## Programming Language Support — D

Description	Description Keystroke Function Note			
Description  Compart for the D	<u>Keystroke</u>		Note COM I I I I I I I I I I I I I I I I I I I	
Support for the <b>D</b> programming	Emacs supports the D programming language via a the <u>d-mode</u> external package. This package extends the <u>Emacs CC Mode</u> built-in package which supports the curly-bracket programming languages like D. Other external packages provide other features for working with D, they are listed in the reference of the programming languages like D. Other external packages provide other features for working with D, they are listed in the reference of the programming languages like D. Other external packages provide other features for working with D, they are listed in the reference of the programming languages like D.			
language	table below.			
			riable <b>pel-use-d</b> . It must be set to <b>t</b> to activate support for D.	
			the CC Mode are customizable with PEL user option variables.	
	PEL customization for D: Simplifies configuration for editing D source code (To change, execute: M-x customize-group pel-pkg Emacs customization group: pel-pkg-for-d			
	-		s used for indentation. Defaults to 4.  This concept differs from indentation; you can have an indentation of 4 and tab width of 8: M-i	
	<ul> <li>pel-d-tab-width: The width of a tab. Defaults to 4. This concept differs from indentation: you can have an indentation of 4 and tab width of will move point to columns that are multiple of 8 <tab> will indent to a column that is a multiple of 4.</tab></li> <li>For most uses it is best to set both values to the width of your needed indentation level. This way you can use commands that use either the pel-default indentation level.</li> </ul>			
	control the indentat  • pel-d-use-tabs: Whet		tation or not: t: tabs are used, nil: only spaces are used. Default: nil.	
	• pel-d-backet-style: T	he bracket/indentation style su	pported by the electric keys. One of the <u>values supported by Emacs</u> (also possible to define your	
	own with Elisp code).  • Emacs customization gro		o all CC Mode related modes (like d-mode).	
	-		ode is active on all CC Mode (including d-mode). inside directory local files and even as file local variables. You can also modify them for each	
	buffer and view their current s	ettings using the commands lis	ted in the following set of rows. None of the commands below change PEL default; they change	
	<ul> <li>the value for the current buffer</li> <li>PEL provides the following:</li> </ul>		es: <f11> SPC D, <f12> and <m-f12></m-f12></f12></f11>	
	The first one is always ava	ailable. The other two prefixes a	are only available in d-mode buffers. The <m-f12> prefix helps the typing flow when the next key</m-f12>	
	is a Meta key. For simplifi	cation, the <f11> SPC D pro</f11>	efix is normally omitted in the table.	
Open this PDF file.	• <f11> SPC D <f1></f1></f11>	(pel-help-pdf &optional OPEN-WEB-PAGE)	Open the local copy of the <u>\$1 - D</u> PDF file unless a command prefix (like <b>C-u</b> ) was used. In	
See also: <u>▼ Help/Info</u>	• <f12> <f1></f1></f12>	O. LIV WED-I AGE)	that case it opens the Github-hosted file instead.	
<u>∑ Customize</u> PEL D	• <f11> SPC D <f2></f2></f11>	(pel-customize-pel	Customize PEL D support: d-mode.	
support	• <f12> <f2></f2></f12>	&optional OTHER-WINDOW)	• If OTHER-WINDOW is non-nil (use <b>C-u</b> ), display in another window.	
<b>∑ Customize</b> Emacs D	• <f11> SPC D <f3></f3></f11>	(pel-customize-library	Customize Emacs D support: d-mode.	
support	• <f12> <f3></f3></f12>	&optional OTHER-WINDOW)		
00 Marta 61 1	_	by the CC Made according to	its syntactic interpretation of the current line and the indentation mode in use.	
CC Mode Style Management	You can impose an indentation	n style by customization. But y	ou may use source code written by others and want to continue using the same style. In those	
managomont		s ability to analyze the style and ented here, see the CC Mode m	report it or start using it (installing it) with the following commands.	
Show/Modify	C-c C-o	(c-set-offset SYMBOL	Change the value of a syntactic element symbol in 'c-offsets-alist'.	
syntactic context		OFFSET &optional	SYMBOL is the syntactic element symbol to change and OFFSET is the new offset for that	
		IGNORED)	syntactic element. The optional argument is not used and exists only for compatibility reasons.	
Show syntactic	C-c C-s	(c-show-syntactic-	Show syntactic information for current line.	
information for current line		information ARG)	With universal argument, inserts the analysis as a comment on that line.	
Guess the style used	M-x c-quess-buffer-	(c-guess-buffer-no-install	Guess the style on the whole current buffer; don't install it.	
in the current buffer,	no-install	&optional ACCUMULATE)	If given a prefix argument (or if the optional argument ACCUMULATE is non-nil) then the	
do not install it			previous guess is extended, otherwise a new guess is made from scratch.	
Guess the style of the code in the buffer	M-x c-guess-buffer	(c-guess-buffer &optional ACCUMULATE)	Guess the style on the whole current buffer, and install it.  • The style is given a name based on the file's absolute file name.	
			If given a prefix argument (or if the optional argument ACCUMULATE is non-nil) then the	
		, , , , ,	previous guess is extended, otherwise a new guess is made from scratch.	
Guess style in the region	M-x c-guess	(c-guess &optional ACCUMULATE)	Guess the style in the region up to 'c-guess-region-max', and install it.  • The style is given a name based on the file's absolute file name.	
		,	If given a prefix argument (or if the optional argument ACCUMULATE is non-nil) then the	
O		/ OTART	previous guess is extended, otherwise a new guess is made from scratch.	
Guess the style of a region	M-x c-guess-region	(c-guess-region START END &optional	Guess the style on the region and install it.  • The style is given a name based on the file's absolute file name.	
		ACCUMULATE)	If given a prefix argument (or if the optional argument ACCUMULATE is non-nil) then the previous guess is extended, otherwise a new guess is made from scratch.	
View Guessed style	M v a guesa vice	(c-quee-view Sentional		
View Guessed style	M-x c-guess-view	(c-guess-view &optional WITH-NAME)	Emit emacs lisp code which defines the last guessed style, so you can put the code into .emacs if you prefer the guessed code.	
			"STYLE NAME HERE" is used as the name for the style in the emitted code. If WITH-NAME is given, it is used instead. WITH-NAME is expected as a string but if this function called	
			interactively with prefix argument, the value for WITH-NAME is asked to the user.	
