Insert Control/Unicode Characters - Input Method

Operation	Keystroke	Function	Note
Input Methods	If you type text using a language other than English, you'll need more characters. You can select an alternate character input method to do so. The following commands are used to list or change the input natural language and the way to type non-ASCII characters.		
Enable/Disable selected input method	`<f11> t i`	(**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 • french-postfix Once an alternate input method is in effect, issuing this command again, restores the default input method. ✂ The default key for this is: **C-** . However, PEL rebinds it to something else.
Select a new input method for the current buffer	• **C-x <RET> C-** • `<f11> t I`	(**set-input-method** INPUT-METHOD &optional INTERACTIVE)	Use this when you want to change the alternate input method. For example, if you have already selected french-postfix with the above command you cannot use the toggle-input-method to change to french-prefix. So use set-input-method to force the prompt again.
Get Help on Input Method	• **C-h I** • **C-h C-**	(**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`	(**list-input-methods**)	Lists all input methods that can be used. Part of those are the french-prefix and french-postfix.
Insert Chars by Name/value	The following commands allow you to enter Unicode characters by name or by value at point.		
Insert Unicode character	**C-x 8 <RET>**	(**insert-char** CHARACTER &optional COUNT INHERIT)	Insert COUNT copies of CHARACTER. Interactively, prompt for CHARACTER. You can specify CHARACTER in one of these ways: • As its Unicode character name, e.g. "LATIN SMALL LETTER A". Completion (with <TAB>) 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. • 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. #o21430 (octal), #x2318 (hex), or #10r8984 (decimal). If called interactively, COUNT is given by the prefix argument. If omitted or nil, it defaults to 1. To get a list of all supported Unicode characters, Type: **C-x 8 <RET> <TAB> <TAB>**
Insert quoted character	**C-q**	(**quoted-insert** ARG)	Read next input character and insert it. This is useful for inserting control characters. With argument, insert ARG copies of the character.
Insert Special Quote characters	When writing text, non-ASCII text, it may be useful to be able to use the curved quote characters instead of the default ASCII single and double quote characters. • Emacs supports the electric-quote-mode to convert the ASCII quote characters to curved quotes. • You can use the `<f11> t m '` key binding to toggle the local electric-quote-mode (see the **Text Mode** table). • Without activating the electric-quote-mode you can also use the following commands to insert these curved quote characters.		
Insert Curved Single Opening Quote	**C-x 8 [**		Inserts ‘
Insert Curved Single Closing Quote	**C-x 8]**		Inserts ’
Insert Curved Double Opening Quote	**C-x 8 {**		Inserts “
Insert Curved Double Ending Quote	**C-x 8 }**		Inserts ”
Insert Characters by name			
Insert character s by name	**C-x 8 <RET>**	(**insert-char** CHARACTER &optional COUNT INHERIT)	Insert COUNT copies of CHARACTER. Interactively, prompt for CHARACTER. You can specify CHARACTER in one of these ways: • As its Unicode character name, 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. • 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. #o21430 (octal), #x2318 (hex), or #10r8984 (decimal). If called interactively, COUNT is given by the prefix argument. If omitted, it defaults to 1. 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>**

Operation	Keystroke	Function	Note
Insert Greek Letters using TeX input method	To insert greek letters or other mathematical symbols, the TeX input mode is very useful (see the command above). For example the following keystrokes produce Greek letters and other symbols.		
	`\Alpha` Α `\Beta` Β `\Delta` Δ `\lambda` λ `\gamma` γ		`^\beta` β `\Stigma` Ϛ `\sum` ∑ `\forall` ∀ `\frac25` ⅖
Insert Special Characters	The **`C-x 8`** key is a command prefix used to specify special characters to insert. There is a large number of characters you can insert with this command in a normal mode and without having to select another input method. You can open a *Help* buffer window to see them all by typing **`C-x 8 C-h`**. Some of them are shown below.		
Some of the special characters that can be inserted with C-x 8 keys	`C-x 8 !` ¡ `C-x 8 $` ¤ `C-x 8 +` ± `C-x 8 -` − `C-x 8 .` · `C-x 8 <` « `C-x 8 =` ¯ `C-x 8 >` » `C-x 8 ?` ¿ `C-x 8 C` © `C-x 8 L` £ `C-x 8 P` ¶ `C-x 8 R` ® `C-x 8 S` § `C-x 8 Y` ¥ `C-x 8 c` ç `C-x 8 o` ° `C-x 8 u` µ `C-x 8 x` × `C-x 8 a <` ← `C-x 8 a =` ↔ `C-x 8 a >` → `C-x 8 N o` № `C-x 8 2 +` ‡ `C-x 8 ~ SPC` ~ `C-x 8 ~ =` ≃ `C-x 8 / /` ÷ `C-x 8 / =` ≠ `C-x 8 3 / 4` ¾ `C-x 8 1 / 2` ½ `C-x 8 1 / 4` ¼ `C-x 8 ^ 1` ¹ `C-x 8 ^ 2` ² `C-x 8 ^ 3` ³ `C-x 8 * *` •		`C-x 8 ~ A` Ã `C-x 8 ~ D` Ð `C-x 8 ~ N` Ñ `C-x 8 ~ O` Õ `C-x 8 ~ T` Þ `C-x 8 ~ a` ã `C-x 8 ~ n` ñ `C-x 8 ~ o` õ `C-x 8 ~ t` þ `C-x 8 ~ ~` ¬ `C-x 8 ` ` A` À `C-x 8 ` ` E` È `C-x 8 ` ` O` Ò `C-x 8 ` ` U` Ù `C-x 8 ` ` a` à `C-x 8 ` ` e` è `C-x 8 ` ` i` ì `C-x 8 ` ` o` ò `C-x 8 ` ` u` ù `C-x 8 _ <` ≤ `C-x 8 _ >` ≥ `C-x 8 _ a` ª `C-x 8 _ o` º `C-x 8 ^ a` â `C-x 8 ^ e` ê `C-x 8 " a` ä `C-x 8 " e` ë `C-x 8 " i` ï `C-x 8 " o` ö `C-x 8 " s` ß `C-x 8 " u` ü `C-x 8 , C` Ç `C-x 8 , c` ç `C-x 8 / e` æ `C-x 8 / o` ø

Input Method — References

Topic & link	Description
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 other.
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.