frame.</li> <li>• If WINDOW-OR-FRAME denotes a frame, balance the sizes of all windows of that frame. If WINDOW-OR-FRAME denotes a window, recursively balance the sizes of all child windows of that window.</li> <li>• See note above for availability of various bindings.</li> </ul>
<b>Reduce current window size if buffer is smaller than window</b>	<ul style="list-style-type: none"> <li>• <b>C-x -</b></li> <li>• <b>&lt;f11&gt; w s -</b></li> </ul>	(shrink-window-if-larger-than-buffer &optional WINDOW)	Shrink height of current window if its buffer doesn't need so many lines. <ul style="list-style-type: none"> <li>• More precisely, shrink window vertically to be as small as possible, while still showing the full contents of its buffer.</li> <li>• Do not shrink window to less than 'window-min-height' lines. Do nothing if the buffer contains more lines than the present window height, or if some of the window's contents are scrolled out of view, or if shrinking this window would also shrink another window, or if the window is the only window of its frame.</li> </ul>
<b>Quick Window Layout Change</b>	The following commands flip the layout of 2 windows: the current and <i>next</i> window between 2 horizontal windows to 2 vertical windows and vice versa.		
Flip 2 horizontal windows to 2 vertical ones	<ul style="list-style-type: none"> <li>• <b>&lt;f11&gt; w v</b></li> <li>• <b>* &lt;f7&gt; M-v</b></li> </ul>	(pel-2-vertical-windows)	Convert 2 horizontal windows into 2 vertical windows. <ul style="list-style-type: none"> <li>• Flip the orientation of the current window and its next one.               <ul style="list-style-type: none"> <li>• The next window is placed at the right of the current window.</li> </ul> </li> </ul>
Flip 2 vertical windows to 2 horizontal ones	<ul style="list-style-type: none"> <li>• <b>&lt;f11&gt; w h</b></li> <li>• <b>* &lt;f7&gt; M-h</b></li> </ul>	(pel-2-horizontal-windows)	Convert 2 horizontal windows into 2 horizontal windows. <ul style="list-style-type: none"> <li>• Flip the orientation of the current window and its next one.               <ul style="list-style-type: none"> <li>• The next window is placed below the current one.</li> </ul> </li> </ul>
<b>Window Layout History</b>	The following commands allow you to restore a previously used window layout. They depend on the <b>winner</b> package, a package that is part of the standard Emacs.  PEL activates them when <b>pel-use-winner</b> user option is t.		
Restore an earlier window configuration	<ul style="list-style-type: none"> <li>• <b>C-c &lt;left&gt;</b></li> <li>• <b>&lt;f11&gt; w p</b></li> <li>• <b>* &lt;f7&gt; p</b></li> </ul>	(winner-undo)	Switch back to an earlier window configuration saved by Winner mode. In other words, "undo" changes in window configuration.
Restore a more recent window configuration	<ul style="list-style-type: none"> <li>• <b>C-c &lt;right&gt;</b></li> <li>• <b>&lt;f11&gt; w n</b></li> <li>• <b>* &lt;f7&gt; n</b></li> </ul>	(winner-redo)	Restore a more recent window configuration saved by Winner mode.

