



Operation	Keystroke	Function	Note	
<div>Insert Greek Letter</div> <div><ul style="list-style-type: none"><li>With the <code>&lt;f6&gt; g</code> prefix</li></ul></div> <div>See also: <a href="#">Σ Inserting Text</a></div>	<code>&lt;f6&gt; g</code> 	<div>Insert a greek letter by typing <code>&lt;f6&gt; g</code> followed by a key in [a-zA-Z] range inserts the Unicode character for the equivalent Greek letter.</div> <div><ul style="list-style-type: none"><li>This PEL key binding is always available.</li></ul></div> <div>Examples:</div> <div><code>&lt;f6&gt; g a</code> inserts <b>α</b> <code>&lt;f6&gt; g b</code> inserts <b>β</b> <code>&lt;f6&gt; g A</code> inserts <b>Α</b></div> <div><code>&lt;f6&gt; g B</code> inserts <b>Β</b> <code>&lt;f6&gt; g 1</code> inserts <b>λ</b></div> <div><ul style="list-style-type: none"><li>The insertions work everywhere insert is allowed, including in response to prompts.</li><li>To see all keys:<ul style="list-style-type: none"><li>Type <code>&lt;f6&gt; g C-h</code></li><li>Use <a href="#">which-key mode</a> and just type <code>&lt;f6&gt; g</code></li></ul></li></ul></div>		
<div>Insert Greek Letter</div> <div><ul style="list-style-type: none"><li>With <code>&lt;f9&gt;</code> key:<ul style="list-style-type: none"><li> Available only when the <b>pel-activate-f9-for-greek</b> user-option is turned on.</li></ul></li></ul></div> <div>See also: <a href="#">Σ Inserting Text</a></div>	<code>&lt;f9&gt;</code> 	<div>Insert a greek letter by typing <code>&lt;f9&gt;</code> followed by a key in [a-zA-Z] range inserts the Unicode character for the equivalent Greek letter.</div> <div><ul style="list-style-type: none"><li>Only available when <b>pel-activate-f9-for-greek</b> user-option is turned on.</li></ul></div> <div>Examples:</div> <div><code>&lt;f9&gt; a</code> inserts <b>α</b> <code>&lt;f9&gt; b</code> inserts <b>β</b> <code>&lt;f9&gt; A</code> inserts <b>Α</b> <code>&lt;f9&gt; B</code> inserts <b>Β</b> <code>&lt;f9&gt; 1</code> inserts <b>λ</b></div> <div><ul style="list-style-type: none"><li>The insertions work everywhere insert is allowed, including in response to prompts.</li><li>To see all keys:<ul style="list-style-type: none"><li>Type <code>&lt;f9&gt; C-h</code></li><li>Use <a href="#">which-key mode</a> and just type <code>&lt;f9&gt;</code></li></ul></li></ul></div> <div> This is not a command bound to a key: it's an additional set of bindings added to Emacs <b>key-translation-map</b>.</div>		
<div>Start pel-Σgreek <a href="#">Hydra</a></div> <div><ul style="list-style-type: none"><li>Quickly type succession of Greek characters</li></ul></div> <div>See also: <a href="#">Σ Inserting Text</a></div>	<code>&lt;f7&gt; &lt;f6&gt; &lt;f6&gt;</code>	<div>Start the Greek letter <a href="#">Hydra</a>.</div> <div><ul style="list-style-type: none"><li>After typing <code>&lt;f7&gt; &lt;f6&gt; &lt;f6&gt;</code> type one of the <b>Meta letter keys</b> in the hydra to insert a Greek character. Type any other character to insert them, latin letters, digits, punctuation characters, and Meta-char to inter the greek character, etc...