Insert Control/Unicode Characters - Input Method - File encoding

Operation	Keystroke	Function	Note	
Input Methods	If you type text using a • You can select an alt	language other than English, you ernate character input method to	u'il need more characters.	
Open this PDF file. See also: <u>∑ Help/Info</u>	<f11> t <f1> 2</f1></f11>	(pel-help-pdf &optional OPEN-WEB-PAGE)	Open the $\underline{\mathbb{Z}}$ Input Method local PDF. If the prefix argument (like $\mathbf{C} - \mathbf{u}$ or \mathbf{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.	
• Changing Input-Method See also: <u>S Key-Chords</u>	Use the following commands to change the input-method when you want to type non-English characters such as accentuated letters used in several Latin and Germanic languages and several others. A Changing input-method may prevent the key-chord mechanism to work properly. If it happens, toggle the key-chord-mode off and back on.			
Enable/Disable selected input method for all buffers	<f11> t i</f11>	(toggle-input-method &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. • With C-u prefix, always prompt.	
Select a new input method for the current buffer	• C-x RET C-\ • <f11> t I</f11>	(set-input-method INPUT- METHOD &optional INTERACTIVE)	Set the input method for the current buffer only. • Always prompts.	
Get Help on Input Method d Lists all sequences → characters	• C-h I • C-h C-\ • <f1> I</f1>	(describe-input-method 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.	
Display a list of all supported input methods	<f11> ? d i</f11>	(list-input-methods)	Lists all input methods supported. Like french-prefix, TeX, IPA, etc	
Describe encoding system Describe buffers encoding ► See also: ☐ Help/Info	• C-h C • <f1> C • <f11> ? d C</f11></f1>	(describe-coding-system CODING-SYSTEM)	Display information about CODING-SYSTEM. Prompts for coding system name. Supports completion. Type RET to describe current buffer encoding.	
Query info about point Show information about current character. See also: Help/Info	• C-x = • <f11> ? d p</f11>	(what-cursor-position &optional DETAIL)	Displays information about character at point in the echo area. With any prefix argument opens a "Help" buffer and show the complete information of character at point with all properties, face, encoding, etc. Type: C-u C-x = With PEL, you can also type: C C-x =	
Display ASCII table See also: <u>S Help/Info</u>	<f11> ? A</f11>	(ascii-table)	Show an interactive ASCII table in the other (next) window. Requires the <u>ascii-table</u> package PEL activates this when the <u>pel-use-ascii-table</u> user option is set to t.	
Insert quoted character	C-q	(quoted-insert ARG)	Read next input character and insert it. This is useful for inserting control characters like hard-tab. Type number digit keys than something else to enter character by value. By default the value is entered in octal. But this can be changed by setting the read-quoted-char-radix variable to 10 for decimal or 16 for hexadecimal. With argument, insert ARG copies of the character.	
Insert Special Quote characters	Emacs supports theYou can use the <f1< li=""></f1<>	electric-quote-mode to convertt m ' key binding to toggle	the ASCII quote instead of the default ASCII single and double quote characters. the ASCII quote characters to curved quotes. e the local electric-quote-mode (see the Text Mode table). also use the following commands to insert these curved quote characters.	
Insert Curved Single Opening Quote	C-x 8 [(self-insert-command N)	Inserts '	
Insert Curved Single Closing Quote	C-x 8]	(self-insert-command N)	Inserts '	
Insert Curved Double Opening Quote	C-x 8 {	(self-insert-command N)	Inserts "	
Insert Curved Double Ending Quote	C-x 8 }	(self-insert-command N)	Inserts "	
Insert accented letters			rers (although specialized input methods can also be used, like French input method or ve). The following are just examples showing the accent selectors.	
Insert accent: grave	С-х 8 ` е	(self-insert-command N)	Inserts: è	
Insert accent: acute	С-х 8 ′ е	(self-insert-command N)	Inserts: é	
Insert accent: circumflex	С-ж 8 ^ е	(self-insert-command N)	Inserts: ê	
Insert accent: tilde	C-x 8 ~ n	(self-insert-command N)	Inserts: ñ	
Insert accent: umlaut	C-x 8 " u	(self-insert-command N)	Inserts: ü	
Insert accent: cedilla	С-ж 8 , с	(self-insert-command N)	Inserts: ç	
Insert Chars by Name/value	The following command	ds allow you to enter Unicode ch	naracters by name or by value at point.	