Determine syntactic	M-x c-guess-basic-	(c-guess-basic-syntax)	Determine the syntactic context of the current line.	
context of current line.	syntax			
CC Mode support			each of the programming languages similar that have a mode derived from CC Mode like D. portant keys such as the return key, delete key, semi-colon, etc	
Behaviour Control	The CC Mode controls the ind	lentation and bracket style which	ch controls what happens when electric characters are typed (when the electric mode is activated	
	and provide a better experience when editing C source code.  • CC Mode state displayed in the mode line: 2C{} where:			
		gramming language name: C, C		
	C is the C comment st	tyle: '*' for block command (	/* */) and ',' for line comments (//)	
	<ul><li>{} are the other elect</li><li>'1' for electric mode</li></ul>			
	'a' for auto-newline	mode		
	<ul><li>'h' for hungry mode</li><li>'w' for subword mod</li></ul>			
Toggle Electric state	• C-c C-1	(c-toggle-electric-state	Toggle the electric indentation feature done with the electric character keys.	
	• <f12> M-e</f12>	&optional ARG)	Optional numeric ARG, if supplied, turns on electric indentation when positive, turns it off	
	• <m-f12> M-e</m-f12>		when negative, and just toggles it when zero or left out.	
Set indentation style	• C-c . • <f12> M-s</f12>	(c-set-style STYLENAME &optional DONT-OVERRIDE)	Set the <u>bracket/indentation style</u> for the current buffer.  • Prompts for the name.	
	• <f12> M-S • <m-f12> M-S</m-f12></f12>	aoptional DOI (1 OVEI IIIDE)	Supports tab completion (so use tab to see the list). Can be one of the <u>values supported by</u>	
			Emacs but you can also add your customized mode with some Emacs Lisp code.	

Toggle syntactic indentation	• <f12> M-i • <m-f12> M-i</m-f12></f12>	(c-toggle-syntactic- indentation &optional ARG)	Toggle syntactic indentation.  Optional numeric ARG, if supplied, turns on syntactic indentation when positive, turns it off when negative, and just toggles it when zero or left out.  When syntactic indentation is turned on (the default), the indentation functions and the electric keys indent according to the syntactic context keys, when applicable.  When it's turned off, the electric keys don't reindent, the indentation functions indents every new line to the same level as the previous nonempty line, and M-x c-indent-command adjusts the indentation in steps specified by 'c-basic-offset'. The indentation style has no effect in this mode, nor any of the indentation associated variables, e.g. 'c-special-indent-hook'.
Toggle Comment Style	• C-c C-k • <f12> M-; • <m-f12> M-;</m-f12></f12>	(c-toggle-comment-style &optional ARG)	Toggle the comment style between block and line comments.  • Optional numeric ARG, if supplied, switches to block comment style when positive, to line comment style when negative, and just toggles it when zero or left out.  ⚠ Only the // and /* */ styles are supported. The /++/ comments are not supported.  ➡ This is part of CC Mode. Use <f12> M-? to display the current state.</f12>
Toggle Hungry Delete mode	• <f12> M-DEL • <m-f12> M-DEL</m-f12></f12>	(c-toggle-hungry-state &optional ARG)	Toggle hungry-delete-key feature. Affect < DEL> and C-d keys.  Optional numeric ARG, if supplied, turns on hungry-delete when positive, turns it off when negative, and just toggles it when zero or left out.  When the hungry-delete-key feature is enabled (indicated by "/h" on the mode line after the mode name) the delete key gobbles all preceding whitespace in one fell swoop.  This is part of CC Mode. Use <f12> M-? to display the current state.</f12>
Toggle text alignment on pel-newline-and-indent-below See also:  • ∑ Align  • ∑ Indentation	<f11> M-RET</f11>	(pel-toggle-newline- indent-align)	Toggle variable pel-newline-does-align for the local buffer. This toggles the way function 'pel-newline-and-indent-below' operates.  If pel-newline-does-align is t, it aligns several syntactic element in the current block: the comments, the assignments.  Black lightly modes where pel-newline-does-align is automatically activated (set to t) by adding the major mode to the list in the pel-modes-activating-align-on-return user option.  This affects the behaviour of the following commands:  pel-cc-newline (assigned to RET in CC modes like c-mode, c++-mode and d-mode).  pel-newline-and-indent-below (assigned the M-RET)
Toggle auto-newline insertion mode	• C-c C-a • <f12> M-RET • <m-f12> M-RET</m-f12></f12>	(c-toggle-auto-newline &optional ARG)	<ul> <li>Toggle auto-newline feature.</li> <li>Optional numeric ARG, if supplied, turns on auto-newline when positive, turns it off when negative, and just toggles it when zero or left out.</li> <li>Turning on auto-newline automatically enables electric indentation.</li> <li>When the auto-newline feature is enabled (indicated by "/la" on the mode line after the mode name) newlines are automatically inserted after special characters such as brace, comma, semi-colon, and colon.</li> <li>Emacs allows customizing the style and how automatic newlines are used. See the CC Mode Manual section: Customizing Auto-newlines.</li> </ul>
Change RET key behaviour: select	• <f12> RET • <m-f12> RET</m-f12></f12>	(pel-cc-change-newline- mode)	Change the way the RET key behaves in the CC modes and display the new mode in the echo area. Changes from one mode to the next and then rotate to the first one.
	The modes are:  context-newline: the default: uses (c-context-line-break) with the extra ability to repeat its execution with an argument.  newline-and-indent: uses (newline ARG t) to insert newline and indent.  iuses (newline-no-indent: uses (electric-indent-just-newline ARG)  Financs default is to use newline. PEL sets the default to c-context-line-break which provides more functionality for CC modes. A mode change is local to the current buffer and does not affect RET key behaviour in the other buffers using the same mode.  PEL user option pel-initial-c-newline-mode can be set to change the default for c-mode.		line and indent.  line ARG)  -context-line-break which provides more functionality for CC modes. A mode change is local to a the other buffers using the same mode.
Display current Mode settings	• <f12> M-? • <m-f12> M-?</m-f12></f12>	(pel-cc-mode-info)	Display information about current <u>CC mode</u> derivative for the current d-mode buffer. The information includes the information described in the following row.