</li><li>In terminal mode the cursor keys may not work because they are often encoded using Esc keys with is mapped to Meta.</li></ul></div> <div> Requires the <a href="#">hydra</a> external package.  activated by <b>pel-use-hydra</b>.</div> <div> You must also set <b>pel-activate-hydra-for-greek</b> to t to activate this hydra.</div> <div><ul style="list-style-type: none"><li>Exit the hydra by typing <code>&lt;f7&gt;</code></li></ul></div> <div></div>		
Some of the special characters that can be inserted with C-x 8 keys	<div>C-x 8 !</div> <div>C-x 8 \$</div> <div>C-x 8 +</div> <div>C-x 8 -</div> <div>C-x 8 .</div> <div>C-x 8 &lt;</div> <div>C-x 8 =</div> <div>C-x 8 &gt;</div> <div>C-x 8 ?</div> <div>C-x 8 C</div> <div>C-x 8 L</div> <div>C-x 8 P</div> <div>C-x 8 R</div> <div>C-x 8 S</div> <div>C-x 8 Y</div> <div>C-x 8 c</div> <div>C-x 8 o</div>	<div>i</div> <div>ⵀ</div> <div>±</div> <div>−</div> <div>•</div> <div>«</div> <div>−</div> <div>»</div> <div>¿</div> <div>©</div> <div>£</div> <div>¶</div> <div>®</div> <div>§</div> <div>¥</div> <div>¢</div> <div>°</div>	<div>C-x 8 - A</div> <div>C-x 8 - D</div> <div>C-x 8 - N</div> <div>C-x 8 - O</div> <div>C-x 8 - T</div> <div>C-x 8 - a</div> <div>C-x 8 - n</div> <div>C-x 8 - o</div> <div>C-x 8 - t</div> <div>C-x 8 - ~</div> <div>C-x 8 ` A</div> <div>C-x 8 ` E</div> <div>C-x 8 ` O</div> <div>C-x 8 ` U</div> <div>C-x 8 ` a</div> <div>C-x 8 ` e</div> <div>C-x 8 ` i</div>	<div>Ã</div> <div>Ð</div> <div>Ñ</div> <div>Õ</div> <div>Þ</div> <div>ā</div> <div>ñ</div> <div>ō</div> <div>þ</div> <div>¬</div> <div>À</div> <div>È</div> <div>Ò</div> <div>Û</div> <div>à</div> <div>è</div> <div>ì</div>
Some of the special characters that can be inserted with C-x 8 keys (continued).	<div>C-x 8 u</div> <div>C-x 8 x</div> <div>C-x 8 a &lt;</div> <div>C-x 8 a =</div> <div>C-x 8 a &gt;</div> <div>C-x 8 N o</div> <div>C-x 8 2 +</div> <div>C-x 8 ~ SPC</div> <div>C-x 8 - =</div> <div>C-x 8 / /</div> <div>C-x 8 / =</div> <div>C-x 8 3 / 4</div> <div>C-x 8 1 / 2</div> <div>C-x 8 1 / 4</div> <div>C-x 8 ^ 1</div> <div>C-x 8 ^ 2</div> <div>C-x 8 ^ 3</div> <div>C-x 8 * *</div>	<div>μ</div> <div>×</div> <div>←</div> <div>↔</div> <div>→</div> <div>∞</div> <div>+</div> <div>~</div> <div>≈</div> <div>+</div> <div>≠</div> <div>¾</div> <div>½</div> <div>¼</div> <div>1</div> <div>2</div> <div>3</div> <div>•</div>	<div>C-x 8 ` o</div> <div>C-x 8 ` u</div> <div>C-x 8 _ &lt;</div> <div>C-x 8 _ &gt;</div> <div>C-x 8 _ a</div> <div>C-x 8 _ o</div> <div>C-x 8 ^ a</div> <div>C-x 8 ^ e</div> <div>C-x 8 " a</div> <div>C-x 8 " e</div> <div>C-x 8 " i</div> <div>C-x 8 " o</div> <div>C-x 8 " s</div> <div>C-x 8 " u</div> <div>C-x 8 , C</div> <div>C-x 8 , c</div> <div>C-x 8 / e</div> <div>C-x 8 / o</div>	<div>ò</div> <div>ù</div> <div>≤</div> <div>≥</div> <div>ª</div> <div>º</div> <div>â</div> <div>ê</div> <div>ä</div> <div>ë</div> <div>ï</div> <div>ö</div> <div>ß</div> <div>ü</div> <div>Ç</div> <div>ç</div> <div>æ</div> <div>ø</div>
File Encoding	The following commands and functions can help investigate and handle file encoding issues.			
