Windows - Managing and Moving To Other Windows

<u>Operation</u>	Keystroke	Function	<u>Note</u>	
Window Operations	Emacs basic window management frames. These basic facilities windmove, built-in, act	ties can be extended by several built-in tivated by PEL, but not using the standa	-x o, C-x 0, C-x 1, C-x 2 and C-x 3 with some derivatives and support for multiple and external packages: rd wind move key bindings (which use Shift with cursors) to preserve ability to shift-mark when	
See also: Customize Key-Chords Frames Speedbar	 winner, also built-in, which provides the ability to restore previous window pane layouts. PEL activates it when pel-use-winner user option is t. ace-window, an external package, which extends the C-x o command by displaying Ace target in the windows' upper left corner to quickly select the target window to move to and possibly operate on. key-chord, an external package, that PEL use (when pel-use-key-chord user option is t) to activate dual-key chords to move across windows. Windows can be dedicated to specific buffers, for example by Speedbar (see Speedbar). Several windows with the same buffers can operate as a single flow with follow mode. 			
	PEL provides extra comm It adds several key b On macOS, in gra On Windows, the In graphics mode They can also be	nands and key bindings: bindings under the <f11> key prefix. The aphics mode only, the % key is mapped Menu key is mapped to the hyper key. I mouse operations are available. enabled in terminal mode, with the xterm</f11>	ese are available in both graphics and terminal modes.	
Open this PDF file. See also: <u>▼ Help/</u>	In terminal mode only one <f11> w <f1></f1></f11>	(pel-help-pdf &optional OPEN-WEB-PAGE)	Open the <u>Windows</u> local PDF. If the prefix argument (like C-u or M) is used, then it open the remote GitHub hosted raw PDF instead. If the pel-flip-help-pdf-arg user-option is set it's	
nfo ∑ Customize PEL	<f11> w <f2></f2></f11>	(pel-customize-pel &optional	the other way around. Customize PEL Window support.	
vindow control ∑ Customize Emacs window control	<f11> w <f3></f3></f11>	OTHER-WINDOW) (pel-customize-library &optional OTHER-WINDOW)	 If OTHER-WINDOW is non-nil (use C-u), display in other window. Customize Emacs Window support groups: windows, ace-window, ace-window-display, winner, windmove and windresize. Windresize does not uses its own group. It places its customization inside the Emacs convenience group instead. PEL opens that group for it: look for Windresize user options there 	
Navigate through windows with cursor and numbers Resize window Split window Swap window SFlip vertical/ horizontal Set previous/next layout Close window Display different buffer in window Change window dedication settings Switch to the pel-Duffer Hydra by typing <f7><f7><f5></f5></f7></f7>	 While active the Hydra Hint is normally shown in the minibuffer (like the one shown below). While the Hydra is active use the ? key to toggle it off or the have the Hydra hint off when the Hydra activates set the hydra-is-helpful user option to nil (but then you can still toggle it on/off with ?. To cancel the Hydra hit the <ff> key again or use a command not available in the windows management hydra.</ff> The name of the PEL window hydra commands are not listed below. They all have a name that begins with pel-∑wnd/ and ends with the same name command function listed in the Function column. For example, pel-∑wnd/windmove-up is bound to <ff> </ff>			
see <u>∑ Buffers</u>	0	d to C-x o key provides a partially over	rlapping feature set but they differ in their key assignments. Also available through the Hydra.	
Move point to other window - C-u: swap - C-u C-u: delete	• C-x o	(other-window COUNT &optional ALL-FRAMES)	 Select (move point) to other window. Select another window in cyclic ordering of windows. With prefix argument consider all frames. This is Emacs default behaviour for this key. And PEL's default: pel-use-ace-window = nil. Change it to activate the functionality described in next row. 	
Move to other window Move to specified window Ace	* <f7> #</f7>	(ace-window ARG)	Move to (and possibly operate on) window selected by an Ace target code. Requires the ace-window external package. PEL downloads, installs and activates it when the pel-use-ace-window user option is set to t.	
target Operate on specified window See also:	Type the name to move to the window, or		an Ace target in the windows' upper left corner: it identifies the window target.	
