🚧 Emacs support for the Odin Programming Language 🚧

Description	Keystroke	Function	Note
Odin Editing	Emacs does not provide any built-in mode for the **Odin Programming Language** 🗗 To activate support for Odin on PEL, the **pel-use-odin** user-option must be turned on (set to **t**). PEL provides the following user-options to download and activate Odin supporting Emacs packages. 📦 The **odin-mode** external package is required. 🗗 PEL installs and activates it when the **pel-use-odin** user-options is set to **t**. 🚧 PEL support for Odin is experimental, not complete. More commands should be provided and documented. The Odin programming language uses the **.odin** file extension.			
Open this PDF file. See also: 🗏 **Help/ Info**	`<f11> SPC O <f1>` `<f12> <f1>`	**(pel-help-pdf** &optional OPEN-WEB-PAGE)	Open the 🗏 **- Odin** local PDF. If the prefix argument (like `C-u` or `M--`) is used, then it opens the remote GitHub hosted raw PDF instead. If the **pel-flip-help-pdf-arg** user-option is set it's the other way around.
🗏 **Customize** PEL V support	`<f11> SPC O <f2>` `<f12> <f2>`	**(pel-customize-pel** &optional OTHER-WINDOW)	Customize PEL Odin support. • If OTHER-WINDOW is non-nil (use `C-u`), display in another window.
🗏 **Customize** Emacs V support	`<f11> SPC O <f3>` `<f12> <f3>`	**(pel-customize-library** &optional OTHER-WINDOW)	Customize Emacs Odin support: odin • If OTHER-WINDOW is non-nil (use `C-u`), display in another window.
Comments			
Toggle display of comments in buffer or active region See also: 🗏 **Comments**	`<f11> ; ;`	**(hide/show-comments-toggle** &optional START END)	Toggle hiding/showing of comments in the active region or whole buffer. • If the region is active then toggle in the region. Otherwise, in the whole buffer. 📦 This requires the **hide-comnt.el** package (see 🗏 **Comments**). 🗗 PEL activates it when the **pel-use-hide-comnt** user option is **t**.

Emacs & Odin — References

Document	Notes
The Odin Programming Language	• Odin home page • Odin @ Github • Odin Programming Language @ GitHub