





















Emacs support for Rust

Description	Keystroke	Function	Note
Rust Programming Language Support <ul style="list-style-type: none"> • PEL Rust support activation  •  Indentation control  	<div>  This is an early version of this page. More information will be provided soon. </div> <div>  PEL activates Rust support when the pel-use-rust user-option is turned on (t). </div> <div> PEL provide support for the Rust programming language and its various implementations by providing access to the following external packages: <div> <div>  The rust-mode external package.  PEL activates it when the pel-use-rust-mode user-option is turned on (t). </div> <div>  The rustic external package.  PEL activates it when the pel-use-rustic user-option is turned on (t). </div> <div>  The flycheck-rust external package.  PEL activates it when the pel-use-flycheck-rust user-option is turned on (t). </div> <div>  The emacs-racer external package.  PEL activates it when the pel-use-emacs-racer user-option is turned on (t). </div> <div>  The cargo external package.  PEL activates it when the pel-use-cargo user-option is turned on (t). </div> </div> </div> <div>  Rust indentation is controlled by the following user-options: <ul style="list-style-type: none"> • rust-indent-offset sets the number of columns used for indentation. It defaults to 4. • PEL sets tab-width with the same value in rust buffers so that manual indentation commands use the same number of columns to indent. • pel-rust-use-tabs controls whether hard tabs are used for indentation. PEL sets indent-tabs-mode with the value of pel-rust-use-tabs in rust buffers. </div>		
Open this PDF file. See also:  Help/Info	<div> <div><f11> SPC r <f1></div> <div><f12> <f1></div> </div>	<div> <div>(pel-help-pdf & optional OPEN-WEB-PAGE)</div> </div>	Open the  - Rust local PDF. If the prefix argument (like C-u or M--) is used, then it opens the remote GitHub hosted raw PDF instead. If the pel-flip-help-pdf-arg user-option is set it's the other way around.
 Customize PEL Rust support	<div> <div><f11> SPC r <f2></div> <div><f12> <f2></div> </div>	<div> <div>(pel-customize-pel & optional OTHER-WINDOW)</div> </div>	Customize PEL Rust support. <ul style="list-style-type: none"> • If OTHER-WINDOW is non-nil (use C-u), display in another window.
 Customize Emacs Rust support	<div> <div><f11> SPC r <f3></div> <div><f12> <f3></div> </div>	<div> <div>(pel-customize-library & optional OTHER-WINDOW)</div> </div>	Customize Emacs Rust support: rust-mode, rustic, racer, cargo. <ul style="list-style-type: none"> • If OTHER-WINDOW is non-nil (use C-u), display in another window.
Cargo run	<f12> c	(rust-run)	Build the Rust file using Cargo and run it.
Add/Remove the dbgm! macro	<f12> d	(rust-dbg-wrap-or-unwrap)	Either remove or add the dbgm! macro.
Run Clippy, Rust Lint Checker	<f12> l	(rust-run-clippy)	Run 'cargo clippy'.

Emacs & Rust — References

Document	Notes
Fancy Rust development with Emacs	May 2016. Describes how to use rust-mode
rust-mode: A major Emacs mode for editing Rust source code	A GitHub site
rust-mode	See: http://julienblanchard.com/2016/fancy-rust-development-with-emacs/
Racer for emacs	
company-mode ; Modular in-buffer completion framework for Emacs	
Why Rust?	Safari book online
rust-cross	This GitHub site states: Everything you need to know about compiling rust programs!
Taking Rust everywhere with rustup	A Rust site blog on rustup
Cross compiling Rust on OS X for Raspberry Pi 3	March 2016 article on cross compiling Rust on Raspberry Pi3
Raspberry Pi Bare Metal Programming with Rust	
Rust source code	