Customize Demo: <u>C'est la Z,</u> video <u>5</u>		 m - swap windows M - move window c - copy window j - select buffer n - select the previous window u - select buffer in the other window c - split window fairly, either vertically or horizontally v - split window vertically b - split window horizontally o - maximize current window ? - show these command bindings 		
	 In graphics mode the other Emacs frames are in other OS window. In text terminal mode, other Emacs frames are hidden (as they occupy the exact same OS window): just one Emdisplayed. ★ An argument can be used to perform more operations: To force a window number prompt, use any negative prefix (including just typing C alone). Useful with sever when current frame has 1 or 2 windows active. Prefixed with one C-u, does a swap between the selected window and the current window, so that the selected to current window (and current buffer moves to selected window). The PEL <f11> w x key does the same (buprompt when there are only 2 windows.)</f11> Prefixed with two C-u's, deletes the window identified by the window number. 			
		With ace-window-display-mod Use <f11> <f2> o and tyl Note that setting this on will to prevent it from having an imp</f2></f11>	tes the window identified by the window number. de user-option on, the window number is shown on the left of the mode-line. pe user options name to open the customize buffer to change it. I increase your Emacs init time. You will have to remove the variable from your configuration list pact. Instead, you can leave the customization unspecified and use the command to activate it be-window-display-mode to <f11> w #</f11>	

<u>Operation</u>	<u>Keystroke</u>	Function	<u>Note</u>
Move point to next window • can specify all frames	<f11> w o</f11>	(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 <i>next</i> window is.
Move point to previous window can specify all frames	<f11> w 0</f11>	(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	Along with several other key bindings, PEL creates the <esc>-cursor key bindings described below. In some circumstances, these key bindings can conflict wis some other bindings, for example in Org-mode these keys can be translated to Meta-cursor keys that are bound to Org-mode operations. PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to control the key bindings: PEL provides the following user options to controls the case for your Linux. PIL PROVIDED TO THE TO THE CONTROL TO THE</esc>		
Move to window above	• <f11> <up> • <f1> <up> • <f1> <up> • <esc> <up> • %-<up> • *-<up> * <f7> <up> • ½u</up></f7></up></up></up></esc></up></f1></up></f1></up></f11>	(windmove-up &optional ARG)	Select the window above the current one. • 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. • If no window is at the desired location, an error is signalled. With PEL, the yu key-chord is also available when key-chord is available and active. See Key-Chords.
Move to window below	• <f11> <down> • <f1> <down> • <f1> <down> • <esc> <down> • %-<down> • *-<down> * <f7> <down> • bn</down></f7></down></down></down></esc></down></f1></down></f1></down></f11>	(windmove-down &optional ARG)	Select the window below the current one. • 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. • If no window is at the desired location, an error is signalled. With PEL, the bn key-chord is also available when key-chord is available and active. See Key-Chords.
Move to window at left	• <f11> <left> • <f1> <down> • <esc> <left> • %-<left> • *-<left> * <f7> <left> • ₫f</left></f7></left></left></left></esc></down></f1></left></f11>	(windmove-left &optional ARG)	Select the window to the left of the current one. • 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. • If no window is at the desired location, an error is signalled. With PEL, the gf key-chord is also available when key-chord is available and active. See See-Chords .
Move to window at right	• <f11> <right> • <f1> <right> • <esc> <right> • %-<right> • *-<right> ★ <f7> <right> • ½k</right></f7></right></right></right></esc></right></f1></right></f11>	(windmove-right &optional ARG)	Select the window to the right of the current one. 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. If no window is at the desired location, an error is signalled. With PEL, the jk key-chord is also available when key-chord is available and active. See Key-Chords.
Exchange windows	• <f11> w x * <f7> x</f7></f11>	(ace-swap-windows)	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. Requires the <u>ace-window</u> external package. PEL downloads, install and activates it when the <u>pel-use-ace-window</u> user options is set to t.
Toggle display of ace-window # on window mode line See also: ∑ Mode Line	• <f11> w # • <f11> M-1 #</f11></f11>	(ace-window-display-mode &optional ARG)	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. Requires the <u>ace-window</u> external package. PEL use <u>pel-use-ace-window</u> .
Close/Create Windows	The following commands are used to create and remove windows. The last 2 rows correspond to two sets of four PEL commands bound to cursor keys.		
Close this windows	• C-x 0 * <f7> 0 * <f7> d</f7></f7>	(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: Buffers	• C-x 4 0 * <f7> k</f7>	(kill-buffer-and-window)	Kill the current buffer and delete the selected window.
