

PEL Topics Index

Emacs Reference Cards						
🍌 With PEL you can access these via the <f11> ? e r key sequence. See 🔗 Help/Info						
Emacs	Calc	Gnus	Magit Cheatsheet	Org	Viper	
Emacs survival card	Dired	Gnus booklet	Magit Ref-card		VIP	
➤ PEL Overview						
This table holds links to the PEL tables. Each cell holds a hyperlink to the GitHub hosted raw PDF table.						
🍌 For the best user experience, use a browser that can render PDF directly instead of downloading.						
• Firefox does that. You may need to activate a plug-in for other browsers.						
• With that in place, you can browse through all the PDFs quickly and reach a vast amount of information.						
🍌 From within Emacs open this topic index PDF by typing the <f11> ? <f1> key sequence.						
🍌 The symbols, colour coding and various other conventions are described in the ➤Legend PDF.						
• General Information.	➤Legend	➤Recommended Emacs User Option	➤Themes			
• Development Information	➤PEL	🖱️iMenu/Speedbar support	🖱️PEL Naming Conventions			
• Migration Guide	➤CRiSP ↔ Emacs					
🍏 macOS Specific						
	🍏 macOS Keys	🍏 terminal settings				
🍌 Feature Comparisons						
	🍌 Completion Modes Compatibility	🍌 Speedbar/iMenu Mode Compatibility	🍌 Shells/Terminals Comparisons			
Key Prefixes & Suffixes						
	🔗 🖱️ Modifier Keys	🔗 🖱️ Numkeypad	➤PEL	🖱️Keys - Fn	🖱️Keys - F11	
🔗 Emacs Features						
These PEL tables describe the Emacs commands and key bindings for generic concepts and features.						
Emacs uses a concept of modes. See:						
• Emacs Major and Minor Modes						
• Major Modes						
• Minor Modes						
• Choosing Modes						
PEL provides several key sequences to toggle minor modes, described in the relevant PDFs.						
Emacs commands can be executed by name or bound to key sequences. The commands may have arguments and keys can express them. See:						
• Emacs Keys						
The links that start with only 🔗 are built-in Emacs, the links that are blue are external packages.						
🔗 Abbreviations	🔗M CUA	🔗 File/Directory Variables	🔗 Keyboard Macros	🔗 Registers	🔗 Text Modes	
🔗 Align	🔗 Cursor	🔗 Filling/Justification	🔗- Lispy	🔗 Scrolling	🔗 Transpose	
🔗 Auto-Completion	🔗 Customize	🔗 Frames	🔗 Marking	🔗 Search/Replace	🔗⌘ Treemacs	
🔗 Autosave/Backup	🔗 Cut & Paste	🔗 Grep	🔗 Menus	🔗 Semantic	🔗 Undo/Redo/Repeat/Arg	
🔗 Bookmarks	🔗 Diff & Merge	🔗 Help/Info	🔗 Mode Line	🔗 Sessions	🔗 VCS-Mercurial	
🔗 Buffers	🔗 Dired	🔗 Hide/Show	🔗 Mouse	🔗 Shells, REPLs & terminal emulators	🔗 Web	
🔗 Case Conversions	🔗 Display - Lines	🔗 Highlight	🔗 Narrowing	🔗 Sorting	🔗 Whitespace	
🔗 Closing/Suspending	🔗 Drawing	🔗 ibuffer-mode	🔗 Navigation	🔗 Speedbar	🔗 Windows	
🔗 Comments	🔗 Enriched Text	🔗 Indentation	🔗 Packages	🔗 Spell Checking	🔗 Xref - Cross References	
🔗 Completion/Input	🔗 Faces/Fonts	🔗 Inserting Text	🔗 Projectile	🔗 SyntaxCheck		
🔗 Counting	🔗 File-mngt	🔗 Key-Chords	🔗 Rectangles	T Templates		
XRef - Cross Reference Tools						
Emacs supports various cross reference mechanisms described in the 🔗 Xref table. These mechanisms take advantage of various external tools and integrate with them. Notes about those tools are available in the tables listed in this section. 🚧 This is work in progress.						
🍌 Xref-Support	🍌 Xref-Backend					
Build Tools						
PEL has support for several build tools but they are not all documented in a page.						
Aside from the list below, PEL supports installation and partial setup of the following tools:						
• Nix	📦 Requires nix-mode external package	🔗 activated when pel-use-nix-mode user-option is tuned on.				
• Tup	📦 Requires tup-mode external package	🔗 activated when pel-use-tup user-option is tuned on.				
🔗- Make						
Data Serialization Languages						
🕒 CWL	🕒 YAML					
Markup Languages						
📄 AsciiDoc	📄 Graphviz Dot	📄 Markdown	📄 Outline/Org-Mode	📄 PlantUML	📄 reStructuredText	
Programming Languages						
Emacs has support for several programming languages. PEL currently adds extra support for some of them, listed below. The number of programming languages supported explicitly by PEL will grow over time.						
🔗🔗- Emacs Lisp concepts & Tools	🔗 ERT	🔗 Hooks				
Programming Language Families						
BEAM Programming Languages	Functional Languages 🇫🇮/🇫🇮	Javascript target	Lisp Family Languages	Command Line Scripting Languages		
Curly Bracket Languages	Java Virtual Machine Languages	ML Family Languages	Stack Based Languages	OS App Control Scripting Languages		
All Programming Languages						
The following lists the programming languages in alphabetical order.						
• The cell colours give a coarse indication of the programming language family(ies).						
🔗🍏- AppleScript	🔗- D	🔗- Go	🔗- Julia	🔗- Perl	🔗- Scheme 🇫🇮	
🔗- C	🔗- Elixir 🇫🇮	🔗- Gleam	🔗- LFE	🔗- Python	🔗- UNIX Shell	
🔗- C++	🔗🔗- Emacs Lisp	🔗- Haskell 🇫🇮	🔗- NetRexx	🔗- REXX	🔗- V	
🔗- Clojure 🇫🇮	🔗- Erlang 🇫🇮	🔗- Hy	🔗- Nim	🔗- Ruby		
🔗- Common Lisp🇫🇮	🔗- Forth	🔗- Javascript	🔗- OCaml 🇫🇮	🔗- Rust		
Upcoming support	🔗- Elm 🇫🇮	🔗- Purescript 🇫🇮	🔗- ReasonML	🔗- Typescript		