	• <f11> SPC D M-?</f11>		
	<ul> <li><fi>&lt; f1  SPC D M-?</fi></li> <li>CC mode style currently active, along with a list of styles associated with current mode. Change it for the current buffer with c-set-style (C-c . or <f12> M-s). The Emacs the c-default-style user option defines associations between major modes and the style to use. PEL provides the pel-c-backet-style that is used to set the style for c-mode. Use <f12> <f2> from a c-mode buffer to access the customization buffer to change it.</f2></f12></f12></li> <li>Return key behaviour.</li> <li>RETI (return key) mode. Change with pel-co-change-newline-mode (<f12> RET).</f12></li> <li>Whether return performs alignment. Change that with pel-loggle-indent-gling (<f11> M-RET).</f11></li> <li>State of electric C characters (toggle it on/off with c-toggle-electric-state (C-c C-1 or <f12> M-e):         <ul> <li>whether all sactive or not, and when active what character(s) exhibit electric behaviour.</li> <li>whether auto-newline on some characters (? and some other based on style) is active. Toggle this with c-toggle-auto-newline (C-c C-a or <f12> M-RET).</f12></li> <li>The fill column: the column where force line wrap is done when the auto-fill-mode is active. Toggle auto fill mode with <f11> RET.</f11></li> <li>Tab width and whether hard tabs are used. These are set by the user options pel-c-tab-width and pel-c-use-tabs. In a c-mode buffer use <f12> <f2> to open the appropriate customization buffer to change them.</f2></f12></li> <li>defended that the width does not identify the indentation. It controls the spacing used in some commands moving point to the next tab stop column. Indentation is controlled separately. See next line.</li> <li>Indentation width and whether syntactic indentation mode is active.</li> <li>The style currently used for indentation and bracket positioning (they should have the same value). Emacs identifies several buffer with c-set-style command (C-c . or <f12> M-s).</f12></li> <li>CC Mode styles identition</li></ul></f12></li></ul>		
Electric Keys	The following electric D char	r <u>acters</u> have special meaning w	when the electrical state is active in a buffer using d-mode.
	Toggle electric behaviour in	the current buffer with: with c-t	toggle-electric-state (C-c C-1 or <f12> M-e).</f12>

<u>Keystroke</u>

<u>Description</u>

Function

<u>Note</u>

<u>Description</u>	<u>Keystroke</u>	Function	<u>Note</u>
	#	(c-electric-pound ARG)	Insert a "#".  • If 'c-electric-flag' is set, handle it specially according to the variable 'c-electric-pound-behavior', which can only be nil or 'alignleft'. If a numeric ARG is supplied, or if point is inside a literal or a macro, nothing special happens.  • D does not use the pound character much. It only uses it for #line statements.
	• (	(c-electric-paren ARG)	Insert a parenthesis.  If 'c-syntactic-indentation' and 'c-electric-flag' are both non-nil, the line is reindented unless a numeric ARG is supplied, or the parenthesis is inserted inside a literal.  Whitespace between a function name and the parenthesis may get added or removed; see the variable 'c-cleanup-list'.  Also, if 'c-electric-flag' and 'c-auto-newline' are both non-nil, some newline cleanups are done if appropriate; see the variable 'c-cleanup-list'.
	• { • }	(c-electric-brace ARG)	<ul> <li>Insert a brace.</li> <li>If 'c-electric-flag' is non-nil, the brace is not inside a literal and a numeric ARG hasn't been supplied, the command performs several electric actions: <ul> <li>a) If the auto-newline feature is turned on (indicated by "/la" on the mode line) newlines are inserted before and after the brace as directed by the settings in 'c-hanging-braces-alist'.</li> <li>b) Any auto-newlines are indented. The original line is also reindented unless 'c-syntactic-indentation' is nil.</li> <li>c) If auto-newline is turned on, various newline cleanups based on the settings of 'c-cleanup-list' are done.</li> </ul> </li> </ul>
	:	(c-electric-colon ARG)	Insert a colon.  Insert a colon.  If 'c-electric-flag' is non-nil, the colon is not inside a literal and a numeric ARG hasn't been supplied, the command performs several electric actions:  a) If the auto-newline feature is turned on (indicated by "/la" on the mode line) newlines are inserted before and after the colon based on the settings in 'c-hanging-colons-alist'.  b) Any auto-newlines are indented. The original line is also reindented unless 'c-syntactic-indentation' is nil.  c) If auto-newline is turned on, whitespace between two colons will be "cleaned up" leaving a scope operator, if this action is set in 'c-cleanup-list'.
	• ;	(c-electric-semi, ARG)	Insert a comma or semicolon.  If 'c-electric-flag' is non-nil, point isn't inside a literal and a numeric ARG hasn't been supplied, the command performs several electric actions:  a) When the auto-newline feature is turned on (indicated by "/la" on the mode line) a newline might be inserted. See the variable 'c-hanging-semi&comma-criteria' for how newline insertion is determined.  b) Any auto-newlines are indented. The original line is also reindented unless 'c-syntactic-indentation' is nil.  c) If auto-newline is turned on, a comma following a brace list or a semicolon following a defun might be cleaned up, depending on the settings of 'c-cleanup-list'.
Insert New Line(s)	The behaviour of the RET key depends on whether the CC Mode electric mode is active or not. When it is not active it simply inserts a new line. When it is active the point also moves to the proper indentation according to the syntactic context. The following commands can also be used.  • With PEL the default behaviour can be selected by customization and modified dynamically for the current buffer with the pel-cc-change-newline-mode command (bound to <f12> M-RET) see the CC-Mode behaviour control section above.  • The pel-cc-newline command also aligns comments and assignment in the code block if the pel-modes-activating-align-on-return user option list includes the current major mode. The state for the current buffer can also be modified by the pel-cc-change-newline-mode command (<f11> M-RET).</f11></f12>		
Insert a new line and	RET		Insert a newline and perhaps align.