Close a window identified by number	<f11> w k</f11>	(ace-delete-window)	Delete a window selected by a number, a number shown in the top-left corner of the window. Requires the <u>ace-window</u> external package. PEL downloads, installs and activates it when the <u>pel-use-ace-window</u> user options is set to t.
Close all other windows	• C-x 1 • <f7> 1 • <f7> .</f7></f7>	(delete-other-windows &optional WINDOW)	Make current window fill its frame.
Maximize one window, identified by number	<f11> w m</f11>	(ace-maximize-window) (ace-delete-other-windows)	Maximize a window. Close all windows except the window selected by number, a number shown in the top-left corner of the window. Requires the ace-window external package. The old versions used ace-window-maximize, but newer versions use ace-delete-maximize-windows. PEL uses the one that is available. PEL downloads, install and activates it when the pel-use-ace-window user options is set to t.
Create new window below	• C-x 2 * <f7> 2 * <f7> -</f7></f7>	(split-window-below &optional SIZE)	Split the selected window into two windows, one above the other. • The selected window is above. The newly split-off window is below and displays the same buffer. ➡ 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 (setq split-window-keep-point nil). The PEL packages does that.
Create new window at right	• C-x 3 * <f7> 3 * <f7> </f7></f7>	(split-window-right &optional SIZE)	Split the selected window into two side-by-side windows. • The selected window is on the left. The newly split-off window is on the right and displays the same buffer.

<u>Operation</u>	<u>Keystroke</u>	Function	<u>Note</u>
Create window at cursor direction	• ESC C- <right> • ESC C-<left> • ESC C-Cdown> • ESC C-<up> • <f1> C-<right> • <f1> C-<left> • <f1> C-<left> • <f1> C-<down> • <f1> C-<down> • <f1> C-<up> • <f11> C-<right> • <f11> C-<right> • <f11> C-<right> • <f11> C-<right> • <f11> C-<left> • <f11> C-<left> • <f11> C-<left> • <f11> C-<down> • <f10> C-<up> * <f7> C-<right> * <f7> C-<right> * <f7> C-<-cleft> * <f7< th=""><th>(pel-create-window-right) (pel-create-window-left) (pel-create-window-down) (pel-create-window-up)</th><th>Create a window at the location pointed by the cursor's direction, and move point inside the new window. • The 4 different commands and shown in the same cell for convenience, one for each of the available cursors: ⟨right⟩, ⟨left⟩, ⟨down⟩ and ⟨up⟩. • There are 4 possible sets of bindings: • 3 sets of stand-alone commands: • Commands with ⟨f11⟩ prefix, always available. • Commands with ESC prefix, always available when pel-windmove-on-esc-cursor user option is on (set to t). • Commands with ⟨f1⟩ prefix, available when pel-windmove-on-f1-cursor user option is on (set to t). • The Hydra-based commands, with the Hydra activated with any of the key sequences that use the ⟨f7⟩ prefix. Available when pel-use-hydra user option is set to t.</th></f7<></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></f7></right></f7></right></f7></up></f10></down></f11></left></f11></left></f11></left></f11></right></f11></right></f11></right></f11></right></f11></up></f1></down></f1></down></f1></left></f1></left></f1></right></f1></up></left></right>	(pel-create-window-right) (pel-create-window-left) (pel-create-window-down) (pel-create-window-up)	Create a window at the location pointed by the cursor's direction, and move point inside the new window. • The 4 different commands and shown in the same cell for convenience, one for each of the available cursors: ⟨right⟩, ⟨left⟩, ⟨down⟩ and ⟨up⟩. • There are 4 possible sets of bindings: • 3 sets of stand-alone commands: • Commands with ⟨f11⟩ prefix, always available. • Commands with ESC prefix, always available when pel-windmove-on-esc-cursor user option is on (set to t). • Commands with ⟨f1⟩ prefix, available when pel-windmove-on-f1-cursor user option is on (set to t). • The Hydra-based commands, with the Hydra activated with any of the key sequences that use the ⟨f7⟩ prefix. Available when pel-use-hydra user option is set to t.
