



































## Buffers

Operation	Keystroke	Function	Note
<b>Emacs Buffers</b>  2. <a href="#">Buffer Selection Mode</a> 3. <a href="#">Manage Buffers, Accumulating Text, Locking Buffer</a> 4. <a href="#">Indirect Buffers &amp; Buffer View Mode</a> 5. <a href="#">Buffer Menu Mode &amp; lBuffer</a>	Emacs information and edited files are all held inside Emacs buffers. This table lists the commands you can use to list and manage buffers. PEL provides the pel-pkg-for-buffer customization group to control some aspect of Emacs buffers. The user options are:  <b>pel-use-uniquify</b> : activates <b>uniquify</b> to that buffer names show the distinguishing directory after the file name, like this: <b>fname dir</b>  <b>pel-use-ascii-table</b> : activates  <b>ascii-table</b> external package. See <a href="#">§ Help/Info</a> for the key binding.  <b>pel-use-fzf</b> : activates  <b>fzf.el</b> external package which provides fast fuzzy search on buffer name (but also file finders, see <a href="#">§ File-mngt</a> )  <b>pel-use-iflipb</b> : activates  <b>iflipb</b> external package. Also activates the <b>hydra</b> external package  PEL sets <b>pel-use-hydra</b> option to <b>t</b> .  <b>pel-use-nhexl-mode</b> : activates  <b>nhexl-mode</b> external package used to display and manipulate the content of the current buffer in hexadecimal.  <b>pel-use-popup-switcher</b> : activates  <b>popup-switcher</b> external package used for popping up a list of buffers. PEL also provides a Hydra that manipulates Emacs windows and buffers. See the <a href="#">§ Windows</a> table for its description.		
<b>Open this PDF file.</b> See also: <a href="#">§ Help/Info</a>	<b>&lt;f11&gt; b &lt;f1&gt;</b>	( <b>pel-help-pdf</b> &optional OPEN-WEB-PAGE)	Open the <a href="#">§ Buffers</a> local PDF. If the prefix argument (like <b>C-u</b> or <b>M--</b> ) is used, then it opens the remote GitHub hosted raw PDF instead. If the <b>pel-flip-help-pdf-arg</b> user-option is set it's the other way around.
<a href="#">§ Customize</a> PEL Buffer Support	<b>&lt;f11&gt; b &lt;f2&gt;</b>	( <b>pel-customize-pel</b> &optional OTHER-WINDOW)	Customize PEL Buffer support: open PEL buffer support specific group. • If OTHER-WINDOW is non-nil (use <b>C-u</b> ), display in other window.
<a href="#">§ Customize</a> Emacs & external package buffer support	<b>&lt;f11&gt; b &lt;f3&gt;</b>	( <b>pel-customize-library</b> &optional OTHER-WINDOW)	Customize Emacs and external packages related to buffer. This includes the following customize groups: Buffer-menu, bs, ibuffer, iflipb, minibuffer, hexl, nhexl, popup-switcher. When a prefix argument (like <b>C-u</b> ) opens the buffer inside another window. • If required file is not already loaded, PEL prompts to load and access its customization.
<b>List Buffers &amp; Switch to Buffer</b>	The first 2 commands open a menu overlaid on the current buffer that you can use to switch to another buffer: • <b>buffer-menu-open</b> is a drop-down hierarchical menu • <b>psw-switch-buffer</b> is a pop-up menu. The <b>switch-to-buffer</b> command uses a prompt at the bottom of the frame. The <b>list-buffers</b> and <b>ibuffer</b> commands use a new buffer.		
<b>Open buffer menu</b>  See also: <a href="#">§ Menus</a>	<ul style="list-style-type: none"><li><b>C-&lt;f10&gt;</b></li><li> <b>&lt;C-down-mouse-1&gt;</b></li></ul>	( <b>buffer-menu-open</b> )	Start key navigation of the buffer menu. • List buffers in a drop-down menu: lists the buffers by major-mode when several buffers of the same major-mode are opened. In graphics mode this can also be invoked using the  <b>&lt;C-down-mouse-1&gt;</b>
<b>List open buffers in popup menu</b>	<b>&lt;f11&gt; b b</b>	( <b>psw-switch-buffer</b> &optional ARG)	Show buffers list menu to switch buffer in a popup window menu. • If ARG show only buffers with files and without * in the beginning/end of buffer name.  Requires <b>popup-switcher</b>  PEL activates when <b>pel-use-popup-switcher</b> is <b>t</b> .
<b>List all buffers</b>	<b>C-x C-b</b>	<ul style="list-style-type: none"><li>(<b>list-buffers</b> &amp;optional ARG)</li><li>(<b>ibuffer</b> &amp;optional OTHER-WINDOW-P NAME QUALIFIERS NOSELECT SHRINK FILTER-GROUPS FORMATS)</li></ul>	Display a list of existing buffers in a buffer named <b>"*Buffer List"</b> , the buffer displays information about all buffers and enters the <b>Buffer Menu Mode</b> . See the keystrokes for the Buffer Menu Mode below.  The PEL package uses the <b>'ibuffer'</b> function instead, which provides more functionality, working like dired, allowing to sort by name, size, mode, filtering by mode (hit return on the mode of a buffer). Type <b>&lt;f1&gt; m</b> to get the list of possible actions that can be done on the listed buffers.
