## **PEL Topics Index**

Emacs Reference Cards	These are links to the F	DF version of official Er	glish version of the <b>GNI</b>	J Emacs quick reference	e cards.	
<u> </u>			nese cards provide usefu	ul complement to what is	s provided by PEL.	
	Emacs	Calc	<u>Gnus</u>	Org	<u>Viper</u>	
	Emacs survival card	Dired	Gnus booklet	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.					
• PEL repo	<ul> <li>Firefox does that. You may need to activate a plug-in for other browsers.</li> <li>With that in place, you can browse through all the PDFs quickly and reach a vast amount of information.</li> </ul>					
<ul><li>PEL Readme</li><li>PEL Manual</li></ul>	From within Emacs open this topic index PDF by typing the <f11> ? <f1> key sequence.</f1></f11>					
	The symbols, colour	coding and various oth	er conventions are desc	ribed in the <u><b>≻Legend</b></u> P	DF.	
General information.	<u>≻Legend</u>	<u>≻PEL</u>	>CRiSP ← Emacs			
<b> </b>		İ			1	
	<b><u>≰ macOS Keys</u></b>					
Feature Comparisons	A					
	<b>B</b> Completion Modes	s Compatibility	§ Speedbar/iMenu	Mode Compatibility		
Key Prefixes & Suffixes				> DEI		
	<u> </u>		<u></u> Numkeypad	<u>&gt;PEL</u>	<u> </u>	<u>⊞Keys - F11</u>
∑ Emacs Features			1	e ∑M prefix are external		
These PEL tables describe the Emacs commands and key bindings for generic concepts and features.	∑ Abbreviations	∑ Counting	∑ Faces/Fonts	∑ Indentation	<u>∑M Projectile</u>	∑ Spell Checking
	∑ Align	<u>∑M CUA</u>	∑ File-mngt	∑ Inserting Text	∑ Rectangles	∑ SyntaxCheck  ▼ Taxt Mades
	∑ Auto-Completion	<u> ∑ Cursor</u>	∑ File/Directory Variables	<u></u> Key-Chords	<u> </u>	<u> ▼ Text Modes</u>
Emacs uses a concept of modes. See:  • Emacs Major and Minor Modes • Major Modes • Minor Modes • Choosing Modes • PEL provides several key sequences to toggle minor modes, described in the relevant PDFs.	∑ Autosave/Backup	<u></u> Customize	∑ Filling/ Justification	<u> ∑ Keyboard Macros</u>	<u>∑ Scrolling</u>	<u> ∑ Transpose</u>
	<u>  ▼ Bookmarks</u>	∑ Cut & Paste	<u> </u>	<u></u> Marking	∑ Search/Replace	∑ Undo/Redo/ Repeat/Arg
	<u></u> <u>Buffers</u>	<u>∑ Diff &amp; Merge</u>	<u></u> Grep	<u>∑ Menus</u>	∑ Semantic	▼ VCS-Mercurial
	∑ Case Conversions	<u>∑ Dired</u>	<u>∑ Help/Info</u>	<u>∑ Mouse</u>	<u>∑ Sessions</u>	<u></u> <u>Web</u>
Emacs commands can be executed by name or bound to key sequences. The commands may have arguments and keys can express them. See:	∑ Closing/ Suspending	∑ Display - Lines	∑ Hide/Show	∑ Narrowing	∑ Shells, REPLs & terminal emulators	<u></u> Whitespace
	<u>∑ Comments</u>	∑ Drawing	<u>∑ Highlight</u>	Navigation	<u>∑ Sorting</u>	<u></u> Windows
• Emacs Keys	∑ Completion/Input	Enriched Text	<u>∑ ibuffer-mode</u>	<u>Packages</u>	∑ Speedbar	Xref - Cross References
Build Tools	Aside from the list belo  Nix Requires  Tup Require				•	n.
	乳ῖ - Make					
Markup Languages	M AsciiDoc	M Graphviz Dot	M Markdown	M Outline/Org-Mode	M Planti IMI	M reStructuredText
Programming Languages	1	-				
Frogramming Languages	Emacs has support for several programming languages. PEL currently adds extra support for some of them, listed below. The number of programming languages supported explicitly by PEL will grow over time.					
Emacs Lisp, concepts and Tools	⊈क्षा - Emacs Lisp	<u></u> <u>≴</u> ERT	<u> </u>			
macOS Programming	ழும்- AppleScript					
BEAM Programming Languages	<u> pι - Erlang</u>	<u> B</u> Ι - Elixir	भ्रा - Gleam	<u>βι - LFE</u>		
Curly Braces Languages	<u> 181 - С</u>	<u> 18 і - D</u>	<u> ұр і - Go</u>	ា្រ្	भूर - Rust	<b>%</b> ĭ - V
	<u> </u> βί - C++					
Java Virtual Machine Languages	भूर - Clojure					
Lisp Family Languages	भ्रा - Clojure	<u> Ֆ</u> ῖ - Common Lisp	ฐश्रा - Emacs Lisp	<u> 1</u> β1 - Hy	<u>Bι - LFE</u>	ֆĭ - Scheme
Lisp Family Tools	<u> вім- Lispy</u>					
Other	भ्रा - Forth	野ῖ - Julia	乳ῖ - NetRexx	賽ῖ - Python	Bι - REXX	
Programming Languages	The following lists the	programming languages	in alphabetical order.			
The programming languages supported by PEL are listed here in alphabetical order.	<u> ұр і - С</u>	<b>⅓</b> ≀ - D	野ǔ - Forth	<b>β</b> ῖ - Javascript	<b>β</b> ῖ - Python	<b>₽</b> ῖ - ∨
	<b>№</b> 1 - С++	BI - Elixir	<b>ұ</b> й - Go	<b>β</b> ῖ - Julia	<b>Ֆ</b> ῖ - REXX	
	<b>ұ</b> І - Clojure	⊈ <b>₽</b> ῖ - Emacs Lisp	ֆĭ - Gleam	Bι - LFE	<b>β</b> ℓ - Rust	
	<b>β</b> ι - Common Lisp	<b>β</b> ĭ - Erlang	<b>β</b> ῖ - Hy	<b>β</b> ῖ - NetRexx	<b>β</b> ῖ - Scheme	