operate according to the currently active selected return mode. With PEL, modify behaviour with <f12></f12>		N)	With argument N repeat N times. For newline insertion, operate according to the value of the variable 'pel-cc-newline-mode' which selects one of 3 commands (see the full description in the 3 row below): c-context-line-break newline electric-indent-just-newline
M-RET.			<ul> <li>If the variable 'pel-newline-does-align' is t, then perform the text alignment done by the function 'align'.</li> </ul>
	Use: (c-context-line-break): Do a line break suitable to the context.  • When point is outside a comment or macro, insert a newline and indent according to the syntactic context, unless 'c-syntactic-indentation' is nil, which case the new line is indented as the previous non-empty line instead.  • When point is inside the content of a preprocessor directive, a line continuation backslash is inserted before the line break and aligned appropriate new line is inside a comment, continue it with the appropriate comment prefix (see the 'c-comment-prefix-regexp' and 'c-block-comment-prevariables for details). The end of a C++-style line comment doesn't count as inside it.  • When point is inside a string, only insert a backslash when it is also inside a preprocessor directive.  Use: (newline &optional ARG INTERACTIVE): Insert a newline, and move to left margin of the new line if it's blank.  • With ARG, insert that many newlines.  • If option 'use-hard-newlines' is non-nil, the newline is marked with the text-property 'hard'.  • If 'electric-indent-mode' is enabled, this indents the final new line that it adds, and reindents the preceding line.  • To just insert a newline, use M-x electric-indent-just-newline.		newline and indent according to the syntactic context, unless 'c-syntactic-indentation' is nil, in on-empty line instead.  rective, a line continuation backslash is inserted before the line break and aligned appropriately. t.  appropriate comment prefix (see the 'c-comment-prefix-regexp' and 'c-block-comment-prefix' nment doesn't count as inside it.
			wline, and move to left margin of the new line if it's blank.  marked with the text-property 'hard'. nal new line that it adds, and reindents the preceding line. st-newline.
	Calls 'auto-fill-function' if the current column number is greater than the value of 'fill-column' and ARG is nil.  Use: (electric-indent-just-newline ARG): Insert just a newline, without any auto-indentation.		
Insert an indented line below unbroken current line See also:  Indentation	<ul><li>With ARG, insert that n</li><li>M-RET</li><li><f11> <tab> RET</tab></f11></li></ul>	(pel-newline-and-indent- below)	Insert an indented line just below current line regardless of the position of point and move point to the beginning of the next line.  For example if point is at the beginning, middle or end of the line it just insert a new line below the current one at the proper indentation.  If pel-newline-does-align is t, it aligns several syntactic element in the current block: the comments, the assignments.  You can toggle this on/off with <f11> M-RET.  But Identify modes where pel-newline-does-align is automatically activated (set to t) by adding the c-mode to the list in the pel-modes-activating-align-on-return user option.</f11>
Insert a newline	C-j	(electric-newline-and-maybe-indent)	Insert a newline.  If 'electric-indent-mode' is enabled, that's that, but if it is *disabled* then additionally indent according to major mode.  Indentation is done using the value of 'indent-line-function'.  In programming language modes, this is the same as TAB.  In some text modes, where TAB inserts a tab, this command indents to the column specified by the function 'current-left-margin'.
Open New Line in Context See also:  • Whitespace	C-o	(c-context-open-line)	Insert a line break suitable to the context and leave point before it.  • This is the 'c-context-line-break' equivalent to 'open-line', which is normally bound to C-o.  See 'c-context-line-break' for the details.  • Normally C-o is bound to open-line. PEL rebinds it to c-context-open-line for the CC
Open new line	• <f12> C-o • <m-f12> C-o</m-f12></f12>	(open-line N)	<ul> <li>modes. If you want to open the line without indenting the next use open-line via <f12> C-o</f12></li> <li>Insert a newline and leave point before it.</li> <li>If there is a fill prefix and/or a 'left-margin', insert them on the new line if the line would have been blank.</li> <li>With arg N, insert N newlines.</li> </ul>

Description	<u>Keystroke</u>	Function	<u>Note</u>
<u>D</u> comments	D supports the following type Block Comments: Line Comments: Nesting Block Comments:	/* comment */ // comment to end of line /+ nesting /+comments +/ comments	oport comments in D.  2 are explicitly supported by Emacs):  an span multiple lines and surround // style comment +/  /** multi-line documentation */, and /++ multi-line documentation +/
	/	(c-electric-slash ARG)	Insert a slash character.  • If the slash is inserted immediately after the comment prefix in a c-style comment, the comment might get closed by removing whitespace and possibly inserting a "*". See the variable 'c-cleanup-list'.  • Indent the line as a comment, if:  1. The slash is second of a "//" line oriented comment introducing token and we are on a comment-only-line, or  2. The slash is part of a "*/" token that closes a block oriented comment.  • If a numeric ARG is supplied, point is inside a literal, or 'c-syntactic-indentation' is nil or 'c-electric-flag' is nil, indentation is inhibited.
	*	(c-electric-star ARG)	Insert a star character.  Insert a star character.  If 'c-electric-flag' and 'c-syntactic-indentation' are both non-nil, and the star is the second character of a C style comment starter on a comment-only-line, indent the line as a comment.  If a numeric ARG is supplied, point is inside a literal, or 'c-syntactic-indentation' is nil, this indentation is inhibited.  With this key it becomes easy to type the following two styles of multi-line block comment:   /* Two star  ** continuation  ** prefix for  ** multi-line  ** C comment.  */  /* Single star  * prefix for  * multi-line  * C comment.  */  When typing the '*' at the beginning of the line, it indents automatically. If another '*' is typed, indentation is set to allow a two-star continuation, otherwise it is placed for a single star continuation.
Comment/un-comment	M-;	(comment-dwim ARG)	Comment line or region with // or /* */ style comments depending on the comment style currently used in the buffer.  • When no marked region and no comment:  • On empty line: insert comment starter at the proper indentation level. Typed again: move it toward end of line.  • On line with code: insert comment starter after the code for an end-of-line comment   • With marked un-commented region:  • Comment region (each line is commented)  • With marked commented region:  • removes the comment.  • Call the comment command you want (Do What I Mean).  • If the region is active and 'transient-mark-mode' is on, call 'comment-region' (unless it only consists of comments, in which case it calls 'uncomment-region'). Else, if the current line is empty, call 'comment-insert-comment-function' if it is defined, otherwise insert a comment and indent it. Else if a prefix ARG is specified, call 'comment-kill'. Else, call 'comment-indent'.  • You can configure 'comment-style' to change the way regions are commented: see <f12> M-; to toggle the comment style.</f12>
	C-c C-c	(comment-region BEG END &optional ARG)	Comment or uncomment each line in the region.  • With just C-u prefix arg, uncomment each line in region BEG END.  • Numeric prefix ARG means use ARG comment characters.  • If ARG is negative, delete that many comment characters instead.  • The strings used as comment starts are built from 'comment-start' and 'comment-padding'; the strings used as comment ends are built from 'comment-end' and 'comment-padding'.  • By default, the 'comment-start' markers are inserted at the current indentation of the region, and comments are terminated on each line (even for syntaxes in which newline does not end the comment and blank lines do not get comments). This can be changed with 'comment-style'.  • If you try this when no region is marked and the /* */ style comments is active, the comment ends on the next space, which is probably not what you want. The command comment-dwim works better.
