Code/Markup Template Support

Code Template Support See also: Inserting Text	PEL provides Emacs Tempo Skeletons specialized for some programming and markup languages, listed in this table. • The format of the text inserted by these templates is specialized to each context but is also customizable through a set of PEL user-option variables that are listed in the tables. Some of the concepts apply to several languages, some only apply to a very specific one. • The key bindings to insert text from the templates use the <f12> <f12> key prefix for the supported major modes. PEL also supports a set of templates that are more generic and are distinguished only by the comment style used by the language. These commands are available through the <f6> key prefix and are described in the Inserting Text table.</f6></f12></f12>
Example code template	Example of generated code are stored in example files stored in the repo under the example/template directory . The example files were generated with me as the author and for all combinations of the user-options. They also contain text that would normally not be generated. This text describes the values of each user-option that has an impact on the generated text. The file names end with a set of dash separated number with correspond to the value of the user-options.

Programming Language	<u> ұт - С</u>	<u> рі - С++</u>	
Key Sequence to use in a language file to access the customization group See Also: Customize	<f12> <f2> • Pel C Code Style • Pel C Skeleton Control</f2></f12>		
0 - Separator Lines	pel-c-skel-use-separators		
0.1 - Secondary separators			
1 - Timestamp	pel-c-skel-insert-file-timestamp		
2 - License & Copyright	pel-c-skel-with-license		
3 - Package Name			
4 - file variable			
5 - doc section titles	pel-c-skel-module-section-titles		
6 - doc markup	pel-c-skel-doc-markup		
7 - comment style	pel-c-skel-comment-with-2stars		

Programming Language	<u></u> ⊈भ्रा - Emacs Lisp	野ῖ - Common Lisp 🚧	
Key Sequence to use in a language file to access the customization group See Also: <u>© Customize</u>	-f12> <f2></f2>Pel Elisp Code Style	<f12> <f2> Pel Clisp Code Style pel-clisp-skel-package-name is not used in the current implementation. </f2></f12>	
0 - Separator Lines	pel-elisp-skel-use-separator	pel-clisp-skel-use-separators	
0.1 - Secondary separators			
1 - Timestamp	pel-elisp-skel-insert-file-timestamp	pel-clisp-skel-insert-file-timestamp	
2 - License & Copyright	pel-elisp-skel-with-license	pel-clisp-skel-with-license	
3 - Package Name	pel-elisp-skel-package-name	pel-clisp-skel-package-name	
4 - file variable		pel-clisp-emacs-filevar-line	
5 - doc section titles			
6 - doc markup			
7 - comment style			

Programming Language	भ्रा - Erlang		
Key Sequence to use in a language file to access the customization group See Also: Customize	 <f12> <f2></f2></f12> Pel Erlang Code Style Pel Erlang Skeleton Control 		
0 - Separator Lines	pel-erlang-skel-use-separators		
0 - Separator Lines	per-enang-sker-use-separators		
0.1 - Secondary separators	pel-erlang-skel-use-secondary- separators		
1 - Timestamp	pel-erlang-skel-insert-file-timestamp		
2 - License & Copyright	pel-erlang-skel-with-license		
3 - Package Name			
4 - file variable			
5 - doc section titles			
6 - doc markup	pel-erlang-skel-with-edoc		
7 - comment style			

Markup Language	<u>M</u> reStructuredText [₩]		
Key Sequence to use in a language file to access the customization group See Also: Customize			

Templates - References

Topic & Link	Notes
Emacs Manual - Updating Time Stamps Automatically	Describe how to make emacs automatically update a time stamp when a file is saved.
Yasnippet GitHub repo/home page	
Yasnippet documentation page	
Yasnippet Menu	
Yasnippet Reference	
Textmate Snippets	
Emacs Wiki - Category Templates	
Emacs Wiki - Yasnippet	Also list packages that create snippets.
Unix & Linux - Code Template with Emacs	
Stack Overflow - What is the best code template facility for Emacs?	
Yasnippets - video - good presentation	
Yasnippets - screencast	
Yasnippets - video	
Emacs Rocks! Episode 06: Yeah! Snippets!	
EMACSulation	