Insert arbitrary character by name	C-x 8 RET	(insert-char CHARACTER &optional COUNT INHERIT)	Insert COUNT copies of CHARACTER. • COUNT is given by the prefix argument. If omitted, it defaults to 1.	
Insert <u>Unicode character by name</u> ➡	Prompts for CHARACTER. You can specify CHARACTER: • as its <u>Unicode character name</u> , 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,			
Insert Unicode character by value ► In macOS you may also want to:	 as a hexadecimal code point, 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), as a code point with a radix specified with #, e.g. #021430 (octal), #x2318 (hex), or #10r8984 (decimal). 			
add Greek as a Keyboard Input Sources and temporary select it to enter Greek	ay also want to: To get a list of all supported Unicode characters, type: C-x 8 RET <tab> <tab></tab></tab>		e:C-x 8 RET <tab> <tab></tab></tab>	
characters directly.	Example: to insert the Lambda greek letter λ you can type one of these: • C-x 8 <ret> 03bb <ret> • C-x 8 <ret> GREEK SMALL LETTER LAMBDA <ret> • To see the available choices using tab completion, type: C-x 8 <ret> * LAMBDA <tab></tab></ret></ret></ret></ret></ret>			
Insert Greek Letters: using TeX input method in any OS	To insert greek letters o		use the TeX input method (<f11> t I TeX or C-u <f11> t i TeX).</f11></f11>	
List all TeX char sequences with	\Alpha A	wing keystrokes produce Greek	^\beta β	
<f1> I TeX</f1>	\Beta B \Delta Δ \lambda λ		\Stigma \(\) \sum \(\) \forall \(\)	
	\gamma γ		\frac25 \frac25	

<u>Operation</u>	<u>Keystroke</u>	Function	<u>Note</u>
Insert Greek Letter	<f6> g *</f6>		<f6> g followed by a key in [a-zA-Z] range inserts the Unicode character for the</f6>
• With the <f6> g prefix</f6>		equivalent Greek letter.This PEL key binding is alw	ays available.
See also: Inserting Text		Examples:	<f6> g b inserts β <f6> g λ inserts Α</f6></f6>
<u>=</u>		<f6> g B inserts B</f6>	
		The insertions work everywTo see all keys:	here insert is allowed, including in response to prompts.
		 Type <f6> g C-h</f6> Use which-key mode ar 	and just type < 560 g
Insert Greek Letter	<f9> (*)</f9>	-	<f9> followed by a key in [a-zA-Z] range inserts the Unicode character for the</f9>
• With <f9></f9> key:	1255	equivalent Greek letter.	, , , , ,
Available only when the pel-activate-f9-for-greek user-		Examples:	tivate-f9-for-greek user-option is turned on.
option is turned on.			9> b inserts β <f9> A inserts A <f9> B inserts B <f9> 1 inserts λ where insert is allowed, including in response to prompts.</f9></f9></f9>
See also: <u>∑ Inserting Text</u>		To see all keys:Type <f9> C-h</f9>	
		Use <u>which-key mode</u> ar	•
		_	und to a key: it's an additional set of bindings added to Emacs key-translation-map.
• Quickly type succession of Greek	<f7> <f6> <f6></f6></f6></f7>	Start the Greek letter <u>Hydra</u>.After typing <f7> <f6></f6></f7>	<f6> type one of the Meta letter keys in the hydra to insert a Greek character. Type</f6>
characters		any other character to inser character, etc	rt them, latin letters, digits, punctuation characters, and Meta-char to inter the greek
See also: ∑ Inserting Text		In terminal mode the cursor Meta.	r keys may not work because they are often encoded using Esc keys with is mapped to
			al package. 🛃 activated by pel-use-hydra .
		You must also set pel-act • Exit the hydra by typing <f7< td=""><td>ivate-hydra-for-greek to t to activate this hydra.</td></f7<>	ivate-hydra-for-greek to t to activate this hydra.