Operation	Keystroke	Function	Note
<a href="#">Open Buffer in another window</a>	With the following commands you can show a different buffer inside another window. One command select that other window (move point to that window) and the other does not. Under PEL both commands are bound to the IDO version of the command when the pel-use-ido customization variable is set to <b>t</b> , otherwise they retain the Emacs default binding. The IDO binding provides more information at the prompt.		
<a href="#">Select buffer in other window</a>	<ul style="list-style-type: none"> <li><b>C-x 4 b</b></li> <li><b>&lt;f11&gt; w B</b></li> </ul>	<b>(ido-switch-buffer-other-window)</b> ----- <b>(switch-to-buffer-other-window</b> BUFFER-OR-NAME &optional NORECORD)	Select buffer bufname in another window (switch-to-buffer-other-window). See <a href="#">Select Buffer</a> .
<a href="#">Display buffer in other window, don't select the other window.</a>	<ul style="list-style-type: none"> <li><b>C-x 4 C-o</b></li> <li><b>&lt;f11&gt; w b</b></li> </ul>	<b>(ido-display-buffer)</b> ----- <b>(display-buffer</b> BUFFER-OR-NAME &optional ACTION FRAME)	Display a buffer in other window but don't select it. When <i>pel-use-ido</i> is customized to <b>t</b> , (ido-display-buffer) is used, which prompts and provides easy to select list of available buffer names. Otherwise the standard Emacs (display-buffer) is used prompting without showing the available buffers.
<a href="#">Dedicated Windows</a>	Emacs windows can be dedicated to specific buffers in such a way that future windows operations do not affect the dedicated windows. The following commands help you manage dedicated windows.		
<a href="#">Show dedicated status of current window</a>	<b>&lt;f11&gt; w d ?</b>	<b>(pel-show-window-dedicated-status)</b>	Display the dedicated status of the current window in the echo area (the minibuffer).
<a href="#">Toggle dedicated status of current window</a>	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; w d d</b></li> <li><b>* &lt;f7&gt; d</b></li> </ul>	<b>(pel-toggle-window-dedicated)</b>	Toggle the dedicated status of the current window, changing a normal window into a dedicated one and a dedicated window into a normal one. ⚠️ Use with care after learning about <a href="#">dedicated windows</a> .
<a href="#">Follow Mode</a>	Emacs has a scroll all windows mode which applies all scroll commands to all visible windows. To support mouse wheel or scroll bar you need to implement extra code as suggested by the <a href="#">Emacs Wiki Scroll All Mode page</a> .		
See also: <a href="#">🔗 Scrolling</a>	<b>Emacs follow-mode using 3 windows</b> 		
<a href="#">Toggle follow-mode</a> See also: <a href="#">🔗 Scrolling</a>	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; w f</b></li> <li><b>&lt;f11&gt;   f</b></li> </ul>	<b>(follow-mode</b> &optional ARG)	When Emacs follow-mode is used on 2 or more windows, these windows show the text of the same buffer spread across these windows that act as a one continuous stream.  <ul style="list-style-type: none"> <li>Follow mode is a minor mode that combines windows into one tall virtual window. This is accomplished by two main techniques:               <ul style="list-style-type: none"> <li>The windows always displays adjacent sections of the buffer. This means that whenever one window is moved, all the others will follow. (Hence the name Follow mode.)</li> <li>Should point (cursor) end up outside a window, another window displaying that point is selected, if possible. This makes it possible to walk between windows using normal cursor movement commands.</li> </ul> </li> <li>Follow mode comes to its prime when used on a large screen and two or more side-by-side windows are used. The user can, with the help of Follow mode, use these full-height windows as though they were one.</li> </ul>
<a href="#">Scrolling Window</a>	🖱️ For all other commands to scroll the window text, see the <a href="#">🔗 Scrolling</a> page.		
<a href="#">recentering in current window</a>	The following 2 command do <b>not</b> move point, but reposition the text in the current window. <ul style="list-style-type: none"> <li>These are quite useful as they can be used to refresh the view in the current window.</li> </ul> See also: <a href="#">🔗 Navigation</a>		
<a href="#">Position current line to window's Center / Bottom / Top.</a> Refresh screen.	<ul style="list-style-type: none"> <li><b>C-1</b></li> <li><b>&lt;f11&gt; C-1</b></li> </ul>	<b>(recenter-top-bottom</b> &optional ARG)	Without argument: moves the current line to window: center -> top -> bottom. <ul style="list-style-type: none"> <li>With arg: centre first:               <ul style="list-style-type: none"> <li><b>C-u C-1 C-1 C-1 C-1</b></li> <li><b>→ center → bottom → center → top</b></li> </ul> </li> <li>With negative arg: bottom first:               <ul style="list-style-type: none"> <li><b>C-- C-1 C-1 C-1</b></li> <li><b>→ bottom → center → top</b></li> </ul> </li> <li>With arg 0: top first:               <ul style="list-style-type: none"> <li><b>M-0 C-1 C-1 C-1</b></li> <li><b>→ top → bottom → center</b></li> </ul> </li> </ul> <ul style="list-style-type: none"> <li>With numeric positive: move current line to window top position N</li> <li>With negative numeric: move current line to bottom window position: -1 := last line</li> <li>PEL provides the <b>&lt;f11&gt; C-1</b> key binding because some modes use <b>C-1</b> as a prefix key.</li> </ul>
<a href="#">Reposition comment/definition in full view</a>	<ul style="list-style-type: none"> <li><b>C-M-1</b></li> <li><b>C-[ C-1</b></li> <li><b>Esc C-1</b></li> </ul>	<b>(reposition-window</b> &optional ARG)	Attempts to make the current comment or current definition fully visible by scrolling the lines without changing the point. <ul style="list-style-type: none"> <li>Further invocations move it to the top of the window or toggle the visibility of comments that precede it (by scrolling the lines).</li> </ul>

Windows — Reference

Topic/URL	Comment
<a href="#">GNU Emacs — Displaying a Buffer in a Window</a>	Describes the Emacs features related to displaying buffers inside windows.
<a href="#">GNU Emacs Lisp — Displaying Buffers — The Zen of Buffer Display</a>	Describes the rules Emacs tries to use to control the creation of new windows when they are created dynamically from commands.