Emacs Cheat Sheet

Starting emacs

> emacs ENTER

to start emacs.

emacs filename ENTER
to start emacs and load a file

to start emacs and load a file emacs -nw filename ENTER

to start emacs with no new window (load file)

Quitting

CTRL X CTRL C

quit emacs (Can be used with impunity -- the system will prompt if the workspace has not yet been saved.)

CTRL G

aborts any command in progress

Help

CTRL H T

to see the tutorial

CTRL H A topic ENTER

to see help about *topic*

CTRL X U

undo the last command

Cursor Positioning

CTRL F or →

forward (right) one character.

CTRL B or 😉

back (left) one character

CTRL P or Up

up one character

Or U

down one character

ESC) B

left one word

ESC F

right one word

CTRL A

to beginning of line

CTRL) E

to end of line

ESC) <

start of document

ESC)>

end of document

ESCIV

page up

CTRL) V

page down

(CTRL) L

cursor in middle of screen

CTRL U 20 CTRL N

advance 20 lines

CTRL x w

display the line number where the cursor is

located

📴 X goto-line 🖭 999

go to line number 999

Search and Replace

CTRL S patterntext ENTER

search for *patterntext*; cursor moves as you type. Press enter once at the correct location

CTRL R patterntext ENTER

search backwards for patterntext; cursor moves as you type.

CTRL S ENTER ENTER

search for the next occurrence oldstring enter newstring

Search for *oldstring* and replace it with *newstring*. The **y** key confirms each replacement, **n** skips it, **o** to exit

Regions

CTRL SPC

set mark at cursor

CTRL) W

kill region

ESC) W

copy region to kill ring

CTRL) Y

yank back last thing killed

Loading and Saving

CTRL X CTRL F filename

create new *filename* for editing (clears workspace)

CTRL X CTRL F filename

load in *filename* for editing

CTRL X CTRL W filename

write (save) as filename

CTRL X CTRL S

resave under the current filename (based on above or name given when starting emacs)

Common Lisp

CTRL X L

start Common Lisp lisp image



©1997 Fernando Lopez-Lezcano. All Rights Reserved. nando@ccrma.stanford.edu