Fill current paragraph See also: Filling/Justification	• M-q • <f12> F • <m-f12> F • <f11> SPC D F</f11></m-f12></f12>	( <b>c-fill-paragraph</b> &optional ARG)	Like <f11> t f p but handles // and /* */ style comments.  • If any of the current line is a comment or within a comment, fill the comment or the paragraph of it that point is in, preserving the comment indentation or line-starting decorations (see the 'c-comment-prefix-regexp' and 'c-block-comment-prefix' variables for details).  • If point is inside multilline string literal, fill it. This currently does not respect escaped newlines, except for the special case when it is the very first thing in the string. The intended use for this rule is in situations like the following:  char description[] = "\ A very long description of something that you want to fill to make nicely formatted output.";  • If point is in any other situation, i.e. in normal code, do nothing.  • Optional prefix ARG means justify paragraph as well.</f11>
Toggle subword-mode See also:  • <u>▼ Text Modes</u>	• <f11> t m b • <f12> M-b • <m-f12> M-b • <f11> SPC D M-b</f11></m-f12></f12></f11>	(subword-mode &optional ARG)	Toggle subword-mode: a minor mode that treats sections of <a href="camelCase">camelCase</a> and <a href="PascalCase">PascalCase</a> as distinct words.  • With a prefix argument ARG, enable Subword mode if ARG is positive, and disable it otherwise.  • Since <a disable-treatment-no-name="Disable-treatment-no-name=" disable-treatment-no-name<="" href="Disable-treatment-no-name=" td=""></a>
Hide/Show comments See also: <u>▼ Comments</u>	<f11> ; ;</f11>	(hide/show-comments- toggle &optional START END)	Toggle hiding/showing of comments in the active region or whole buffer.  • If the region is active then toggle in the region. Otherwise, in the whole buffer.  • This requires the <a href="hide-comnt.el">hide-comnt.el</a> package (see <a href="December Comments">S Comments</a> ).  • PEL activates it when the pel-use-hide-comnt user option is t.

Description	<u>Keystroke</u>	Function	<u>Note</u>
Hungry Deletion of Whitespace	The CC mode provides two commands that can perform "hungry whitespace deletion" that can also be used in every mode.  • PEL provides the convenient keys with the <f11> prefix keys for those 2 commands, available in all modes.  • In modes compatible with the CC Mode (e.g. for C, C++, D, Java, Pike, etc) it is also possible to activate the Hungry Delete Mode to modify the behaviour of the simple <del> and C-d, to perform hungry deletions. That's not currently supported in other modes.  • When the Hungry Delete Mode is on, the mode-line displays a 'h' to the right of the '/l' indication of electric mode.  • The Hungry Mode also activates the key prefixes below that start with C-c. They are listed but remember they are only available once the Hungry state mode is activated (and that can only be done in modes that are CC Mode compatible).  • In modes derived from CC Mode you can also activate the hungry state to make standard delete commands delete hungrily, but that does not work for other modes. PEL provides the <f12> M-DEL key for those modes (like D).</f12></del></f11>		
Delete preceding char or all preceding whitespace.  See also:  Cut & Paste	• C-c DEL • C-c ☒ • C-c C-☒ • C-c <c-backspace> • C-c C-DEL • <f11> ☒</f11></c-backspace>	(c-hungry-delete- backwards)	Delete the preceding character or all preceding whitespace back to the previous non-whitespace character.  In terminal mode, even though C-⟨S , ⟨C-backspace⟩ and C-DEL are not available, they are mapped to the non-control key so attempting to type them end up invoking the command anyway because the first key bindings are recognized.  With PEL, the ⟨f11⟩ ⟨S  binding is always available, in all modes. The other keys are only available in modes derived from the CC Mode. This prevents conflicts with other modes that may use the popular C-c bindings.
Delete next char or all following whitespace.  See also:	• C-c C-d • C-c 🔀 • C-c C-\overline{\text{\Sigma}} • C-c <c-delete> • <f11> \overline{\text{\Sigma}}</f11></c-delete>	(c-hungry-delete-forward)	Delete the following character or all following whitespace up to the next non-whitespace character.  In terminal mode, even though C-\overline{\text{S}} and <c-delete> are not available, they are mapped to the non-control key so attempting to type them end up invoking the command anyway because the first key bindings are recognized.  With PEL, the <f11> \overline{\text{S}} binding is always available, in all modes. The other keys are only available in modes derived from the CC Mode. This prevents conflicts with other modes that may use the popular C-c bindings.</f11></c-delete>
Indentation	T		-Mode logic and provided commands listed below. at the end of this list. They are also listed in the <u>∑ Indentation</u> table.
Indent current line or region	<tab></tab>	(c-indent-line-or-region &optional ARG REGION)	Indent active region, current line, or block starting on this line.
See also: • <u>Indentation</u>	<ul> <li>Behaviour depends on syntactic-indentation mode (enabled by default but can be toggled on/off with the <f12> M-i key):</f12></li> <li>With syntactic-indentation on (the default):</li> <li>In Transient Mark mode, when the region is active, reindent the region.</li> <li>Otherwise, with a prefix argument, rigidly reindent the expression starting on the current line. Otherwise reindent just the current line.</li> <li>This might seem strange for new Emacs users, but it ends up being very useful. You can type <tab> anywhere in the line to adjust its indentation or everything in the marked area if a block is marked.</tab></li> <li>With syntactic-indentation off:</li> <li><tab> always indent current line by one level</tab></li> <li>C-u - <tab> or M- <tab> always un-indent current line by one level</tab></tab></li> <li>Indenting marked region is done without syntax knowledge and at the same level as previous line.</li> <li>If you want to indent rigidly you can use:</li> <li>(pel-indent-rigidly &amp;optional N) (bound to C-x <tab> and to <f11> <tab><tab><tab>&gt;) to indent the line or region rigidly.</tab></tab></tab></f11></tab></li> <li>(tab-to-tab-stop), bound to M-i to insert spaces to the next tab stop column.</li> </ul>		
Indent lines of list after point See: ∑ Indentation	C-M-q	(indent-pp-sexp &optional ARG)	Indent each line of the list starting just after point, or pretty-print it.  • A prefix argument (C-u) specifies pretty-printing. Pretty-printing essentially uses more lines as it places the beginning of each list on a new line.
