## Menus

Description	Keystroke	Function	Notes / Example description
Emacs Menus	Emacs has several menus: the MenuBar (the global menu) and the Buffer Menu.		nu.
	<ul> <li>In graphics mode, Emagraphical mode Emacs shows overplayed on to In text terminal mode, E</li> </ul>	Menu bar shows in the macOS menu bar. You cop of the current Emacs frame. Emacs MenuBar is displayed only when explicitly	controlled by the Operating System. For example, on macOS, the can also open a local view of the MenuBar with <b><f10></f10></b> the key; it
Using Emacs MenuBar	The MenuBar shows when the <a href="menu-bar-mode">menu-bar-mode</a> 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.</f10></f11></f10></f11></f10>		
Open main menu	<f10></f10>	(menu-bar-open &optional FRAME)	Start key navigation of the menu bar in current frame.
Open main menu in Minibuffer	<f11> <f10> t</f10></f11>	(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.</f10></f11>
Toggle MenuBar Mode	<f11> <f10> B</f10></f11>	(menu-bar-mode &optional ARG)	<ul> <li>Toggle display of a menu bar on each frame (Menu Bar mode).</li> <li>With a prefix argument ARG, enable Menu Bar mode if ARG is positive, and disable it otherwise.</li> <li>This command applies to all frames that exist and frames to be created in the future.</li> </ul>
Emacs IMenu, Index of items in buffer.	or list of document sections to section to use the Emacs IMenu v.  To activate the Index section • Hit <f11> <f10> I. Tr • Now hit <f10> to open the</f10></f10></f11>	for a reStructuredText or Markdown text file.  via the MenuBar, the Index section of the MenuBar of the Menu bar, do the following: his add's the Index menu to the MenuBar main mane MenuBar and navigate to the Index entry.	es and function definitions for a programming language file, for example ar must first be activated. See the above row to activate it.  enu.  e <f11> <f10> i to prompt for one of the items in the buffer, and</f10></f11>
Add Buffer's IMenu to menu bar	use tab completion to identif	y the items, the same items that should show in the (imenu-add-menubar-index)	he Index section of the Menu Bar or the Emacs menu in the minibuffer.  Activates the Index entry in the Menu bar for the current buffer. The MenuBar Index lists functions, variables, types, etc  Once created, the index is available on the MenuBar. It is also available via the following keystrokes: ' <f11><f10> i'</f10></f11>
Find definitions using IMenu	<f11> <f10> i</f10></f11>	(imenu INDEX-ITEM)	Opens the imenu buffer in the minibuffer window. This provides the same list as the MenuBar Index: the 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.
Change order of entries in index menu to follow order of appearance in the file	<f11> <f10> o</f10></f11>	(pel-toggle-imenu-index-follows-order)	Change the way the imenu index entries are organized. Normally the entries are not necessary listed order of appearance inside the file. Toggle between listing the entries in order of appearance to the default way.  This can be handy to restore the way Emacs natively organizes the menus, switching between the mode PEL uses and the way Emacs original way.  However, after executing that command you must still rescan
			the list using the menu entry *Rescan*, unfortunately.
Emacs Buffer Menu	The list of buffers is available	via the Buffer popup-menu. It's also available vi	