

CoCoA-5 - Bug #397

EMACS UI: fix windows splitting

02 Aug 2013 16:17 - Anna Maria Bigatti

Status:	Closed	Start date:	02 Aug 2013
Priority:	Normal	Due date:	
Assignee:	Anna Maria Bigatti	% Done:	100%
Category:	EmacsUI	Estimated time:	0.00 hour
Target version:	CoCoA-5.1.1 Seoul14	Spent time:	0.75 hour
Description It seems that newer versions are "clever" and prefer to split horizontally the window is wide. That causes cocoa5-mode to split the window 3 ways: first vertically, as the code says, and then horizontally to use the right part of the screen. ... I'll fix it...			
Related issues: Related to CoCoA-5 - Feature #464: Emacs UI: split horizontally instead of ve... <div>Closed11 Mar 2014</div>			

History

#1 - 02 Aug 2013 16:21 - Anna Maria Bigatti

This is the "wrong" code: *keeps the window layout* seems false with new version of emacs

```
(defun try-pop-to-buffer (buffer)
  "Switch to buffer, if it exists."
  (let ((buf (get-buffer buffer)))
    (if buf
      ; switches buffer, but keeps the window layout:
      ; never changes the number and the sizes of the visible windows in the current frame.
      (pop-to-buffer buf)
      ;; would destroy the window layout: (switch-to-buffer buf)
      (message "No buffer \"%s\"." buffer))))
```

#2 - 25 Mar 2014 17:35 - John Abbott

- Status changed from New to In Progress

#3 - 25 Mar 2014 17:36 - John Abbott

- Target version changed from CoCoA-5.0.9 to CoCoA-5.1.0 Easter14

#4 - 07 May 2014 13:45 - John Abbott

- Target version changed from CoCoA-5.1.0 Easter14 to CoCoA-5.1.1 Seoul14

#5 - 02 Jul 2014 16:03 - Anna Maria Bigatti

- Status changed from In Progress to Closed

- % Done changed from 10 to 100

This is discussed (and solved) in [#464](#)

Instead of trying to be clever now there are two entries in the CoCoA-5 menu to select horizontal or vertical splitting removing all spurious buffers.

#6 - 02 Jul 2014 16:03 - Anna Maria Bigatti

- *Subject changed from Emacs User Interface: fix windows splitting to EMACS UI: fix windows splitting*