

## Displaying multiple views of code

[arrow.eps ↵](#) To open a new view in the code editor, chose [File arrow.eps ↵ View arrow.eps ↵ Split](#).

[arrow.eps ↵](#) To tear off a window from the code editor, chose [File arrow.eps ↵ View arrow.eps ↵ Tear Off](#).

You can edit code in multiple views in the code editor. The views can display different areas of the same file or different files. The multiple-view feature permits you to view and edit related sections of code—like method declarations in a header file and their implementations in the `.m` file—without have to navigate among files, and lose context in the process.

[Edit\\_MultiViews.eps ↵](#)

You can split views repeatedly, with each split view being halved. As you edit in one view, your changes are reflected in all other views of that same file.

**Tip:** Press `Control-x o` to cycle through the current views, selecting each one in turn.

You can enlarge the editing area temporarily by <sup>a</sup>closing<sup>o</sup> views. To do this, move a divider (a bar with a dimple in its center) to the top or bottom of the code editor, or to an adjacent divider.

[Edit\\_MultiViews2.eps ↵](#)

To remove a specific view, select it and choose [File arrow.eps ↵ View arrow.eps ↵ Close](#) (the <sup>a</sup>parent<sup>o</sup> view is automatically selected next). To remove all views except the one you're working in, select that view and choose [File arrow.eps ↵ View arrow.eps ↵ Maximize](#).

Instead of cluttering the code editor with views that become smaller and smaller as you add each subsequent view, you can <sup>a</sup>tear off<sup>o</sup> a view and put it in its own window. To tear off a view, select it and choose [File arrow.eps ↵ View arrow.eps ↵ Tear Off](#).

Edit\_TearOff.eps ↵

The window of the tear-off view behaves like any other window, except that editing of its contents is synchronized with any other view displaying the same file. To close a tear-off window, click the close button. Do not choose Close from the View menu.

**Note:** You cannot display files in tear-off windows by dragging file icons into them and you cannot split tear-off windows. You also cannot use the Emacs command Control-x o to jump to other tear-off windows or views in the code editor.