PEL Topics Index

With PEL you can access these via the <f11>? e r key sequence.</f11>	PEL documents emacs	key bindings as well, tr	nese cards provide usefu	complement to what F	PEL provides.	
See <u>∑ Help/Info</u>	Emacs Emacs survival card	<u>Calc</u> Dired	Gnus Gnus booklet	Magit Cheatsheet Magit Ref-card	Org	<u>Viper</u> VIP
➤ PEL Overview	This table holds links to	the PEL file tables . Ea	ach cell holds a hyperlink	to the GitHub hosted r	aw PDF table.	_
DEL			that can render PDF directly. You may nee			
PEL repoPEL Readme	With that in pla	ce, you can browse thro	ough all the PDFs quickly	and reach a vast amou	nt of information quickly	
PEL Manual PEL NEWS			OF by typing the <f11></f11>			< <u>f11> ? p</u> keys.
General Information.	S The symbols, colour coding and various other conventions are described in the <u>▶Legend</u> PDF. ▶Legend ▶Recommended Emacs User Option ▶Themes					
Development Information	<u>≻PEL</u>	iMenu/Speedbar support				
Migration Guide	<u> </u>	imenu/Speedbar si	upport 	PEL Naming Conv	enuons	
	★ macOS Fct Keys	≰ macOS Keys	2	,		
OS Desktop Key Bindings (Bindings that don't clash with PEL)	- macos i ce keys	★ terminal settings	Mint 20 Desktop K			
A Factions Communication	Completion Modes Compatibility		Speedbar/iMenu Mode Compatibility		Shells/Terminals C	Comparisons
Feature Comparisons				>PEL		
Key Prefixes & Suffixes	Modifier Keys The links that start with	only V Emacs generic	Numkeypad features, the blue links a		■ Keys - Fn	Keys - F11
Emacs Features See a Guided Tour of Emacs.	∑ Abbreviations	<u>∑ Cursor</u>	∑ Filling/	PLX- Lispy	∑ Scrolling	∑ Time Tracking
The PEL tables named at right	∑ Align	∑ Customize	<u>Justification</u> ∑ Frames	Marking	Search/Replace	∑ Transpose
describe the Emacs commands and key bindings for generic Emacs	∑ Auto-Completion	∑ Cut & Paste	<u>≫ Frames</u> <u>≫ Grep</u>	<u>≫ Marking</u> <u>∑ Menus</u>	∑ Semantic	<u>∦ Transpose</u> <u>∦</u> Treemacs
concepts and features.	∑ Autosave/Backup	∑ Diff & Merge		<u> </u>	∑ Sessions	∑ Undo/Redo/
Emacs commands can be executed by name or bound to key sequences.	Bookmarks Bookmar	∑ Dired	∑ Hide/Show	∑ Mouse	∑ Shells , REPLs &	Repeat/Arg
The commands may have <i>arguments</i> and keys can express them. See:	// DOOKIIIAI KS	<u>// Direct</u>	// Tilde/ Silow	<u>// INIOUSE</u>	terminal emulators	<u> </u>
Emacs Keys Numeric Arguments	<u> </u>	∑ Display - Lines	∑ Highlight (colors)	<u></u> Narrowing	<u> </u>	VCS-Mercurial
	∑ Case Conversions	<u></u> <u>Drawing</u>	<u>∑ ibuffer-mode</u>	∑ Navigation	∑ Sorting	∑ VCS-Subversion
You can also: Run Command by Name	∑ Closing/ Suspending	∑ Enriched Text	<u> ∑ Indentation</u>	<u>∑ Outline</u>	<u> Speedbar</u>	<u>∑ Web</u>
Emacs uses a concept of modes.	∑ Comments	∑ Faces/Fonts	∑ Input Method	∑ Packages	∑ Spell Checking	Whitespace Whitespace New York New Y
See: Emacs Major and Minor Modes	∑ Completion/Input	<u></u> <u>▼P Fast Startup</u>	∑ Inserting Text	∑X Projectile	∑ SyntaxCheck	<u></u> Windows
Major ModesMinor ModesChoosing Modes	∑ Counting	<u>∑ File-mngt</u>	∑ Key-Chords	∑ Rectangles	T Templates	∑ Xref - Cross
PEL provides several key sequences to toggle minor modes, described in	<u>∑M CUA</u>	∑ File/Directory	∑ Keyboard Macros	∑ Registers	<u> ∑ Text Modes</u>	References
the relevant PDFs.		Variables				
<u> </u>	<u>≴ ERT</u> (Emacs Lisp Re	<u> </u>	<u>≰ Hooks</u>		_	
XRef - Cross Reference Tools	Emacs supports various cross reference mechanisms described in the <u>Nature</u> Xref table. These mechanisms take advantage of various extools and integrate with them. Notes about those tools are available in the tables listed in this section. Which is work in progress.					