Close a window at cursor direction	• ESC C-S- <right> • ESC C-S-<left> • ESC C-S-<down> • ESC C-S-<up> • <f1> C-S-<right> • <f1> C-S-<left> • <f1> C-S-<left> • <f1> C-S-<left> • <f1> C-S-<down> • <f1> C-S-<down> • <f1> C-S-<up> • <f11> C-S-<up> • <f11> C-S-<right> • <f11> C-S-<left> • <f11> C-S-<left> • <f11> C-S-<left> • <f11> C-S-<down> • <f11> C-S-<down> • <f11> C-S-<up> * <f7> C-S-<up></up></f7></up></f7></up></f7></up></f7></up></f7></up></f7></up></f11></down></f11></down></f11></left></f11></left></f11></left></f11></right></f11></up></f11></up></f1></down></f1></down></f1></left></f1></left></f1></left></f1></right></f1></up></down></left></right>	pel-close-window-right) (pel-close-window-left) (pel-close-window-down) (pel-close-window-up)	 Kill window pointed by the cursor's direction. The 4 different commands and shown in the same cell for convenience, one for each of the available cursors: right, <left< a="">, <down< li=""> and <up>.</up> There are 4 possible sets of bindings: 3 sets of stand-alone commands: Commands with ff11 prefix, always available. Commands with ESC prefix, dia available when pel-windmove-on-esc-cursor user option is on (set to t). Commands with ff1> prefix, dia available when pel-windmove-on-f1-cursor user option is on (set to t). The Hydra-based commands, with the Hydra activated with any of the key sequences that use the f7> prefix. dia Available when pel-use-hydra user option is set to t. </down<></left<>
Resize Window Quickly with windresize	· ·		d (mapped to <f11> w r by PEL). it when pel-use-windresize user-option is set to t.</f11>
Resize Window interactively	<f11> w r</f11>	(windresize &optional INCREMENT)	Resize windows interactively using the following minor mode keys. • Use RET or C - g to exit the mode.
Resize window using cursors	<pre> <right> <left> <down> <up> </up></down></left></right></pre>	(windresize-right & optional N LEFT-BORDER FIXED-WIDTH) (windresize-left & optional N LEFT-BORDER FIXED-WIDTH) (windresize-down & optional N LEFT-BORDER FIXED-WIDTH) (windresize-up & optional N LEFT-BORDER FIXED-WIDTH)	Resize the current window in the direction of the used cursor. N is the number of lines by which moving borders.
Resize windows using direction opposite to cursor	<pre></pre>	(windresize-right-minus) (windresize-left-minus) (windresize-down-minus) (windresize-up-minus)	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. In move-borders method, move the bottom-right edge of the window outwards. In resize-window method, enlarge the window horizontally and shrink it vertically.
Resize window top- right	\	(windresize-up-right)	Call 'windresize-right' and 'windresize-up' successively. In move-borders method, move the upper-right edge of the window outwards. In resize-window method, enlarge the window both horizontally and horizontally.
Resize window top- left	M-/	(windresize-up-left)	Call 'windresize-left' and 'windresize-up' successively. In move-borders method, move the upper-left edge of the window outwards. In resize-window method, shrink the window horizontally and enlarge it vertically.
Resize window bottom-left	M-\	(windresize-bottom-left)	Call 'windresize-left' and 'windresize-up' successively. In move-borders method, move the bottom-left edge of the window outwards. In resize-window method, shrink the window both horizontally and vertically.
Reposition window	• <c-m-right> • <c-m-left> • <c-m-down> • <c-m-up></c-m-up></c-m-down></c-m-left></c-m-right>	(windresize-right-fixed) (windresize-left-fixed) (windresize-down-fixed) (windresize-up-fixed)	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. Use a numeric argument prefix to set N interactively: For example: M-4 i sets the increment to 4.
Increase the resize/ reposition increment step	+	(windresize-increase-increment &optional SILENT)	Increase the increment. • If SILENT is non-nil, don't output a message.
Decrease the resize/reposition increment step	-	(windresize-decrease-increment &optional SILENT)	Decrease the increment. • If SILENT is non-nil, don't output a message.
Negate resize/ reposition increment	~	(windresize-negate-increment &optional SILENT)	Negate the increment value. Changes the direction of window resize operations. • If SILENT is non-nil, don't output a message.
Balance Windows	• = • C-x +	(windresize-balance-windows)	Balance window sizes.
Delete current window	• 0 • C-x 0	(delete-window &optional WINDOW)	Delete current window Louring my testing C-x 0 behaved like windresize-other-window instead. Should investigate. 0 works fine though.
