














Emacs support for the Go Programming Language 🚧

| Description | Keystroke | Function | Note |
|---|---|--|---|
| <div>Go Support</div> <div><div>o</div> Help & Customization<ul style="list-style-type: none">InfoNavigation<div>o</div> Indentation<ul style="list-style-type: none">Syntax Check</div> | Support for the Go programming language is described in this page. <div><div> Go support requires the go-mode external package.</div><div><div> PEL supports it when the pel-use-go-mode and pel-use-go user options are turned on (set to <code>t</code>). This activates the following:</div><div><ul style="list-style-type: none">Files with the <code>.go</code> extensions are recognized as Go source files and use the <code>go-mode</code> major mode,Speedbar support for <code>.go</code> files listing functions and types. See Speedbar for more info about it.Automatic execution of <code>gofmt</code> when saving a buffer into a file when <div> pel-use-gofmt-on-buffer-save user option is set to <code>t</code>.</div>Generic programming language features like template text insertion handle Go comment style. See Inserting Text.Control of the tab width for all go files, via the pel-go-tab-width user-option (access the PEL customer buffer with the <code><f11> SCP g <f2></code> key sequence or <code><f12> <f2></code> from inside a buffer visiting a Go source code file.Support for syntax checking with either flymake or flycheck via the goflymake Go program when <div> pel-use-goflymake user option is set to <code>t</code>.</div></div></div><div>All support requires support for the Go programming language installed on your computer.<ul style="list-style-type: none">See Go installation instructions or use Homebrew's command brew install go.</div></div> | | |
| Last updated on: | 2025-10-07 | | |
| Open this PDF file. See also: Help/Info | <code><f11> SPC g <f1></code> | (pel-help-pdf &optional OPEN-WEB-PAGE) | Open the PEL - Go local PDF. If the prefix argument (like C-u or 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. |
| | <code><f12> <f1></code> | | |
| Customize PEL Go support | <code><f11> SPC g <f2></code> | (pel-customize-pel &optional OTHER-WINDOW) | Customize PEL Go support. <ul style="list-style-type: none">If OTHER-WINDOW is non-nil (use C-u), display in another window. |
| | <code><f12> <f2></code> | | |
| Customize Emacs Go support | <code><f11> SPC g <f3></code> | (pel-customize-library &optional OTHER-WINDOW) | Customize Emacs Go support: <code>go</code> , <code>go-cover</code> , <code>godoc</code> , <code>go-dot-mod</code> . <ul style="list-style-type: none">If OTHER-WINDOW is non-nil (use C-u), display in another window. |
| | <code><f12> <f3></code> | | |
| Show PEL setup for Go | <code><f11> SPC g ?</code> | (pel-go-setup-info) | Display Go setup information: <ul style="list-style-type: none">tab widthwhether <code>gofmt</code> is executed before saving buffer. |
| | <code><f12> ?</code> | | |
| Describe expression at point. | C-c C-d | (godef-describe POINT) | Describe the expression at POINT. <div><div> This uses the godef executable, a Go program.</div><ul style="list-style-type: none">To install it, run the following command from a shell: <code>go get github.com/rogppepe/godef</code>.The GOPATH environment variable must be setup and GOPATH/bin must be in the PATH to be able to run <code>godef</code>.</div> |
| Set visual rendering of hard tabs for the current buffer | <code><f11> M-t</code> | (pel-set-tab-width N) | Change the tab width of the current buffer, only affecting the display rendering of hard tabs inserted in the buffer text. Prompts for a new value in the [2, 8] range. <ul style="list-style-type: none">This modifies a buffer local value of the the tab-width user-option.The change is temporary and affects the current buffer only.To change the tab width used for all Go source code files, change the 'pel-go-tab-width' user-option variable instead. See Indentation for more information. |