		O	↑ ~ — e -nw • aspell — .bash E white — ttys020
			ools Defs Lisp-Interaction Help
			ne Greek text by pressing the Meta keys. να πληκτρολογήσετε ελληνικό κείμενο πατώντας τα
			git keys can be typed: 0123456789
		;; M—u for undo is not avail	able: use `` <f11> u u`` instead. or keys may not work though. Use C-b, C-f, C-n, C-p instead.</f11>
		Exit the Hydra by typing <f7< td=""><td></td></f7<>	
		[M-a]: α, [M-b]: β, [M-c]: χ	All (9,29) (Lisp Interaction ΔΔ WK Anzu Fly ² ElDoc) 12:56pm(, [M-d]: δ, [M-e]: ε, [M-f]: φ, [M-g]: γ, [M-h]: η, [M-i]: ι, [M-j]: φ, [M-k]: κ,
		[M-x]: ξ, [M-y]: ψ, [M-z]: ζ	, [M-o]: ο, [M-p]: π, [M-q]: θ, [M-x]: ρ, [M-s]: σ, [M-t]: τ, [M-u]: υ, [M-w]: ω, (, [M-A]: Λ, [M-B]: Β, [M-C]: Χ, [M-D]: Δ, [M-E]: Ε, [M-F M-J]: Φ, [M-G]: Γ, [M-H]: .]: Λ, [M-M]: Μ, [M-N]: Ν, [M-O]: Ο, [M-P]: Π, [M-Q]: θ, [M-R]: Ρ, [M-S]: Σ, [M-T]:
			(]: Ξ, [M-Y]: Ψ, [M-Z]: Z, [<f7>]: cancel.</f7>
Some of the special characters that	C-x 8 !	i	C-x 8 ~ A Ã
can be inserted with C-x 8 keys	C-x 8 \$ C-x 8 +	¤ ±	C-x 8 ~ D
	C-x 8 -	-	C-x 8 ~ O Õ C-x 8 ~ T Þ
	C-x 8 < C-x 8 =	« -	C-x 8 - a ã C-x 8 - n ñ
	C-x 8 >	»	C-x 8 - o õ
	C-x 8 ? C-x 8 C	¿ ©	C-x 8 ~ t
	C-x 8 L	£	C-x 8 ` A À
	C-x 8 R	®	C-x 8 ` 0
	C-x 8 S C-x 8 Y	§ ¥	C-x 8 ` U Ü C-x 8 ` a à
	C-x 8 c	¢	C-x 8 ` e
Some of the special characters that	C-x 8 u	μ	C-x 8 ` o
can be inserted with C-x 8 keys (continued).	C-x 8 x C-x 8 a <	× ←	C-x 8 ` u
	C-x 8 a =	↔	C-x 8 _ > ≥
	C-x 8 a > C-x 8 N o	→ Nº	C-x 8 _ a
	C-x 8 2 + C-x 8 ~ SPC	‡ ~	C-x 8 ^ a â C-x 8 ^ e ê
	C-x 8 ~ = C-x 8 / /	≈ ÷	C-x 8 " a ä C-x 8 " e ë
	C-x 8 / =	≠	C-x 8 " i
	C-x 8 3 / 4 C-x 8 1 / 2	3 ₄ 1 ₂	C-x 8 " o
	C-x 8 1 / 4 C-x 8 ^ 1	1 1	C-x 8 " u ü C-x 8 , C Ç
	C-x 8 ^ 2 C-x 8 ^ 3	2 3	C-x 8 , c ç
	C-x 8 * *	•	C-x 8 / e æ C-x 8 / o ø
File Encoding	The following comman	ds and functions can help inves	stigate and handle file encoding issues.
Show encoding of file visited in	<f11> ? d e</f11>	(pel-show-buffer-file-	Show coding system of file in current buffer. Open a "Help" buffer and show the value of the buffer-file-coding-system variable.
• See also: <u>∑ Help/Info</u>		encoding)	- Орен а пенр buner and snow the value of the buffer-file-coding-system variable.
Query info about point	• C-x =	(what-cursor-position &optional DETAIL)	Displays information about character at point in the echo area: position, character, encoding.