See also: <u>∑ Xref</u>	Xref-Support	Xref-Backend				
PEL supports installation and partial	PEL has support for se	veral build tools but they	y are not all documented	in a page.		
setup of the following tools:		s <u>nix-mode</u> external pac s <u>tup-mode</u> external pac		when pel-use-nix-mod when pel-use-tup user-	e user-option is tuned or	٦.
Build Tools & Preprocessor			ckage 22 activated	when pei-use-tup user-	option is tuned on.	
	<u> βι - Μ4</u>	भ्रा - Make				
Data Serialization	© CWL	<u>©</u> YAML				
Data Serialization Data Modelling/ Specification	© CWL © ASN.1 asn1-mode	① YAML ③ MIB snmp-mode	<u>S</u> YANG			
		_	<u>S</u> YANG			
Data Modelling/ Specification	S ASN.1 asn1-mode	S MIB snmp-mode	© YANG M Org-Mode	<u>M</u> reStructuredText		
Data Modelling/ Specification Hardware Description Languages	S ASN.1 asn1-mode Verilog future	© MIB snmp-mode VHDL ₩future		<u>M</u> reStructuredText		
Data Modelling/ Specification Hardware Description Languages Text Markup Languages Graphics Markup Programming Languages	© ASN.1 asn1-mode Verilog ₩ future M AsciiDoc M Graphviz Dot	© MIB snmp-mode VHDL ₩future M Markdown M MscGen	<u>М</u> Org-Mode		support for some of the	m, listed below.
Data Modelling/ Specification Hardware Description Languages Text Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families	© ASN.1 asn1-mode Verilog ₩ future M AsciiDoc M Graphviz Dot Emacs has major mode BEAM Programming	© MIB snmp-mode VHDL ₩future M Markdown M MscGen e support for several pro Functional	∭ Org-Mode ∭ PlantUML	EL currently adds extra Lisp Family	support for some of the	Command Line
Data Modelling/ Specification Hardware Description Languages Text Markup Languages Graphics Markup	© ASN.1 asn1-mode Verilog future M AsciiDoc M Graphviz Dot Emacs has major mode BEAM Programming Languages	© MIB snmp-mode VHDL ₩future M Markdown M MscGen support for several profunctional Languages	று Org-Mode அ PlantUML gramming languages. P Javascript target	EL currently adds extra Lisp Family Languages	Lisp-like Languages	Command Line Scripting Language
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Data Modelling/ Specification Hardware Description Languages Text Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families Actor Model: A Concatenative ©	© ASN.1 asn1-mode Verilog	© MIB snmp-mode VHDL ₩future M Markdown M MscGen support for several pro Functional Languages Java Virtual Machine Languages programming languages	M Org-Mode M PlantUML Gramming languages. P Javascript target ML Family Languages	EL currently adds extra Lisp Family Languages Scheme Language Dialects	Lisp-like Languages Stack Based	Command Line Scripting Language OS App Control
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