| Toggle <code>gofmt</code> run on buffer save | <code><f11> SPC g M-s</code> | (pel-go-toggle-gofmt-on-buffer-save &optional GLOBALLY) | Toggle automatic run of gofmt when saving Go buffer to file. <ul style="list-style-type: none">By default change behaviour for local buffer only.When GLOBALLY argument is non-nil, change it for all Go buffers for the current Emacs editing session (the change does not persist across Emacs sessions).To modify the global state permanently modify the customized value of the <div> pel-go-toggle-gofmt-on-buffer-save user option via the '<code>pel-pkg-for-go</code>' group customize buffer.</div> |
| | <code><f12> M-s</code> | | |
| Inserting code | See also: Inserting Text generic commands that apply to go buffers. | | |
| Add new import package to list of module package import statement | C-c C-a | (go-import-add ARG IMPORT) | Add a new IMPORT to the list of imports. Don't move point. <ul style="list-style-type: none">When called with a prefix ARG asks for an alternative name to import the package as.If no list exists yet, one will be created if possible.If an identical import has been commented, it will be uncommented, otherwise a new import will be added. |
| Navigation | See also: Navigation generic commands that apply to go buffers. The main commands are shown here but more are available and described there. | | |
| Move to expression definition | C-c C-j | (godef-jump POINT &optional OTHER-WINDOW) | Jump to the definition of the expression at POINT. <ul style="list-style-type: none">after that command, use M- , to go back to original point. |
| Move to expression definition in other window | C-x 4 C-c C-j | (godef-jump-other-window POINT) | Jump to the definition of the expression at POINT but into the other window. <ul style="list-style-type: none">after that command, use M- , to go back to original point. |
| Move to current function arguments | C-c C-f a | (go-goto-arguments &optional ARG) | Go to the arguments of the current function. <ul style="list-style-type: none">If ARG is non-nil, anonymous functions are skipped. |
| Move to current function docstring | C-c C-f d | (go-goto-docstring &optional ARG) | Go to the top of the docstring of the current function. <ul style="list-style-type: none">If there is none, add one beginning with the name of the current function.Anonymous functions do not have docstrings, so when this is called interactively anonymous functions will be skipped. If called programmatically, an error is raised unless ARG is non-nil. |
| Move to function definition | C-c C-f f | (go-goto-function &optional ARG) | Go to the function definition (named or anonymous) surrounding point. <ul style="list-style-type: none">If we are on a docstring, follow the docstring down.If no function is found, assume that we are at the top of a file and search forward instead.If point is looking at the <code>func</code> keyword of an anonymous function, go to the surrounding function.If ARG is non-nil, anonymous functions are ignored. |
| Move to imports statement | C-c C-f i | (go-goto-imports) | Move point to the block of imports. <ul style="list-style-type: none">If using<pre>import ("foo" "bar")</pre>it will move point directly behind the last import.If using<pre>import "foo" import "bar"</pre>it will move point to the next line after the last import.If no imports can be found, point will be moved after the package declaration. |
| Move to current method receiver | C-c C-f m | (go-goto-method-receiver &optional ARG) | Go to the receiver of the current method. <ul style="list-style-type: none">If there is none, add parenthesis to add one.Anonymous functions cannot have method receivers, so when this is called interactively anonymous functions will be skipped. If called programmatically, an error is raised unless ARG is non-nil. |
| Move to current function name | C-c C-f n | (go-goto-function-name &optional ARG) | Go to the name of the current function. <ul style="list-style-type: none">If the function is a test, place point after 'Test'.If the function is anonymous, place point on the 'func' keyword.If ARG is non-nil, anonymous functions are skipped. |

