## **PEL Topics Index**

Emacs Reference Cards				J Emacs quick reference		
			-	ul complement to what is		
	Emacs Emacs survival card	<u>Calc</u> Dired	Gnus Gnus booklet	Org VIP	Viper	
> DEL Occasions					PDE table	
<ul> <li>PEL Overview</li> <li>PEL repo</li> <li>PEL Readme</li> <li>PEL Manual</li> </ul>	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 <u>Legend</u> PDF.</f1></f11>					
General information.	≻Legend	≻PEL	>CRiSP ≈ Emacs			
<b>€</b> macOS Specific	<b>≰</b> macOS Keys	<b><b>≰</b> terminal settings</b>				
Feature Comparisons	Completion Modes Compatibility     Speedbar/iMenu Mode Compatibility					
	• Completion wodes	Compatibility	• Speedbal/livieriu i	wode Compatibility		
Key Prefixes & Suffixes	W = Madifier Vara		Was Normalian and	≻PEL	Wassa Ca	Waye Fdd
W F	<u> </u>	ank V are built in Free	Numkeypad		Keys - Fn   Seekeese	<u>■Keys - F11</u>
These PEL tables describe the Emacs commands and key bindings for generic concepts and features.  Emacs uses a concept of modes.		· —		∑M prefix are external		V Sumtan Ob - 1
	∑ Abbreviations	∑ Counting	<u> ∑ Faces/Fonts</u>	∑ Inserting Text	<u> </u>	<u>SyntaxCheck</u>
	<u>∑ Align</u>	<u>∑M CUA</u>	∑ File-mngt	∑ Key-Chords	∑ Registers	<u>∑ Text Modes</u>
	∑ Auto-Completion	<u>∑ Cursor</u>	∑ File/Directory Variables	∑ Keyboard Macros	<u></u> Scrolling	<u>&gt; Transpose</u>
See:  Major Modes  Minor Modes  Minor Modes  Minor Modes  Choosing Modes  En provides several key sequences to toggle minor modes, described in the relevant PDFs.	∑ Autosave/Backup	<u>∑ Customize</u>	∑ Filling/ Justification	<u></u> Marking	∑ Search/Replace	∑ Undo/Redo/ Repeat/Arg
	∑ Bookmarks	∑ Cut & Paste	<u></u> Frames	<u>» Menus</u>	∑ Semantic	<b>∑ VCS-Mercurial</b>
	<u></u> <u>Buffers</u>	<u>∑ Diff &amp; Merge</u>	<u></u> <u>S Grep</u>	<u></u> Mouse	<u>∑ Sessions</u>	<u>∑ Web</u>
	∑ Case Conversions	<u>∑ Dired</u>	<u>∑ Help/Info</u>	Narrowing	∑ Shells, REPLs & terminal emulators	<u></u> Whitespace
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	∑ Closing/ Suspending	∑ Display - Lines	∑ Hide/Show	Navigation	<u></u> Sorting	<u><b>∑</b> Windows</u>
	<u> ∑ Comments</u>	<u>∑ Drawing</u>	<u>∑ Highlight</u>	<u> </u>	<u></u> Speedbar	<u>Xref</u> - Cross References
	∑ Completion/Input	∑ Enriched Text	∑ Indentation	<u>∑M Projectile</u>	∑ Spell Checking	
Build Tools	Aside from the list belo  • Nix  Requires	veral build tools but they w, PEL supports installa s <b>nix-mode</b> external pac s <b>tup-mode</b> external pac	tion and partial setup of kage activated		•	1.
Markup Languages		İ	Ī	1	ı	ı
	<u>Ŋ AsciiDoc</u>	M Graphviz Dot	<u></u> М Markdown	M Outline/Org-Mode	<u></u> <u> </u>	M reStructuredText
Programming Languages		several programming la		adds extra support for se.	some of them, listed belo	ow. The number of
Emacs Lisp, concepts and Tools	ฐकृा - Emacs Lisp	<u></u> £ERT	<u>≭ Hooks</u>			
macOS Programming	இர <b>∉-</b> AppleScript					
BEAM Programming Languages	क्षा - Erlang	<u> aι - Elixir</u>	pι - Gleam	Bι - LFE		
Curly Braces Languages	<b>3</b> 1 - С	<u> ұрт - D</u>	<u> ұрт - Go</u>	ஷ் - Javascript	βΙ - Rust	<b>₽</b> І - V
	<b>№1 - С++</b>					
Java Virtual Machine Languages	<u> pι - Clojure</u>					
Lisp Family Languages	敦ῖ - Clojure	ுர் - Common Lisp	⊈ֆ≀ - Emacs Lisp	<b>҈</b> βῖ - Ну	BΙ - LFE	<b>β</b> ≀ - Scheme
Lisp Family Tools	<b>₽</b> ІМ- Lispy					
Other	भ्रा - Forth	野ἴ - Julia	βι - NetRexx	致ι - Python	Bι - REXX	
Programming Languages	The following lists the	orogramming languages	in alphabetical order.			·
The programming languages supported by PEL are listed here in alphabetical order.	<b>№</b> 1 - С	<b>₽</b> ĭ - D	<b>₽</b> ι - Forth	រារ - Javascript	<b>ұ</b> І - Python	<b>₽</b> τ - ∨
	<b>β</b> ι - C++	Bĭ - Elixir	<b>3</b> й - Go	<b>β</b> Ι - Julia	BΙ - REXX	
	Bt - Clojure	£₩ĭ - Emacs Lisp	ฆเ - Gleam	BI - LFE	<b>β</b> ι - Rust	
	<b>β</b> ῖ - Common Lisp	<b>№</b> I - Erlang	<u><b>%</b></u> ї - Ну	<b>β</b> ί - NetRexx	<b>β</b> t - Scheme	