Indent current function or class	C-c C-q	(c-indent-defun)	Indent the content of the current top-level function or class. Leaves point unchanged.
Indent a region	C-M-\	(indent-region START END &optional COLUMN)	Indent each nonblank line in the region.  • A numeric prefix argument specifies a column: indent each line to that column.  • With no prefix argument, the command chooses one of these methods and indents all the lines with it:  1. If 'fill-prefix' is non-nil, insert 'fill-prefix' at the beginning of each line in the region that does not already begin with it.  2. If 'indent-region-function' is non-nil, call that function to indent the region.  3. Indent each line via 'indent-according-to-mode'.
	When a region is marked you can also use the simple <tab> to do the same when syntactic-indentation is active.</tab>		
Non Syntactic Indentation	Emacs provides the following command to indent without regards to semantics. More information on indentation is available in the <u>Nation</u> table.  For most editing scenarios, it's best to set <b>pel-d-tab-width</b> and <b>pel-d-indent-width</b> to the same value: the first 2 commands use the value of pel-c-tab-width while the other 2 use pel-c-indent-width.		
Insert spaces or tabs to next defined tabstop column See also:  • <u>National Inserts of tabs.</u>	M-i	(tab-to-tab-stop)	Insert spaces or tabs to next defined tab-stop column.  The exact location of the next tab stop is identified by the value of the tab-stop-list and tab-width for the current buffer.  With PEL, the tab-stop interval is controlled by the value of pel-d-tab-width.  PEL sets tab-width to the value of pel-d-tab-width for each d-mode buffer.
Indent/Unindent • C	• C-x <tab> • <fil> <tab> <tab> • <tab>q</tab></tab></tab></fil></tab>	(pel-indent-rigidly &optional N)	Indent rigidly the marked region or current line N times.  • If a region is marked, it uses 'indent-rigidly' and provides the same prompts to control indentation changes.  • If no region is marked, it operates on current line(s) identified by the numeric argument N (or if not specified N=1):  • N = [-1, 0, 1] : operate on current line  • N > 1 : operate on the current line and N-1 lines below.  • N < -1 : operate on the current line and (abs N) -1 lines above.  ➤ PEL rebinds this key, but it extends the functionality: pel-indent-rigidly uses indent-rigidly, described below the dashed line.
		PEL uses the above instead of the standard:  (indent-rigidly START END	<ul> <li>Indent all lines starting in the region.</li> <li>If called interactively with no prefix argument, activate a transient mode in which the indentation can be adjusted interactively by typing <left>, <right>, <s-left>, or <s-right>.</s-right></s-left></right></left></li> </ul>
		ARG &optional INTERACTIVE)	Both of these commands activate a transient mode where Emacs prompts for extra keys to control how to indent. Indenting and un-indenting is possible. The capabilities are controlled by the variable indent-rigidly-map with by default provides:  S- <right> indent-rigidly-right-to-tab-stop S-<left> indent-rigidly-left-to-tab-stop indent-rigidly-right Indent-rigidly-left sindent-rigidly-left sindent-rigidly-left Typing any other key deactivates the transient mode. The S-<right> and S-<left> keys indent/de-indent to the next tab-stop position, which is controlled by the tab-width user option. With PEL, the tab-stop interval is controlled by the value of pel-d-tab-width. PEL sets tab-width to the value of pel-d-tab-width for each d-mode buffer.</left></right></left></right>
	⚠ If you use the cua-mode: the cua-mode uses C-x, to invoke this command when cua-mode is active, type it really fast or type C-x C-x <t <f11="" binding="" pel="" the=""> <tab> <tab>.</tab></tab></t>		

<u>Description</u>	<u>Keystroke</u>	Function	<u>Note</u>
Indent line(s) rigidly See also:  • ∑ Indentation	• <f6> <tab> • <f11> <tab> c</tab></f11></tab></f6>	(pel-indent-lines &optional N)	Indent current or marked lines by N indentation levels.  • Works with point anywhere on the line.  • All lines touched by the region are indented.  • A special argument N can specify more than one indentation level. It defaults to 1.  • If a negative number is specified, 'pel-unindent-lines' is used.  • If a region is marked, the function does not deactivate it to allow repeated execution of the command. It also modifies the region to include all characters in all affected lines.  • Use C-g to de-activate the region.  • Handles presence of hard tabs:  • If indent-tabs-mode is non-nil the indentation is created with a mix of hard-tabs and space
			<ul> <li>characters.</li> <li>If indent-tabs-mode is nil, any hard tab in the indentation of the marked lines is replaced by the proper number of spaces. Hard tabs after first non-whitespace character on the line are left.</li> </ul>
Un-indent line(s) rigidly See also: • ∑Indentation	• <backtab> • <f6> <backtab> • <f11> <tab> C</tab></f11></backtab></f6></backtab>	( <b>pel-unindent-lines</b> &optional N)	<ul> <li>Un-indent current line or marked lines by N indentation levels.</li> <li>Works with point is anywhere on the line.</li> <li>All lines touched by the region are un-indented.</li> <li>If region was marked, the function does not deactivate it to allow repeated execution of the command.</li> <li>If a region was marked, the function does not deactivate it to allow repeated execution of the command. It also modifies the region to include all characters in all affected lines</li> <li>Use C-g to de-activate the region.</li> <li>Handles presence of hard tabs:</li> <li>If indent-tabs-mode is non-nil the indentation is created with a mix of hard-tabs and space characters.</li> <li>If indent-tabs-mode is nil, any hard tab in the indentation of the marked lines is replaced by the proper number of spaces. Hard tabs after first non-whitespace character on the line are left.</li> </ul>
Inserting code	Extra text insertion can be do	ne with the following commands	s.
Insert Parentheses	м-(	(insert-parentheses &optional ARG)	For D: insert a parenthesis pair '()', leaving point after open-paren.  • A positive ARG encloses the following ARG sexps in parenthesis if they are balanced.  • A negative ARG encloses the preceding ARG sexps instead.  • No argument is equivalent to zero: just insert '()' and leave point between.  • PEL makes 'parens-require-spaces' buffer local and set it to nil in D mode buffers, allowing the use of this command to insert the argument parentheses following a function (and without placing a space between the function name and the opening parenthesis.  • If region is active, insert enclosing characters at region boundaries.  • This command assumes point is not in a string or comment.
Marking	Emacs provides the following	command to quickly mark the	whole content of the current function. More mark commands exists, see the <u>N Marking</u> table.