Delete other windows	• 1 • C-x 1	(windresize-delete-other-windows)	Delete other windows.
Split window vertically	• 2 • C-x 2	(windresize-split-window- vertically)	Split window vertically. Creates 2 windows: one on top of the other.
Split window horizontally	• 3 • C-x 3	(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	<u>Keystroke</u>	Function	<u>Note</u>
Restore window configuration	r	(windresize-restore-window-configuration)	Restore the previous window configuration in the ring.
Move point to other adjacent window	<pre> <m-s-right> <m-s-left> <m-s-down> <m-s-up></m-s-up></m-s-down></m-s-left></m-s-right></pre>	(windresize-select-right &optional ARG) (windresize-select-left &optional ARG) (windresize-select-down &optional ARG) (windresize-select-up &optional ARG)	Select the window identified by the cursor. If ARG is nil or zero, select the window relatively to the point position. If ARG is positive, select relatively to the top edge and select relatively to the bottom edge otherwise.
Move point to other window	0	(windresize-other-window)	Select other window.
Move point to previous window	p	(windresize-previous-window)	Select the previous window.
Move point to next window	n	(windresize-next-window)	Select other window.
Set window layout and exit windresize	• x • RET	(windresize-exit)	Keep this window configuration and exit 'windresize'.
Cancel window layout and exit windresize	• c	(windresize-cancel-and-quit)	Cancel window resizing and quit 'windresize'. Restore window layout used before the entry into windresize mode. The layouts, are, however still available via winner-undo <f11> w p, with PEL.</f11>
Resize Window Using the base Emacs commands	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. The best way to use them is to type them once and then use a repeat key: Emacs native repeat key is C-x z once and then repeat more by only typing 'z'. The PEL package also binds the <f5> key to repeat. PEL also provides the Window Hydra (described above) which can be started with one of the following commands using the <f7> prefix. Once the Hydra is entered, commands can be issued again without any prefix. Each of the first 5 commands below have 5 possible bindings: The Emacs default key binding using the C-x prefix. The commands with the default PEL <f11> prefix, always available. The commands with ESC prefix, available when pel-windmove-on-esc-cursor user option is on (set to t). The Hydra-based commands, with the Hydra activated with any of the key sequences that use the <f7> prefix. Available when pel-use-hydra user</f7></f11></f7></f5>		
Grow window taller	option is set to t. • C-x ^ • <f11> w s V • ESC M-<up> • <f1> M-<up> * <f7> V</f7></up></f1></up></f11>	(enlarge-window DELTA &optional HORIZONTAL)	Grow window taller by DELTA lines (defaults to 1), specify more with C-u n (or M- n) argument prefix. • See note above for availability of various bindings.
Shrink window smaller	• <f11> w s v • ESC M-<down> • <f1> M-<down> * <f7> v</f7></down></f1></down></f11>	(shrink-window DELTA &optional HORIZONTAL)	Shrink height of window by DELTA lines (defaults to 1), specify more with C-u n (or M- n) argument prefix. • See note above for availability of various bindings.
Grow windows wider	• C-x } • <f11> w s H • ESC M-<right> • <f1> M-<right> * <f7> H</f7></right></f1></right></f11>	(enlarge-window-horizontally DELTA)	Enlarge the current window horizontally. See note above for availability of various bindings.
Shrink window narrower	• C-x { • <f11> w s h • ESC M-<left> • <f1> M-<left> * <f7> h</f7></left></f1></left></f11>	(shrink-window-horizontally DELTA)	Reduce the width of the current window. • See note above for availability of various bindings.
Make all windows the same size	• C-x + • <f11> w s = • ESC <kp-5> • <f1> <kp-5> * <f7> =</f7></kp-5></f1></kp-5></f11>	(balance-windows & optional WINDOW-OR-FRAME)	Balance the sizes of windows of WINDOW-OR-FRAME. WINDOW-OR-FRAME is optional and defaults to the selected frame. 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. See note above for availability of various bindings.
Reduce current window size if buffer is smaller than window	• C-x - • <f11> w s -</f11>	(shrink-window-if-larger-than- buffer &optional WINDOW)	Shrink height of current window if its buffer doesn't need so many lines. More precisely, shrink window vertically to be as small as possible, while still showing the full contents of its buffer. 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.