| Description | Keystroke | Function | Note |
|---|---|---|--|
| Move to current function return value declaration | C-c C-f r | (go-goto-return-values &optional ARG) | Go to the return value declaration of the current function. <ul style="list-style-type: none"> If there are multiple ones contained in a parenthesis, enter the parenthesis. If there is none, make space for one to be added. If ARG is non-nil, anonymous functions are skipped. |
| Backward to beginning of function definition | <ul style="list-style-type: none"> C-M-a C-M-<home> <f6> <up> C-[C-a Esc C-a | (beginning-of-defun &optional ARG) | Move backward to the beginning of a defun. <ul style="list-style-type: none"> With ARG, do it that many times. Negative ARG means move forward to the ARGth following beginning of defun. <div> Shift marking is available in graphics mode, not in terminal mode (for C-M-a and C-M-<home>). It's always available for <f6> <up> : hold Shift after typing <f6>. </div> |
| Forward to end of function and class definition | <ul style="list-style-type: none"> C-M-e C-M-<end> <f6> <right> C-[C-e Esc C-e | (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. <div> Shift marking is available in graphics mode, not in terminal mode (for C-M-e, C-[C-e and Esc C-e keys). However <f6> <right> handle Shift-marking fine in terminal mode. </div> |
| Forward to start of next function definition | <f6> <down> | (pel-beginning-of-next-defun &optional SILENT DONT-PUSH_MARK) | Move forward to the beginning of the next function definition. <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> Move back to previous position with M-` or <f6><f6>. <div> Shift marking is available : hold Shift after typing <f6>. </div> |
| Backward to end of previous function definition | <f6> <left> | (pel-end-of-previous-defun &optional SILENT DONT-PUSH_MARK) | Move backwards to the end of the previous function definition. <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> Move back to previous position with M-` or <f6><f6>. <div> Shift marking is available. </div> |
| Indentation | See also: ⌘ Indentation generic commands that apply to go buffers. The main commands are shown here but more are available and described there. | | |
| Indent expression at point | C-M-q | (prog-indent-sexp &optional DEFUN) | Indent the expression after point. When interactively called with prefix, indent the enclosing defun instead. |
| Go Syntax Checking <div> Using either: <ul style="list-style-type: none"> flycheck or flymake </div> <div> See also: ⌘ SyntaxCheck </div> | Syntax checking for the Go programming language can be done with Emacs built-in flymake as well as with the  external package flycheck . <div> <div> <div></div> <div></div> <div></div> </div> <ul style="list-style-type: none"> To activate either set the pel-use-goflymake user option is set to either 'use-flycheck or 'use-flymake. By default, the syntax checker is not automatically launched. If you want to start your selected syntax checker as soon as a .go file is opened, add 'go-mode to the pel-modes-activating-syntax-check user-option. </div> <div> <ul style="list-style-type: none">  PEL automatically installs and activates flycheck when pel-use-goflymake user option is set to 'use-flycheck. flymake is built-in Emacs.  Support for those is provided by the external go-flymake.el and go-flycheck.el files.  PEL downloads and install them when pel-use-goflymake user option is set to either 'use-flycheck or 'use-flymake. <ul style="list-style-type: none"> These 2 packages use the goflymake Go program, which must be installed separately. <ul style="list-style-type: none"> To install the goflymake executable do the following: <ul style="list-style-type: none"> Install Go on your computer if this is not already done. See instruction at the top of this page. Set the GOPATH for your project. Run the following command: go get -u github.com/dougmg/goflymake  The above command will get goflymake source and install the goflymake executable file inside the bin directory of your Go project identified by the GOPATH. You will probably want to edit code in <i>several</i> Go projects, so it might be a good idea to either copy or create a symlink in one of the directories in your PATH to that file, allowing you to change GOPATH and continue to use the goflymake binary. </div> | | |
| Activate/deactivate selected syntax checker | <f11> ! ! | (pel-go-toggle-syntax-checker) | Toggle the selected Go syntax checker mode on/off. <ul style="list-style-type: none"> The syntax checker activated or deactivated is either flycheck or flymake, as selected by the user-option variable pel-use-goflymake. <div>   See the required settings above to activate this command and select the syntax checker. </div> |

Go— References

| Document | Notes |
|-------------------------|---|
| Go Programming Language | <ul style="list-style-type: none"> Go @ Wikipedia Go @ home |
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