Mark the complete function body See also: Marking	С-м-h	(c-mark-function)	Mark complete function.  Put mark at end of the current top-level declaration or macro, point at beginning.  If point is not inside any then the closest following one is chosen. Each successive call of this command extends the marked region by one function.  A mark is left where the command started, unless the region is already active (in Transient Mark mode).  As opposed to C-M-a and C-M-e, this function does not require the declaration to contain a brace block.
Getting Syntactic Information	Use the following commands	to extract syntactic information	from the source code.
Display name of current function	• C-c C-z • <f12> f • <m-f12> f</m-f12></f12>	(c-display-defun-name &optional ARG)	Display the name of the current CC mode defun and the position in it.  • With a prefix arg, push the name onto the kill ring too.
Search Support			case is often used. Using superword-mode helps searching.  change this use the <f11> t <f2> to access the customize buffer.</f2></f11>
Toggle superword- mode  See also:	• <f11> t m p • <f12> M-p</f12></f11>	(superword-mode &optional ARG)	Toggle superword-mode: a minor mode that treats <u>snake_case</u> as one word. In D '_' are treated as part of words.  • With a prefix argument ARG, enable superword mode if ARG is positive, and disable it otherwise.  • PEL provides the <f12> M-p key for the programming language modes where <u>snake_case</u> is popular (Emacs Lisp, C, C++, Erlang, Python, etc)</f12>
Highlighting blocks	show-paren-mode, which h	ighlights the parens that match	es the one before or after point.  It is a point of the contraction of
Toggle show-paren mode on/off	• <f12> M-9 • <f11> SPC D M-9</f11></f12>	(show-paren-mode &optional ARG)	Toggle visualization of matching parens (Show Paren mode).  With a prefix argument ARG, enable Show Paren mode if ARG is positive, and disable it otherwise.
See also: <u>Neighlight</u>	• <f11> b h (</f11>		Show Paren mode is a global minor mode. When enabled, any matching parenthesis is highlighted in 'show-paren-style' after 'show-paren-delay' seconds of Emacs idle time.
Enable/Disable coloured highlight of nested blocks (),{},[] See also: <u>Negative</u> Highlight	• <f12> M-r • <f11> SPC D M-r • <f11> b h R</f11></f11></f12>	(rainbow-delimiters-mode &optional ARG)	Highlight nested parentheses, brackets, and braces with different colours according to their depth.  • Customize the depth and colours with M-x customize-group rainbow-delimiters    Requires: rainbow-delimiters.el    PEL activates this when the pel-use-rainbow-delimiters user option is set to t.
Navigation in D See also: <u>Navigation</u>	Most commands are specializ	ation of the normal navigation of	ly bracket programming languages like D. commands which are described in the table <u>Navigation</u> , along with the other commands that mmands only. See the others inside <u>Navigation</u> , like the navigation by blocks, very useful in D.
Go to beginning of statement	м-а	(c-beginning-of-statement &optional COUNT LIM SENTENCE-FLAG)	Go to the beginning of the innermost statement.  With prefix arg, go back N - 1 statements.  If already at the beginning of a statement then go to the beginning of the closest preceding one, moving into nested blocks if necessary (use C-M-b to skip over a block). If within or next to a comment or multiline string, move by sentences instead of statements.
Go to the end of statement	м-е	(c-end-of-statement &optional COUNT LIM SENTENCE-FLAG)	Go to the end of the innermost statement.  • With prefix arg, go forward N - 1 statements.  • Move forward to the end of the next statement if already at end, and move into nested blocks (use C-M-f to skip over a block). If within or next to a comment or multiline string, move by sentences instead of statements.
Backward to beginning of current top-level function or struct	С-м-а	( <b>c-beginning-of-defun</b> &optional ARG)	Move backward to the beginning of a defun.  Every top level declaration that contains a brace paren block is considered to be a defun.  With a positive argument, move backward that many defuns. A negative argument -N means move forward to the Nth following beginning.

Description	<u>Keystroke</u>	Function	<u>Note</u>
	• C-M- <home> • <f6> p • <f6> <up></up></f6></f6></home>	(beginning-of-defun &optional ARG)	Move backward to the beginning of a defun.  • With ARG, do it that many times. Negative ARG means move forward to the ARGth following beginning of defun.  ➡ Shift marking is available in graphics mode, not in terminal mode (for C-M-a and C-M- <home>). However <f6> p handles Shift-marking fine in terminal mode.  ⚠ This command moves to the beginning go the next function or of the same nesting level of the current location. It skips the functions and methods that are more deeply nested.</f6></home>
Forward to end of current top-level function or struct.	С-М-е	( <b>c-end-of-defun</b> &optional ARG)	Move forward to the end of a top level declaration.  • With argument, do it that many times. Negative argument -N means move back to Nth preceding end.
	• C-M- <end> • <f6> <right></right></f6></end>	(end-of-defun &optional ARG)	Move forward to next end of defun. With argument, do it that many times. Negative argument -N means move back to Nth preceding end of defun.  Shift marking is available in graphics mode, not in terminal mode (both keys).  This command moves to the end of the next top-level function or class. It skips the nested functions and methods.
Forward to start of next top level function or struct	• <f6> n • <f6> <down></down></f6></f6>	(pel-beginning-of-next- defun &optional SILENT DONT-PUSH_MARK)	Move forward to the beginning of the next function definition.  • Beeps if does not find beginning of next function unless SILENT is non-nil.  • If the beginning of next function is found, push the start location to the mark ring unless DONT-PUSH_MARK is non-nil.  • Move back to previous position with M− .  ⇒ Shift marking is available.  ▼ This command complements what end-of-defun does.  • It moves forward but not to the end of the function definition (like end-of-defun) but to the beginning of the function definition, which is often what users of other editors expect.  • It handles nested functions or class methods in languages like Python and others.
Backward to end of previous top level function or struct	<f6> <left></left></f6>	(pel-end-of-previous-defun &optional SILENT DONT- PUSH_MARK)	Move backwards to the end of the previous function definition.  • Beeps if does not find end of previous function unless SILENT is non-nil.  • If the end of previous function is found, push the start location to the mark ring unless DONT-PUSH_MARK is non-nil.  • Move back to previous position with M−⁻.  ⇒ Shift marking is available.  ■ This command complements this set of 4 commands.  ⚠ In some cases it fails to detect the end of the previous block and fails.    ★ In some cases it fails to detect the end of the previous block and fails.   ★ In some cases it fails to detect the end of the previous block and fails.   ★ In some cases it fails to detect the end of the previous block and fails.   ★ In some cases it fails to detect the end of the previous block and fails.   ★ In some cases it fails to detect the end of the previous block and fails.
