

PEL Topics Index

Emacs Reference Cards		These are links to the PDF version of official English version of the quick reference cards for GNU Emacs and popular external packages. PEL documents Emacs key bindings as well, these cards provide useful complement to what PEL provides.					
👉 With PEL you can access these via the <f11> ? e r key sequence. See 🔗 Help/Info		Emacs	Calc	Gnus	Magit Cheatsheet	Org	Viper
		Emacs survival card	Dired	Gnus booklet	Magit Ref-card		VIP
➤ PEL Overview							
This table holds links to the PEL tables. Each cell holds a hyperlink to the GitHub hosted raw PDF table.							
👉 For the best user experience, use a browser that can render PDF directly instead of downloading.							
<ul style="list-style-type: none">• Firefox does that. You may need to activate a plug-in for other browsers.• With that in place, you can browse through all the PDFs quickly and reach a vast amount of information.							
👉 From within Emacs open this topic index PDF by typing the <f11> ? <f1> key sequence.							
👉 The symbols, colour coding and various other conventions are described in the ➤Legend PDF.							
• General Information.		➤Legend	➤Recommended Emacs User Option		➤Themes		
• Development Information		➤PEL	🔌iMenu/Speedbar support		🔌PEL Naming Conventions		
• Migration Guide		➤CRiSP ↔ Emacs					
🍏 macOS Specific							
		🍏 macOS Keys	🍏 terminal settings				
🔌 Feature Comparisons							
		🔌 Completion Modes Compatibility	🔌 Speedbar/iMenu Mode Compatibility		🔌 Shells/Terminals Comparisons		
Key Prefixes & Suffixes							
		🔗 🖱️ Modifier Keys	🔗 🖱️ Numkeypad	➤PEL	🖱️Keys - Fn	🖱️Keys - F11	
🔗 Emacs Features							
These PEL tables describe the Emacs commands and key bindings for generic concepts and features.		The links that start with only 🔗 are built-in Emacs, the links that are blue are external packages.					
		🔗 Abbreviations	🔗 M CUA	🔗 File/Directory Variables	🔗 Keyboard Macros	🔗 Rectangles	T Templates
		🔗 Align	🔗 Cursor	🔗 Filling/Justification	🔗 - Lispy	🔗 Registers	🔗 Text Modes
		🔗 Auto-Completion	🔗 Customize	🔗 Frames	🔗 Marking	🔗 Scrolling	🔗 Transpose
		🔗 Autosave/Backup	🔗 Cut & Paste	🔗 Grep	🔗 Menus	🔗 Search/Replace	🔗 x Treemacs
		🔗 Bookmarks	🔗 Diff & Merge	🔗 Help/Info	🔗 Mode Line	🔗 Semantic	🔗 Undo/Redo/Repeat/Arg
		🔗 Buffers	🔗 Dired	🔗 Hide/Show	🔗 Mouse	🔗 Sessions	🔗 VCS-Mercurial
		🔗 Case Conversions	🔗 Display - Lines	🔗 Highlight	🔗 Narrowing	🔗 Shells, REPLs & terminal emulators	🔗 Web
		🔗 Closing/Suspending	🔗 Drawing	🔗 ibuffer-mode	🔗 Navigation	🔗 Sorting	🔗 Whitespace
		🔗 Comments	🔗 Enriched Text	🔗 Indentation	🔗 Outline	🔗 Speedbar	🔗 Windows
		🔗 Completion/Input	🔗 Faces/Fonts	🔗 Inserting Text	🔗 Packages	🔗 Spell Checking	🔗 Xref - Cross References
		🔗 Counting	🔗 File-mngt	🔗 Key-Chords	🔗 Projectile	🔗 SyntaxCheck	
🗄️ - Emacs Lisp concepts & tools							
		🗄️ ERT	🗄️ Hooks				
XRef - Cross Reference Tools							
Emacs supports various cross reference mechanisms described in the 🔗 Xref table. These mechanisms take advantage of various external tools and integrate with them. Notes about those tools are available in the tables listed in this section. 🚧 This is work in progress.							
		🔌 Xref-Support	🔌 Xref-Backend				
Build Tools							
PEL has support for several build tools but they are not all documented in a page. Aside from the list below, PEL supports installation and partial setup of the following tools:							
<ul style="list-style-type: none">• Nix 📦 Requires nix-mode external package 🔌 activated when pel-use-nix-mode user-option is tuned on.• Tup 📦 Requires tup-mode external package 🔌 activated when pel-use-tup user-option is tuned on.							
		🔗 - Make					
Data Serialization Languages							
		📄 CWL	📄 YAML				
Markup Languages							
		📄 AsciiDoc	📄 Graphviz Dot	📄 Markdown	📄 Org-Mode	📄 PlantUML	📄 reStructuredText
Programming Languages							
Main of Paradigm Programming Language Families <ul style="list-style-type: none">• Actor Model: 🇸• Concurrent: 🇸• Functional: 🇸• Functional, Pure: 🇸• Imperative: 🇸 or no token		Emacs has support for several programming languages. PEL currently adds extra support for some of them, listed below.					
		<ul style="list-style-type: none">• The number of programming languages supported explicitly by PEL will grow over time.					
		BEAM Programming Languages	Functional Languages	Javascript target	Lisp Family Languages	Stack Based Languages	Command Line Scripting Languages
		Curly Bracket Languages	Java Virtual Machine Languages	ML Family Languages	Scheme Language Dialects		OS App Control Scripting Languages
		The following lists the programming languages in alphabetical order.					
<ul style="list-style-type: none">• The cell colours give a coarse indication of the programming language family(ies).							
		🇸🇸 - AppleScript	🇸🇸 - D 🇸🇸🇸🇸	🇸🇸 - Gambit 🇸🇸	🇸🇸 - Javascript	🇸🇸 - Perl	🇸🇸 - Ruby
		🇸🇸 - Arc 🇸🇸	🇸🇸 - Elm 🇸🇸	🇸🇸 - Gerbil 🇸🇸🇸🇸	🇸🇸 - Julia	🇸🇸 - Python	🇸🇸 - Rust
		🇸🇸 - C	🇸🇸 - Elixir 🇸🇸🇸🇸	🇸🇸 - Gleam	🇸🇸 - LFE 🇸🇸🇸🇸	🇸🇸 - Purescript 🇸🇸	🇸🇸 - Scheme 🇸🇸
		🇸🇸 - C++	🇸🇸 - Emacs Lisp	🇸🇸 - Go	🇸🇸 - NetRexx	🇸🇸 - Racket 🇸🇸	🇸🇸 - Typescript
		🇸🇸 - Clojure 🇸🇸	🇸🇸 - Erlang 🇸🇸🇸🇸	🇸🇸 - Haskell 🇸🇸	🇸🇸 - Nim	🇸🇸 - ReasonML	🇸🇸 - UNIX Shell
		🇸🇸 - Common Lisp🇸🇸	🇸🇸 - Forth	🇸🇸 - Hy	🇸🇸 - OCaml 🇸🇸🇸🇸	🇸🇸 - REXX	🇸🇸 - V