

Emacs Lisp display-buffer command/variable

Introduction

Third party introduction material, listed in recommended access order:

- [Emacs: control where buffers are displayed \(the 'display-buffer-alist'\)](#), a great 30 minutes presentation of the problem & solution by Protesilaos Stavrou. 2024-02-08
- [Emacs: window rules and parameters \('display-buffer-alist' and extras\)](#), an 2020-01-07 presentation from Protesilaos Stavrou with more info.
- [Demystifying Emacs's Window Manager](#), a Mastering Emacs article, by Mickey Petersen.

Reference

See also: [Windows](#)

Emacs Lisp Manual:

- 29.13 [Displaying a Buffer in a Suitable Window](#)
 1. [Choosing a Window for Displaying a Buffer](#)
 2. [Action Functions for Buffer Display](#)
 3. [Action Alists for Buffer Display](#)
 4. [Additional Options for Displaying Buffers](#)
 5. [Precedence of Action Functions](#)
 6. [The Zen of Buffer Display](#)
- 29.17.1 [Displaying Buffers in Side Windows](#) describes display-buffer-in-side-window, side, slots, dedicated side window.
 - **side**: denotes the side of the frame where the side window shall be located: *left*, *top*, *right* and *bottom*.
 - **slot** : specify a window position inside the side window: **< 0** : above/left, **= 0** : centre, **> 0**: below/right
 - **Dedicated side window**: the dedicated flag is set to *side* in a side window to prevent display-buffer to use the window in other action functions.
 - [Side Window Options and Functions](#)
 - [Frame Layouts with Side Windows](#).

Displaying buffer in side window

References:

- [Displaying Buffers in Side Windows](#)
- [Frame Layouts with Side Windows](#).

Code:

display-buffer action functions

(display-buffer-in-side-window BUFFER ALIST)

Display BUFFER in a side window of the selected frame.

- ALIST is an association list of action symbols and values.
 - The following two symbols, when used in ALIST, have a special meaning:
 - **'side'** denotes the side of the frame where the new window shall be located. Valid values are 'bottom', 'right', 'top' and 'left'. The default is 'bottom'.
 - **'slot'** if non-nil, specifies the window slot where to display BUFFER. (The default is zero.)
 - **zero** or nil means use the middle slot on the specified side.
 - A **negative** value means use a slot preceding (that is, above or on the left of) the middle slot.
 - A **positive** value means use a slot following (that is, below or on the right of) the middle slot.

If the current frame size or the settings of **'window-sides-slots'** do not permit making a new window, a suitable existing window may be reused and have its 'window-slot' parameter value accordingly modified.

Unless **'display-buffer-mark-dedicated'** is non-nil, dedicate the side window used to BUFFER so that it does not get reused by other 'display-buffer' action functions. Return the window used for displaying BUFFER, nil if no suitable window can be found.

This function installs the 'window-side' and 'window-slot' parameters and makes them persistent. It neither modifies ALIST nor installs any other window parameters unless they have been explicitly provided via a 'window-parameters' entry in ALIST.

This is an action function for buffer display, see Info node **'(elisp) Buffer Display Action Functions'**. It should be called only by 'display-buffer' or a function directly or indirectly called by the latter.