<div>Show encoding of file visited in current buffer</div> <div><ul style="list-style-type: none"><li>See also: <a href="#">Σ Help/Info</a></li></ul></div>	<code>&lt;f11&gt; ? d e</code>	<a href="#">(pel-show-buffer-file-encoding)</a>	<div>Show coding system of file in current buffer.</div> <div><ul style="list-style-type: none"><li>Open a "Help" buffer and show the value of the buffer-file-coding-system variable.</li></ul></div>	
<div>Query info about point</div> <div><ul style="list-style-type: none"><li>See also: <a href="#">Σ Help/Info</a></li></ul></div>	<ul style="list-style-type: none"><li><b>C-x =</b></li><li><code>&lt;f11&gt; ? d p</code></li></ul>	<a href="#">(what-cursor-position &amp;optional DETAIL)</a>	<div>Displays information about character at point in the echo area: position, character, encoding.</div> <div><ul style="list-style-type: none"><li> With any prefix argument opens a "Help" buffer and show the complete information of character at point with all properties, face, encoding, etc.<ul style="list-style-type: none"><li>Type: <b>C-u C-x =</b></li><li>With PEL, you can also type: <b>C-- C-x =</b></li></ul></li></ul></div>	

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<b>Visit a file literally: with no encoding support and conversion</b>  See also: <a href="#">🔗 File-mnqt</a>	<b>&lt;f11&gt; f M-1</b>	<b>(find-file-literally</b> FILENAME)	Visit file FILENAME with no conversion of any kind. <ul style="list-style-type: none"> <li>Format conversion and character code conversion are both disabled, and multibyte characters are disabled in the resulting buffer.</li> <li>The major mode used is Fundamental mode regardless of the file name, and local variable specifications in the file are ignored.</li> <li>Automatic uncompression and adding a newline at the end of the file due to ‘require-final-newline’ is also disabled.</li> <li>If Emacs already has a buffer which is visiting the file, this command asks you whether to visit it literally instead.</li> </ul>
<b>Change text encoding of a region or the entire file.</b>	<b>M-x recode-region</b>	<b>(recode-region</b> 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.
<b>Set coding system for coding/decoding file names</b>	<b>C-x RET F</b>	<b>(set-file-name-coding-system</b> CODING-SYSTEM)	Set coding system for decoding and encoding file names to CODING-SYSTEM. <ul style="list-style-type: none"> <li>It actually just set the variable ‘file-name-coding-system’ to CODING-SYSTEM.</li> </ul>
<b>Select coding system for next communication with other window system clients.</b>	<b>C-x RET X</b>	<b>(set-next-selection-coding-system</b> CODING-SYSTEM)	Use CODING-SYSTEM for next communication with other window system clients. <ul style="list-style-type: none"> <li>This setting is effective for the next communication only.</li> </ul>
<b>Execute an I/O command with specified coding system</b>	<b>C-x RET c</b>	<b>(universal-coding-system-argument</b> CODING-SYSTEM)	Execute an I/O command using the specified coding system. <ul style="list-style-type: none"> <li>Prompts for the encoding (supports tab completion), then wait for the Emacs command to execute.</li> </ul>
<b>Set the coding system of the file visited by current buffer - take effect on next file save.</b>  🍌 To <b>change line-endings of a file</b> , use on of the following: <ul style="list-style-type: none"> <li><b>C-x RET f unix</b> → unix -style</li> <li><b>C-x RET f dos</b> → dos-style</li> <li><b>C-x RET f mac</b> → mac-style</li> </ul>	<b>C-x RET f</b>	<b>(set-buffer-file-coding-system</b> 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. <ul style="list-style-type: none"> <li>If CODING-SYSTEM leaves the text conversion unspecified, or if it leaves the end-of-line conversion unspecified, FORCE controls what to do.</li> <li>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.</li> </ul> This marks the buffer modified so that the succeeding <b>C-x C-s</b> 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.
