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...

Closed

11 Mar 2014

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

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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

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