Quick Window Layout Change	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	• <f11> w v * <f7> M-v</f7></f11>	(pel-2-vertical-windows)	Convert 2 horizontal windows into 2 vertical windows. Flip the orientation of the current window and its next one. The next window is placed at the right of the current window.
Flip 2 vertical windows to 2 horizontal ones	• <f11> w h * <f7> M-h</f7></f11>	(pel-2-horizontal-windows)	Convert 2 horizontal windows into 2 horizontal windows. Flip the orientation of the current window and its next one. The next window is placed below the current one.
Window Layout History	The following commands allow you to restore a previously used window layout. They depend on the winner package, a package that is part of the standard Emacs. PEL activates them when pel-use-winner user option is t.		
Restore an earlier window configuration	• C-c <left> • <f11> w p * <f7> p</f7></f11></left>	(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	• C-c <right> • <f11> w n * <f7> n</f7></f11></right>	(winner-redo)	Restore a more recent window configuration saved by Winner mode.
	-		

<u>Operation</u>	<u>Keystroke</u>	Function	<u>Note</u>
Open Buffer in another window	the other does not. Under P		ide another window. One command select that other window (move point to that window) and IDO version of the command when the pel-use-ido customization variable is set to t , otherwise more information at the prompt.
Select buffer in other window	• C-x 4 b • <f11> w B</f11>	(ido-switch-buffer-other-window)	Select buffer bufname in another window (switch-to-buffer-other-window). See <u>Select Buffer</u> .
Display buffer in other window, don't select the other window.	• C-x 4 C-o • <f11> w b</f11>	(ido-display-buffer) ———————————————————————————————————	Display a buffer in other window but don't select it. When <i>pel-use-ido</i> is customized to t, (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.
Dedicated Windows	Emacs windows can be dedi commands help you manage		ay that future windows operations do not affect the dedicated windows. The following
Show dedicated status of current window	<f11> w d ?</f11>	(pel-show-window-dedicated- status)	Display the dedicated status of the current window in the echo area (the minibuffer).
Toggle dedicated status of current	• <f11> w d d * <f7> d</f7></f11>	(pel-toggle-window-dedicated)	Toggle the dedicated status of the current window, changing a normal window into a dedicated one and a dedicated window into a normal one.
window			Luse with care after learning about dedicated windows.
Follow Mode See also: Scrolling	extra code as suggested by	ws mode which applies all scroll com the <u>Emacs Wiki Scroll All Mode page</u> ode using 3 windows	nmands to all visible windows. To support mouse wheel or scroll bar you need to implement e. When Emacs follow-mode is used on 2 or more windows, these windows show the text of the
	Text in the first window goes to the bottom and then it continu in the second window if there another	continues there.	 Follow mode is a minor mode that combines windows into one tall virtual window. This is accomplished by two main techniques: 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.) 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. 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.
Toggle follow-mode See also: <u>∑ Scrolling</u>	• <f11> w f • <f11> f</f11></f11>	(follow-mode &optional ARG)	Toggle Follow mode. With a prefix argument ARG, enable Follow mode if ARG is positive, and disable it otherwise.
Scrolling Window	For all other commands to	o scroll the window text, see the <u>\(\sigma\) S</u>	crolling page.
recentering in current window	The following 2 command do not move point, but reposition the text in the current window. • These are quite useful as they can be used to refresh the view in the current window. See also: Navigation		
Position current line to window's Center / Bottom / Top. Refresh screen.	• C-1 • <f11> C-1</f11>	(recenter-top-bottom &optional ARG)	Without argument: moves the current line to window: center -> top -> bottom. • With arg: centre first: • C-u C-l C-l C-l C-l • → center → bottom → center → top • With negative arg: bottom first: • C C-l C-l C-l • → bottom → center → top • With arg 0: top first: • M-0 C-l C-l C-l • → top → bottom → center • With numeric positive: move current line to window top position N • With negative numeric: move current line to bottom window position: -1 := last line • PEL provides the <f11> C-l key binding because some modes use C-l as a prefix key.</f11>
Reposition comment/definition in full view	• C-M-1 • C-[C-1 • Esc C-1	(reposition-window &optional ARG)	Attempts to make the current comment or current definition fully visible by scrolling the lines without changing the point. • Further invocations move it to the top of the window or toggle the visibility of comments that precede it (by scrolling the lines).

Windows - Reference

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