<b>Set coding system for terminal keyboard</b>	<b>C-x RET k</b>	<b>(set-keyboard-coding-system</b> CODING-SYSTEM &optional TERMINAL)	Set coding system for keyboard input on TERMINAL to CODING-SYSTEM. <ul style="list-style-type: none"> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>The default is determined by the selected language environment or by the previous use of this command.</li> <li>If CODING-SYSTEM is nil or the coding-type of CODING-SYSTEM is ‘raw-text’, the decoding of keyboard input is disabled.</li> <li>TERMINAL may be a terminal object, a frame, or nil for the selected frame’s terminal. The setting has no effect on graphical terminals.</li> </ul>
<b>Set tup multilingual environment</b>	<b>C-x RET l</b>	<b>(set-language-environment</b> LANGUAGE-NAME)	Set up multilingual environment for using LANGUAGE-NAME. <ul style="list-style-type: none"> <li>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.</li> <li>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’.</li> </ul>
<b>Set coding for process associated with current buffer</b>	<b>C-x RET p</b>	<b>(set-buffer-process-coding-system</b> DECODING ENCODING)	Set coding systems for the process associated with the current buffer. <ul style="list-style-type: none"> <li>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.</li> <li>For a list of possible coding systems, use M-x list-coding-systems.</li> </ul>
<b>Visit current buffer’s file with specified coding system</b>	<b>C-x RET r</b>	<b>(revert-buffer-with-coding-system</b> CODING-SYSTEM &optional FORCE)	Visit the current buffer’s file again using coding system CODING-SYSTEM. <ul style="list-style-type: none"> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>If CODING-SYSTEM leaves the text conversion unspecified, or if it leaves the end-of-line conversion unspecified, FORCE controls what to do.</li> <li>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.</li> </ul>
<b>Set coding system of terminal output</b>	<b>C-x RET t</b>	<b>(set-terminal-coding-system</b> CODING-SYSTEM &optional TERMINAL)	Set coding system of terminal output to CODING-SYSTEM. <ul style="list-style-type: none"> <li>All text output to TERMINAL will be encoded with the specified coding system.</li> <li>For a list of possible values of CODING-SYSTEM, use M-x list-coding-systems.</li> <li>The default is determined by the selected language environment or by the previous use of this command.</li> <li>TERMINAL may be a terminal object, a frame, or nil for the selected frame’s terminal. The setting has no effect on graphical terminals.</li> </ul>
<b>Select coding system to communicate with other X clients</b>	<b>C-x RET x</b>	<b>(set-selection-coding-system</b> CODING-SYSTEM)	Make CODING-SYSTEM used for communicating with other X clients. <ul style="list-style-type: none"> <li>When sending or receiving text via cut_buffer, selection, and clipboard, the text is encoded or decoded by CODING-SYSTEM.</li> </ul>
<b>Display all coding categories</b>	<b>M-: (list-coding-categories)</b>	<b>(list-coding-categories)</b>	Display a list of all coding categories. 🍌 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 <b>M-:</b>
<b>Display all coding systems</b>		<b>(list-coding-systems</b> &optional ARG)	Display a list of all coding systems. <ul style="list-style-type: none"> <li>This shows the mnemonic letter, name, and description of each coding system.</li> <li>With prefix ARG, the output format gets more cryptic, but still contains full information about each coding system.</li> </ul>

## Input Method — References

Topic & link	Description
<b>Input Method</b>	
<b><a href="#">GNU Emacs Manual: International - Selecting an Input Method</a></b>	Manual: Introduction, general concepts
<b><a href="#">GNU Emacs Manual: Basic - Inserting Text</a></b>	Manual: Describes C-q concepts, C-x 8 concepts and some other ones.
<b><a href="#">GNU Emacs Manual: Text - Quotation Marks</a></b>	
<b><a href="#">Mastering Emacs - Olé! Diacritics in Emacs</a></b>	Mickey Petersen’s article on how to type <i>diacritic</i> characters.
<b><a href="#">Wikipedia - Compose key</a></b>	General description of the concept of character/key composition.
<b><a href="#">How to enter Greek characters in Emacs @ Stack Overflow</a></b>	An interesting set of various ideas to control how to enter those characters.
<b><a href="#">Change prefix to compose character @ Stack Overflow</a></b>	
<b>File Encoding</b>	

Topic & link	Description
<b>Emacs Manual - Coding Systems</b>	
<b>Emacs File Encoding FAQ @ ErgoEmacs</b>	
<b>Changing Encodings @ Emacs Wiki</b>	
<b>How to see the file's encoding in Emacs @ Stack Overflow</b>	
<b>Encoding Techniques/Standards</b>	
<b>The differences between ASCII, ISO 8859, and Unicode @ Indiana University</b>	Quick introduction
<b>ISO/IEC 8859 @ Wikipedia</b>	Includes several parts (8 bit mappings), including: <ul style="list-style-type: none"> <li>Part 1: <a href="#">ISO/IEC 8859-1</a> (latin-1, Western European)</li> <li>Part 2: <a href="#">ISO/IEC 8859-2</a> (latin-2, Central European</li> <li>up to part 16 (see main wikipedia page, the table contains links to the information on all parts).</li> </ul>
<b>ASCII / ISO 8859-1 (Latin-1) Table with HTML Entity Names @ Standford University</b>	
<ul style="list-style-type: none"> <li><a href="#">Unicode</a></li> </ul>	
<b>Unicode @ Wikipedia</b>	
<b>Lists of Unicode characters @ Wikipedia</b>	
<b>Unicode Characters and Properties @ RegularExpression Info</b>	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.