Rendering markup embedded in comments		used to create images from spe escribe UML diagrams or finite-	cific markup code embedded inside D source code comments. This can be useful when using state machines for example.
Preview UML diagram from plantUML source in current plantUML region of commented source code  See also: M PlantUML	<f12> u</f12>	(pel-render-commented- plantuml PREFIX &optional POS)	Render the PlantUML markup embedded in current mode comment.  • Use region if identified otherwise use PlantUML block at point.  • Uses prefix (as PREFIX) to choose where to display it:  • 4 (when prefixing the command with C-u) -> new window  • 16 (when prefixing the command with C-u C-u) -> new frame.  • else -> new buffer  • This can be used inside buffer using any major mode, when PlantUML markup is embedded inside source code comment.  Use this in source code to describe your code architecture with PlantUML markup, then generate the UML rendering by moving point inside the PlantUML block and issuing this command.  Requires the plantuml-mode external package, activated by pel-use-plantuml user
Preview diagram created from Graphviz DOT markup embedded in comments  See also:  M Graphviz Dot	<f12> G</f12>	(pel-render-commented-graphviz-dot &optional POS)	option being non-nil.  Render the Graphviz-Dot markup embedded in current mode comment.  Search at POS if specified, otherwise search around point.  Use region if identified otherwise use Graphviz-Dot block.  The graphviz DOT code must be located within a block delimited by the following special keywords (that are also in comments):  Bestart-gdot  The current implementation leaves the created image file in a temporary directory. You will probably want to move that file or delete it, otherwise the size of this directory will increase with each of these created files. The file names use the pel-gdot- prefix.  Requires the graphviz-dot-mode package external package, 2 activated by pel-use-

## Emacs & D— References

Document	Notes
The D Programming Language	
D (programming language) - Wikipedia	Overview of D
D Home Page	
D Home Page - Documentation	Links to the Language Reference, Library Reference, Command-line Reference, Feature Overview and Articles.
DUB - The D Package Registry	Browsable/searchable list of packages
The D Style - D Code Guideline	This document provides a set of style conventions promoted by the D community. Several items in this guideline identify stylistic aspects that can be configured in Emacs. Some of them are listed here:  • Indentation:  • spaces instead of tabs  • indentation level: 4 columns > c-basic-offset = 4  • Line Length: soft limit of 80, hard limit of 120. They can exceed 80 columns but never 120.  • Brackets style:  • Use the Allman style (also called BSD style) where each brace is on their own line. > add: (d-mode . "bsd") to c-default-style  • Whitespace in statements:  • 1 space after for, foreach, if, while and version keyword and the opening parenthesis: if (x) { }  • 1 space between binary operators, assignments, casts, lambdas.  • No space between unary operators, after assert, function calls, function definition name.  • Naming Conventions:  • Constant, enums, variable and function names should be camelCased.  • User defined type names should be PascalCased.
The Next Big Programming Language You've Never Heard Of   WIRED - 2014	D is a very nice language, unfortunately it never got the attention could have got if it had some big corporate backup. Interview with Andrei Alexandrescu discussing his encounter with Walter Bright and the D language.

Document	Notes
Emacs Support for D	Support for D for Emacs is based on:  • Emacs D Mode  • Code completion support that uses:  • A completion front end, either:  • Auto-Complete based using ac-dcd.  • Company based using company-dcd.  • Both of these depend on flycheck-dmd-dub, which uses DCD, the D Completion Daemon, written in D.  • Both require/use flycheck  • D Unit test support: flycheck-d-unittest
Emacs D Mode	The main support for D. Available on MELPA as <u>d-mode</u> . The d-mode is based on cc-mode.
<u>ac-dcd</u> : Auto Complete D Code Completion via DCD backend	Available on MELPA as <u>ac-dcd</u> .  • This project also recommend using <u>vasnippet</u> and <u>popwin</u> .
Company-DCD - Company D Code Completion via DCD backend  • See also: ∑Customize	Available on MELPA as company-dcd.  • DCD is the D Completion Daemon (DCD @ Github).  • For Emacs customization of company-dcd, see the company-dcd Emacs customization group (use <f11> <f2> g company-dcd)</f2></f11>
flycheck-dmd-dub	Available from melba as <u>flycheck-dmd-dub</u> .  • Flycheck support for D: reads D library dependency information from DUB (the D Package Registry).  • To use it you must install DCD separately: see next row.
DCD: D Completion Daemon	<ul> <li>DCD instruction installation on the <u>DCD Github page</u>.</li> <li>See also the <u>DUB DCD page</u> which has the same info as GitHub but also has internal documentation of the D code interfaces down to the source code.</li> <li>On macOS, the dcd-client and dcd-server commands can be installed with Homebrew.</li> </ul>
D Unit Test support: <u>flycheck-d-unittest</u>	Available on MELPA as flycheck-d-unittest.  Runs D unit test with "dmd -uninttest and -main options".  Takes advantage that D has built-in syntax and dmd support for unit test builds and runs.  The project has a wiki page, "Start D with Emacs", describing how to install Emacs support for D (but only describes d-mode and flycheck-d-unittest)
yasnippets for D	I have found the following: Per Nordlöw snippets for D
Emacs Support for Curly Bracket Programming Languages	The d-mode is based on the CC Mode. The CC Mode, a collection of libraries, provides support for several <u>curly-bracket programming languages</u> like C, C++, Java, Objective-C, Pike, AWK and it also applies to D. Several features of the CC Mode are used for the D support, so it's useful to be aware of them.
GNU Emacs CC Mode Manual	D is a curly-bracket programming language and therefore supported by Emacs CC Mode. It controls:  • whether hard tabs or spaces are used: indent-tabs-mode  • the number of columns per tab: tab-width  • the indentation style (see indentation style meanings): c-default-style a-list with an entry for D  PEL provides user options to activate the use of D in Emacs (pel-use-D) and user options for the tab, style to use and what CC modes are activated by default.
GNU Emacs Manual - C and Related Modes	The main Emacs manual also provides information on the support for C and similar programming languages, and these apply to the D programming language as well. The sections include:  • Motion in C  • Electric C  • Hungry Delete  • Other C Commands