See also: Help/Info	• <f11> ? d p</f11>	doptional DETAIL)	encoding. • With any prefix argument opens a *Help* buffer and show the complete
			information of character at point with all properties, face, encoding, etc. • Type: C-u C-x =
			• With PEL, you can also type: C C-x =

<u>Operation</u>	<u>Keystroke</u>	Function	<u>Note</u>
Visit a file literally: with no encoding support and conversion See also: File-mngt	<f11> f M-1</f11>	(find-file-literally FILENAME)	Visit file FILENAME with no conversion of any kind. Format conversion and character code conversion are both disabled, and multibyte characters are disabled in the resulting buffer. The major mode used is Fundamental mode regardless of the file name, and local variable specifications in the file are ignored. Automatic uncompression and adding a newline at the end of the file due to 'require-final-newline' is also disabled. If Emacs already has a buffer which is visiting the file, this command asks you whether to visit it literally instead.
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. • It actually just set the variable 'file-name-coding-system' to CODING-SYSTEM.
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. • This setting is effective for the next communication only.
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. Prompts for the encoding (supports tab completion), then wait for the Emacs command to execute.
Set the coding system of the file visited by current buffer - take effect on next file save. description of the save. description of the following: • C-x RET f unix → unix -style • C-x RET f dos → dos-style • C-x RET f mac → mac-style	C-x RET f	(set-buffer-file-coding- system CODING-SYSTEM &optional FORCE NOMODIFY)	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. 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. 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.
Set coding system for terminal keyboard	C-x RET k	(set-keyboard-coding- system CODING-SYSTEM &optional TERMINAL)	Set coding system for keyboard input on TERMINAL to CODING-SYSTEM. For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems. The default is determined by the selected language environment or by the previous use of this command. If CODING-SYSTEM is nil or the coding-type of CODING-SYSTEM is 'raw-text', the decoding of keyboard input is disabled. TERMINAL may be a terminal object, a frame, or nil for the selected frame's terminal. The setting has no effect on graphical terminals.
Set tup multilingual environment	C-x RET 1	(set-language-environment LANGUAGE-NAME)	Set up multilingual environment for using LANGUAGE-NAME. • 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. • 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'.
Set coding for process associated with current buffer	C-x RET p	(set-buffer-process-coding- system DECODING ENCODING)	Set coding systems for the process associated with the current buffer. 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. For a list of possible coding systems, use M-x list-coding-systems.
Visit current buffer's file with specified coding system	C-x RET r	(revert-buffer-with-coding- system CODING-SYSTEM &optional FORCE)	Visit the current buffer's file again using coding system CODING-SYSTEM. • For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems. • 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, determine it from the file contents as usual for visiting a file.
Set coding system of terminal output	C-x RET t	(set-terminal-coding- system CODING-SYSTEM &optional TERMINAL)	Set coding system of terminal output to CODING-SYSTEM. All text output to TERMINAL will be encoded with the specified coding system. For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems. The default is determined by the selected language environment or by the previous use of this command. TERMINAL may be a terminal object, a frame, or nil for the selected frame's terminal. The setting has no effect on graphical terminals.
Select coding system to communicate with other X clients	C-x RET x	(set-selection-coding- system CODING-SYSTEM)	Make CODING-SYSTEM used for communicating with other X clients. • When sending or receiving text via cut_buffer, selection, and clipboard, the text is encoded or decoded by CODING-SYSTEM.
Display all coding categories	M-: (list- coding- categories)	(list-coding-categories)	Display a list of all coding categories. Solution 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. This shows the mnemonic letter, name, and description of each coding system. With prefix ARG, the output format gets more cryptic, but still contains full information about each coding system.

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 diacritic 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		

Topic & link	Description
Emacs Manual - Coding Systems	
Emacs File Encoding FAQ @ ErgoEmacs	
Changing Encodings @ Emacs Wiki	
How to see the file's encoding in Emacs @ Stack Overflow	
Encoding Techniques/Standards	
The differences between ASCII, ISO 8859, and Unicode @ Indiana University	Quick introduction
ISO/IEC 8859 @ Wikipedia	Includes several parts (8 bit mappings), including: Part 1: ISO/IEC 8859-1 (latin-1, Western European) Part 2: ISO/IEC 8859-2 (latin-2, Central European) up to part 16 (see main wikipedia page, the table contains links to the information on all parts).
ASCII / ISO 8859-1 (Latin-1) Table with HTML Entity Names @ Standford University	
• Unicode	
Unicode @ Wikipedia	
Lists of Unicode characters @ Wikipedia	
Unicode Characters and Properties @ RegularExpression Info	Unicode and characters with accents (or marks) can be encoded in several ways. This complicates searching and you must be aware of this to support more than just English.