

1 Insert org-entities with helm

org-mode has a lot of pre-defined entities, otherwise known to me as non-ascii characters. I rarely remember what these are, so here we build a helm command to show them to me, and allow me to select one for insertion.

```
1 (setq helm-source-org-entities
2   '((name . "Org entities")
3     (candidates . ,(mapcar
4                       (lambda (x)
5                         (cons
6                           (if (stringp x)
7                               x
8                               (concat (format "%s" (nth 5 x))
9                                       (mapconcat
10                                         (lambda (el)
11                                           (format "%10s" el))
12                                         x
13                                         " | ")))
14                         x))
15     (org-entities))
16   (action . ((("insert char" . (lambda (candidate)
17                                   (insert (nth 5 candidate))))
18               ("insert entity" . (lambda (candidate)
19                                   (insert (concat "\\\" (car candidate))))))
20               ("insert latex" . (lambda (candidate)
21                                   (insert (nth 1 candidate))))
22               ("insert html" . (lambda (candidate)
23                                   (insert (nth 3 candidate)))))))))
24
25 (defun helm-insert-org-entity ()
26   (interactive)
27   (helm :sources '(helm-source-org-entities)))
```

helm-insert-org-entity

org char: À
org entity: À
latex: À
html: