

Insert Control/Unicode Characters - Input Method - File encoding

Operation	Keystroke	Function	Note
<a href="#">Input Methods</a>	If you type text using a language other than English, you'll need more characters. You can select an alternate character input method to do so. The following commands are used to list or change the input natural language and the way to type non-ASCII characters.		
Open this PDF file. See also: <a href="#">🔗 Help/Info</a>	<code>&lt;f11&gt; t &lt;f1&gt; 2</code>	( <a href="#">pel-help-pdf</a> &optional OPEN-WEB-PAGE)	Open the local copy of the <a href="#">🔗 Input Method</a> PDF file unless a command prefix (like <b>C-u</b> ) was used. In that case it opens the Github-hosted file instead.
<a href="#">Enable/Disable selected input method</a>	<code>&lt;f11&gt; t i</code>	( <a href="#">toggle-input-method</a> &optional ARG INTERACTIVE)	First time used, if no alternate input method has been selected, then prompts for another input method. For example, this can be used to select a French input method for example, one of french-prefix or french-postfix Once an alternate input method is in effect, issuing this command again, restores the default input method.  ✂ Emacs default key for this is: <b>C-\</b> . However, PEL rebinds it to something else.
<a href="#">Select a new input method for the current buffer</a>	<ul style="list-style-type: none"><li><b>C-x RET C-\</b></li><li><code>&lt;f11&gt; t I</code></li></ul>	( <a href="#">set-input-method</a> INPUT-METHOD &optional INTERACTIVE)	Use this when you want to change the alternate input method. For example, if you have already selected french-postfix with the above command you cannot use the toggle-input-method to change to french-prefix. So use set-input-method to force the prompt again.
<a href="#">Get Help on Input Method</a>	<ul style="list-style-type: none"><li><b>C-h I</b></li><li><b>C-h C-\</b></li></ul>	( <a href="#">describe-input-method</a> INPUT-METHOD)	Prompts for the input method and then opens the help describing how the input method works. For instance if we identify the input method as french-postfix the help describes how to enter the accentuated characters with this input method.
<a href="#">Display a list of all supported input methods</a>	<code>&lt;f11&gt; ? d i</code>	( <a href="#">list-input-methods</a> )	Lists all input methods that can be used. Part of those are the french-prefix and french-postfix.
<a href="#">Insert quoted character</a>	<b>C-q</b>	( <a href="#">quoted-insert</a> ARG)	Read next input character and insert it. <ul style="list-style-type: none"><li>This is useful for inserting control characters like hard-tab.</li><li>Type number digit keys than something else to enter character by value.</li><li>👉 By default the value is entered in octal. But this can be changed by setting the <b>read-quoted-char-radix</b> variable to 10 for decimal or 16 for hexadecimal.</li><li>With argument, insert ARG copies of the character.</li></ul>
Display ASCII table  See also: <a href="#">🔗 Help/Info</a>	<code>&lt;f11&gt; ? A</code>	( <a href="#">ascii-table</a> )	Show an interactive ASCII table in the other (next) window.  🔗📦 Requires the <a href="#">ascii-table</a> package  🔗📦 PEL activates this when the <a href="#">pel-use-ascii-table</a> user option is set to <b>t</b> .
<a href="#">Insert Special Quote characters</a>	When writing text, non-ASCII text, it may be useful to be able to use the curved quote characters instead of the default ASCII single and double quote characters. <ul style="list-style-type: none"><li>Emacs supports the <a href="#">electric-quote-mode</a> to convert the ASCII quote characters to curved quotes.</li><li>You can use the <code>&lt;f11&gt; t m ' </code> key binding to toggle the local electric-quote-mode (see the <a href="#">Text Mode</a> table).</li><li>Without activating the electric-quote-mode you can also use the following commands to insert these curved quote characters.</li></ul>		
<a href="#">Insert Curved Single Opening Quote</a>	<b>C-x 8 [</b>	( <a href="#">self-insert-command</a> N)	Inserts ‘
<a href="#">Insert Curved Single Closing Quote</a>	<b>C-x 8 ]</b>	( <a href="#">self-insert-command</a> N)	Inserts ’
<a href="#">Insert Curved Double Opening Quote</a>	<b>C-x 8 {</b>	( <a href="#">self-insert-command</a> N)	Inserts “
<a href="#">Insert Curved Double Ending Quote</a>	<b>C-x 8 }</b>	( <a href="#">self-insert-command</a> N)	Inserts ”
<a href="#">Insert Chars by Name/value</a>	The following commands allow you to enter Unicode characters by name or by value at point.		
<a href="#">Insert characters by name</a>	<b>C-x 8 RET</b>	( <a href="#">insert-char</a> CHARACTER &optional COUNT INHERIT)	Insert COUNT copies of CHARACTER. <ul style="list-style-type: none"><li>COUNT is given by the prefix argument. If omitted, it defaults to 1.</li></ul>
<a href="#">Insert character by value ➡</a>	<p>Prompts for CHARACTER. You can specify CHARACTER:</p> <ul style="list-style-type: none"><li>As its <b>Unicode character name</b>, e.g. "LATIN SMALL LETTER A". Completion is available; if you type a substring of the name preceded by an asterisk "*", Emacs shows all names which include that substring, not necessarily at the beginning of the name.</li><li>As a <b>hexadecimal code point</b>, e.g. 263A. Note that code points in Emacs are equivalent to Unicode up to 10FFFF (which is the limit of the Unicode code space).</li><li>As a <b>code point with a radix specified with #</b>, e.g. #o21430 (octal), #x2318 (hex), or #10r8984 (decimal).</li></ul> <p>• To get a list of all supported Unicode characters, type: <b>C-x 8 RET &lt;tab&gt; &lt;tab&gt;</b></p> <p><b>Example:</b> to insert the Lambda greek letter λ you can type one of these:</p> <ul style="list-style-type: none"><li><b>C-x 8 &lt;RET&gt; 03bb &lt;RET&gt;</b></li><li><b>C-x 8 &lt;RET&gt; GREEK SMALL LETTER LAMBDA &lt;RET&gt;</b></li><li>To see the available choices using tab completion, type: <b>C-x 8 &lt;RET&gt; * LAMBDA &lt;tab&gt;</b></li></ul>		
<a href="#">Insert Greek Letters using TeX input method</a>	To insert greek letters or other mathematical symbols, the TeX input mode is very useful (see the command above). For example the following keystrokes produce Greek letters and other symbols.		
	<code>\Alpha</code> <b>A</b> <code>\Beta</code> <b>B</b> <code>\Delta</code> <b>Δ</b> <code>\lambda</code> <b>λ</b> <code>\gamma</code> <b>Υ</b>		<code>^\beta</code> <b>β</b> <code>\Stigma</code> <b>ζ</b> <code>\sum</code> <b>Σ</b> <code>\forall</code> <b>∀</b> <code>\frac25</code> <b>⅔</b>
<a href="#">Insert Special Characters</a>	The <b>C-x 8</b> key is a command prefix used to specify special characters to insert. <ul style="list-style-type: none"><li>There is a large number of characters you can insert with this command in a normal mode and without having to select another input method.</li><li>You can open a "Help" buffer window to see them all by typing <b>C-x 8 C-h</b>. Some of them are shown below.</li></ul>		
<a href="#">Some of the special characters that can be inserted with C-x 8 keys</a>	<b>C-x 8 !</b> <b>i</b> <b>C-x 8 \$</b> <b>¼</b> <b>C-x 8 +</b> <b>±</b> <b>C-x 8 -</b> <b>–</b> <b>C-x 8 .</b> <b>•</b> <b>C-x 8 &lt;</b> <b>«</b> <b>C-x 8 =</b> <b>–</b> <b>C-x 8 &gt;</b> <b>»</b> <b>C-x 8 ?</b> <b>¿</b> <b>C-x 8 C</b> <b>©</b> <b>C-x 8 L</b> <b>£</b> <b>C-x 8 P</b> <b>¶</b> <b>C-x 8 R</b> <b>®</b> <b>C-x 8 S</b> <b>§</b> <b>C-x 8 Y</b> <b>¥</b> <b>C-x 8 c</b> <b>ç</b> <b>C-x 8 o</b> <b>°</b>		<b>C-x 8 - A</b> <b>Ã</b> <b>C-x 8 - D</b> <b>Ð</b> <b>C-x 8 - N</b> <b>Ñ</b> <b>C-x 8 - O</b> <b>Õ</b> <b>C-x 8 - T</b> <b>Þ</b> <b>C-x 8 - a</b> <b>ã</b> <b>C-x 8 - n</b> <b>ñ</b> <b>C-x 8 - o</b> <b>õ</b> <b>C-x 8 - t</b> <b>þ</b> <b>C-x 8 - -</b> <b>¬</b> <b>C-x 8 ` A</b> <b>À</b> <b>C-x 8 ` E</b> <b>È</b> <b>C-x 8 ` O</b> <b>Ò</b> <b>C-x 8 ` U</b> <b>Û</b> <b>C-x 8 ` a</b> <b>à</b> <b>C-x 8 ` e</b> <b>è</b> <b>C-x 8 ` i</b> <b>ì</b>

Operation	Keystroke	Function	Note
Some of the special characters that can be inserted with C-x 8 keys (continued).	C-x 8 u	μ	C-x 8 ` o ò
	C-x 8 x	x	C-x 8 ` u ù
	C-x 8 a <	←	C-x 8 _ < ≤
	C-x 8 a =	↔	C-x 8 _ > ≥
	C-x 8 a >	→	C-x 8 _ a â
	C-x 8 N o	∞	C-x 8 _ o °
	C-x 8 2 +	‡	C-x 8 ^ a â
	C-x 8 - SPC	˜	C-x 8 ^ e ê
	C-x 8 - =	≈	C-x 8 " a ä
	C-x 8 / /	÷	C-x 8 " e ë
	C-x 8 / =	≠	C-x 8 " i ï
	C-x 8 3 / 4	¾	C-x 8 " o ö
	C-x 8 1 / 2	½	C-x 8 " s ß
	C-x 8 1 / 4	¼	C-x 8 " u ü
	C-x 8 ^ 1	¹	C-x 8 , C Ç
	C-x 8 ^ 2	²	C-x 8 , c ç
	C-x 8 ^ 3	³	C-x 8 / e æ
	C-x 8 * *	•	C-x 8 / o ø
File Encoding	The following commands and functions can help investigate and handle file encoding issues.		
Query info about point	<ul style="list-style-type: none"> <li>C-x =</li> <li>&lt;f11&gt; ? d p</li> </ul>	(what-cursor-position &optional DETAIL)	<p>Displays information about character at point in the echo area: position, character, encoding.</p> <ul style="list-style-type: none"> <li>👉 With any prefix argument opens a "Help" buffer and show the complete information of character at point with all properties, face, encoding, etc. <ul style="list-style-type: none"> <li>Type: C-u C-x =</li> <li>With PEL, you can also type: C-- C-x =</li> </ul> </li> </ul>
Visit a file literally: with no encoding support and conversion  See also: » File-mngt	<f11> f M-1	(find-file-literally FILENAME)	<p>Visit file FILENAME with no conversion of any kind.</p> <ul style="list-style-type: none"> <li>Format conversion and character code conversion are both disabled, and multibyte characters are disabled in the resulting buffer.</li> <li>The major mode used is Fundamental mode regardless of the file name, and local variable specifications in the file are ignored.</li> <li>Automatic uncompression and adding a newline at the end of the file due to 'require-final-newline' is also disabled.</li> <li>If Emacs already has a buffer which is visiting the file, this command asks you whether to visit it literally instead.</li> </ul>
Change text encoding of a region or the entire file.	M-x recode-region	(recode-region START END NEW-CODING CODING)	Re-decode the region (previously decoded by CODING) by NEW-CODING. Prompts for the new and current encoding. Supports tab completion when selecting an encoding.
Set coding system for coding/decoding file names	C-x RET F	(set-file-name-coding-system CODING-SYSTEM)	Set coding system for decoding and encoding file names to CODING-SYSTEM. <ul style="list-style-type: none"> <li>It actually just set the variable 'file-name-coding-system' to CODING-SYSTEM.</li> </ul>
Select coding system for next communication with other window system clients.	C-x RET X	(set-next-selection-coding-system CODING-SYSTEM)	Use CODING-SYSTEM for next communication with other window system clients. <ul style="list-style-type: none"> <li>This setting is effective for the next communication only.</li> </ul>
Execute an I/O command with specified coding system	C-x RET c	(universal-coding-system-argument CODING-SYSTEM)	Execute an I/O command using the specified coding system. <ul style="list-style-type: none"> <li>Prompts for the encoding (supports tab completion), then wait for the Emacs command to execute.</li> </ul>
Set the coding system of the file visited by current buffer - take effect on next file save.	C-x RET f	(set-buffer-file-coding-system CODING-SYSTEM &optional FORCE NOMODIFY)	<p>Set the file coding-system of the current buffer to CODING-SYSTEM. This means that when you save the buffer, it will be converted according to CODING-SYSTEM. For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</p> <p>If CODING-SYSTEM leaves the text conversion unspecified, or if it leaves the end-of-line conversion unspecified, FORCE controls what to do. If FORCE is nil, get the unspecified aspect (or aspects) from the buffer's previous 'buffer-file-coding-system' value (if it is specified there). Otherwise, leave it unspecified.</p> <p>This marks the buffer modified so that the succeeding C-x C-s surely saves the buffer with CODING-SYSTEM. From a program, if you don't want to mark the buffer modified, specify t for NOMODIFY. If you know exactly what coding system you want to use, just set the variable 'buffer-file-coding-system' directly.</p>
Set coding system for terminal keyboard	C-x RET k	(set-keyboard-coding-system CODING-SYSTEM &optional TERMINAL)	<p>Set coding system for keyboard input on TERMINAL to CODING-SYSTEM.</p> <ul style="list-style-type: none"> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>The default is determined by the selected language environment or by the previous use of this command.</li> <li>If CODING-SYSTEM is nil or the coding-type of CODING-SYSTEM is 'raw-text', the decoding of keyboard input is disabled.</li> <li>TERMINAL may be a terminal object, a frame, or nil for the selected frame's terminal. The setting has no effect on graphical terminals.</li> </ul>
Set tup multilingual environment	C-x RET l	(set-language-environment LANGUAGE-NAME)	<p>Set up multilingual environment for using LANGUAGE-NAME.</p> <ul style="list-style-type: none"> <li>This sets the coding system priority and the default input method and sometimes other things. LANGUAGE-NAME should be a string which is the name of a language environment. For example, "Latin-1" specifies the character set for the major languages of Western Europe.</li> <li>If there is a prior value for 'current-language-environment', this runs the hook 'exit-language-environment-hook'. After setting up the new language environment, it runs 'set-language-environment-hook'.</li> </ul>
Set coding for process associated with current buffer	C-x RET p	(set-buffer-process-coding-system DECODING ENCODING)	<p>Set coding systems for the process associated with the current buffer.</p> <ul style="list-style-type: none"> <li>DECODING is the coding system to be used to decode input from the process, ENCODING is the coding system to be used to encode output to the process.</li> <li>For a list of possible coding systems, use M-x list-coding-systems.</li> </ul>
Visit current buffer's file with specified coding system	C-x RET r	(revert-buffer-with-coding-system CODING-SYSTEM &optional FORCE)	<p>Visit the current buffer's file again using coding system CODING-SYSTEM.</p> <ul style="list-style-type: none"> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>If CODING-SYSTEM leaves the text conversion unspecified, or if it leaves the end-of-line conversion unspecified, FORCE controls what to do.</li> <li>If FORCE is nil, get the unspecified aspect (or aspects) from the buffer's previous 'buffer-file-coding-system' value (if it is specified there). Otherwise, determine it from the file contents as usual for visiting a file.</li> </ul>
Set coding system of terminal output	C-x RET t	(set-terminal-coding-system CODING-SYSTEM &optional TERMINAL)	<p>Set coding system of terminal output to CODING-SYSTEM.</p> <ul style="list-style-type: none"> <li>All text output to TERMINAL will be encoded with the specified coding system.</li> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>The default is determined by the selected language environment or by the previous use of this command.</li> <li>TERMINAL may be a terminal object, a frame, or nil for the selected frame's terminal. The setting has no effect on graphical terminals.</li> </ul>
Select coding system to communicate with other X clients	C-x RET x	(set-selection-coding-system CODING-SYSTEM)	<p>Make CODING-SYSTEM used for communicating with other X clients.</p> <ul style="list-style-type: none"> <li>When sending or receiving text via cut_buffer, selection, and clipboard, the text is encoded or decoded by CODING-SYSTEM.</li> </ul>

Operation	Keystroke	Function	Note
Display all coding categories	M-: (list-coding-categories)	(list-coding-categories)	Display a list of all coding categories. 👉 This is not an interactive function (a command). Therefore you must execute inside a Emacs Lisp program or interactively by evaluating the (list-coding-categories) form using M-:
Display all coding systems		(list-coding-systems &optional ARG)	Display a list of all coding systems. <ul style="list-style-type: none"> <li>This shows the mnemonic letter, name, and description of each coding system.</li> <li>With prefix ARG, the output format gets more cryptic, but still contains full information about each coding system.</li> </ul>

### Input Method — References

Topic & link	Description
Input Method	
GNU Emacs Manual: International - Selecting an Input Method	Manual: Introduction, general concepts
GNU Emacs Manual: Basic - Inserting Text	Manual: Describes C-q concepts, C-x 8 concepts and some other ones.
GNU Emacs Manual: Text - Quotation Marks	
Mastering Emacs - Olé! Diacritics in Emacs	Mickey Petersen's article on how to type <u>diacritic</u> characters.
Wikipedia - Compose key	General description of the concept of character/key composition.
How to enter Greek characters in Emacs @ Stack Overflow	An interesting set of various ideas to control how to enter those characters.
Change prefix to compose character @ Stack Overflow	
File Encoding	
Changing Encodings @ Emacs Wiki	
How to see the file's encoding in Emacs @ Stack Overflow	