
Subject: Re: IDLWAVE Screen Split

Posted by [mankoff](#) on Sat, 14 Jul 2007 03:23:55 GMT

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On Jul 13, 1:17 pm, JD Smith <jdsm...@as.arizona.edu> wrote:

> On Wed, 11 Jul 2007 17:35:58 +0000, mankoff wrote:

>> On Jul 10, 12:26 pm, mankoff <mank...@gmail.com> wrote:

>>> Hi JD,

>

>>> I'd like to have the IDLWAVE shell (Ctrl+C,S) not spit the screen in
>>> half, but perhaps in a 2:1 ratio or so. I've scanned the documentation
>>> but couldn't find the command to do this. I'm guessing it is either
>>> "idlwave-shell-frame-parameters" or "idlwave-shell-mode-hook" but don't
>>> know what to do beyond that.

>

>>> Thanks,

>

>>> -k.

>

>> So, I realized this is not an IDLWAVE thing but an emacs thing in general,
>> and therefore a bit offtopic. I figured out a solution and will post here
>> just in case anyone cares...

>

>> I've created a custom screen split function that gives me an 8 line lower
>> buffer rather than a 50/50 split.

>

>> (defun mysplit

>> ()

>

>> (interactive)

>> (setq split-

>> window

>> (split-window nil (- (window-height)

>> 8))

>>)

>>)

>

> That might work, but it might screw up other windows which need to be a
> certain size. There is no pre-set IDLWAVE variable for this, but you can
> easily "advise" the appropriate function to do what you want:

>

> (defadvice idlwave-display-buffer (after shrink-idl-window activate)

> "Keep the IDL window height to 1/3 the frame height."

> (if (equal buf (idlwave-shell-buffer))

> (set-window-text-height (get-buffer-window buf) (/ (frame-height) 3))))

>

> I simply use a dedicated frame for *idl* (see
> idlwave-shell-used-dedicated-frame).

>
> JD

That works like a charm. Thank you! In searching this out I had a hunch that the advice function would be useful in the solution but hadn't yet figured out what to advise.

-k.
