Menus

Description	Keystroke	Function	Notes / Example description
Emacs Menus	Emacs has several menus: the MenuBar (the global menu) and the Buffer Menu. 1. The MenuBar is accessible when Emacs is running in graphics mode as well as when it is running in text terminal mode. • In graphics mode, Emacs its MEnuBar (the global menu) in the location controlled by the Operating System. For example, on macOS, the graphical mode Emacs Menu bar shows in the macOS menu bar. You can also open a local view of the MenuBar with `<f10>` the key; it shows overplayed on top of the current Emacs frame. • In text terminal mode, Emacs MenuBar is displayed only when explicitly requested (for example, by the `<f10>` key). 2. The Buffer Menu, which list all menus. This opens locally, piping-up over the current frame when using the `C-<f10>` key.		
Using Emacs MenuBar	The MenuBar shows when the menu-bar-mode is active. It is active by default. • In graphics mode, the MenuBar does not take any extra space, as opposed to the extra row at the top of the frame in text terminal mode. • If it is not active, hitting `<f10>` will open the menu inside the minibuffer are (as `<f11> <f10>` does). • To activate or de-activate the menu-bar-mode, sue the `<f11> C-<f10>` key stroke.		
Open main menu	`<f10>`	(**menu-bar-open** &optional FRAME)	Start key navigation of the menu bar in current frame.
Open main menu in Minibuffer	`<f11> <f10>`	(**tmm-menubar** &optional X-POSITION)	Opens Emacs menu in the minibuffer instead of the graphical or text pop-up menu. Useful from the keyboard. ☞ ✂ The standard binding for this command is `M-`` . But PEL re-binds `M-`` to something else. ☞ Once the Index has been added to the menu (see below), you can use the `<f11><f10> i` keys to list the items in the minibuffer. The list provided is not shown in order though. The MenuBar Index section is listed in order.
Toggle MenuBar Mode	`<f11> C-<f10>`	(**menu-bar-mode** &optional ARG)	Toggle display of a menu bar on each frame (Menu Bar mode). • With a prefix argument ARG, enable Menu Bar mode if ARG is positive, and disable it otherwise. • This command applies to all frames that exist and frames to be created in the future.
Emacs IMenu, **Index of items in buffer.**	Emacs IMenu (index menu) facility provides a menu of the file's items: variables and function definitions for a programming language file, for example, or list of document sections for a reStructuredText or Markdown text file. To use the Emacs IMenu via the MenuBar, the Index section of the MenuBar must first be **activated**. To activate the Index section of the Menu bar, do the following: 1. `<f11> p <f10>`. This add's the Index menu to the main menu. In most case this should be enough. 2. In some cases, you might have to also execute `<f11><f10> i` and then type `<RET>`. Once the Index section of the MenuBar is active, you can use `<f10>` to open the MenuBar and navigate to the Index top menu section to see the list of entries in the current buffer. Regardless of the availability off the Index in the MenuBar, you can always use `<f11> p i` to prompt for one of the elects in the buffer, and use tab completion to identify the items, the same items that should show in the Index section of the Menu Bar or the Emacs menu in the minibuffer.		
Add Buffer's IMenu to menu bar	`<f11> p <f10>`	(**imenu-add-menubar-index**)	Activates the iMenu index for the current buffer. The iMenu (index Menu) lists functions, variables, types, etc.. Once created, the index is then available via the following keystrokes: '`<f11><f10> i`'
Find definitions using IMenu	`<f11> p i`	(**imenu** INDEX-ITEM)	Opens the imenu buffer in the minibuffer window. Provides list of important entry points in the file. Use TAB completion to select entry. For example, in a elisp file, the entry points are the function definitions.
Emacs Buffer Menu	The list of buffers is available via the Buffer popup-menu. It's also available via the buffer commands (see the Buffers table).		
Open buffer menu	• `C-<f10>` • `<C-down-mouse-1>`	(**buffer-menu-open**)	Start key navigation of the buffer menu. In graphics mode this can also be invoked using the `<C-down-mouse-1>`