<b>Switch to buffer</b>  See also: <a href="#">§ Completion/ Input</a>	<b>C-x b</b>	( <b>switch-to-buffer</b> BUFFER-OR-NAME &optional NORECORD FORCE-SAME-WINDOW)	Switch window to display the previous, or another buffer (entered at echo area prompt).  The invisible buffers have a name that start with a space. To see them type space and tab and a list of those buffers will appear before the list of visible buffers.  To show what is currently used, type: <b>&lt;f11&gt; M-c ?</b>  To change the main completion mode, type: <b>&lt;f11&gt; M-c &lt;f4&gt;</b>  See <a href="#">§ Completion/Input</a> for more information.
<b>Switch buffer with fzf</b> See also: <a href="#">§ File-mngt</a>	<b>&lt;f11&gt; b z</b>	( <b>fzf-switch-buffer</b> )	Switch buffer in current window by selecting it with fzf. • Uses the <b>fzf command line utility</b> for fast & flexible search.  Requires the <b>fzf.el</b> external package  activated by <b>pel-use-fzf</b> .
<b>Navigate through Buffers in current window</b>	PEL provides the pel- <a href="#">§</a> buffer <b>Hydra</b> the gives quick access to commands that changes the buffer shown in the current window. • To gain access to the keys, type <b>&lt;f7&gt; &lt;f9&gt;</b> key sequence to start the pel- <a href="#">§</a> buffer Hydra. • Then type the keys listed in the Hydra table below. Stop the Hydra with <b>&lt;f7&gt;</b>  Requires the <b>hydra</b> external package  PEL provides Hydra when <b>pel-use-hydra</b> or the <b>pel-use-iflipb</b> user option is set to <b>t</b> .		
<b>Activate the pel-<a href="#">§</a>buffer Hydra</b>  <b>★★</b>	<b>* &lt;f7&gt; &lt;f9&gt;</b>	<pre>-UUU:----F1  pel keys.el      Top (1,0)      Git-master      (Emacs-Lisp WK LY Fly ^ Anzu Buffer        Buffer Selection        Flip             Same Mode        Other ----- ----- ----- ----- ----- M-n: next     M-.: next                   &lt;f9&gt;: next       ]: next          ?: hint M-p: prev     M-,: prev                   S-&lt;f9&gt;: prev     [: previous      &lt;f7&gt;: cancel M-l: last                                   M-k: kill                        M-v: view   pel_hydra.el [pel_keys.el] pel.el</pre>	
See <a href="#">§ Windows</a>	Other keys can be typed when the pel- <a href="#">§</a> buffer Hydra is active. The Hydra menu shows at the bottom of the frame. Type <b>?</b> to toggle displaying it.  You may wan to switch to the pel- <a href="#">§</a> wnd Hydra to change and manage window(s) by typing <b>&lt;f7&gt; &lt;f7&gt;</b> followed by a cursor key.		
<ul style="list-style-type: none"><li><b>Next/Previous Buffer</b></li></ul>	The following commands change current buffer to next or previous buffer, or to what was used last. The commands are accessible through the pel- <a href="#">§</a> buffer Hydra when the <b>hydra</b> package is used. They are also always available from global key sequences.		
<b>Switch to next buffer</b>	<ul style="list-style-type: none"><li><b>C-x &lt;right&gt;</b></li><li><b>C-x C-&lt;right&gt;</b></li><li><b>&lt;f11&gt; b n</b></li><li> <b>&lt;f7&gt; &lt;f9&gt; M-n</b></li></ul>	( <b>next-buffer</b> )	Switch to the next buffer displayed in the current window.
<b>Switch to previous buffer</b>	<ul style="list-style-type: none"><li><b>C-x &lt;left&gt;</b></li><li><b>C-x C-&lt;left&gt;</b></li><li><b>&lt;f11&gt; b p</b></li><li> <b>&lt;f7&gt; &lt;f9&gt; M-p</b></li></ul>	( <b>previous-buffer</b> )	Switch to the previous buffer displayed in the current window. • This command is also available in the <b>pel-<a href="#">§</a>buffer Hydra</b> as <b>M-p</b>
<b>Switch to previous buffer in window</b>	<b>&lt;f11&gt; b l</b>  <b>&lt;f7&gt; &lt;f9&gt; M-l</b>	( <b>pel-switch-to-last-used--buffer</b> )	Switch buffer in current window to the buffer previously seen in this window. Used twice returns to the same buffer.
<ul style="list-style-type: none"><li><b>Flip to next/ previous recently visited buffer</b></li></ul>	The following commands let you flip between recently visited buffers in a way that resembles what Alt-Tab and Alt-Shift-Tab does on Windows. • A list of buffers is shown in the minibuffer at the bottom of the screen when you use the command. You can see them in the pel- <a href="#">§</a> buffer Hydra above. • You can also identify buffer filtering in the iflipb customization group (use <b>&lt;f11&gt; b &lt;f3&gt;</b> and select iflipb to access it).  This requires the <b>iflipb</b> external package  PEL activates it when <b>pel-use-iflipb</b> user-option is turned on (set to <b>t</b> ). This also forces activation of the <b>hydra</b> package because the iflipb commands are bound to the pel- <a href="#">§</a> buffer Hydra. allowing quick single keystroke access without the use of a prefix key.		
<b>Flip to next buffer</b>	 <b>&lt;f7&gt; &lt;f9&gt; &lt;f9&gt;</b>	( <b>iflipb-next-buffer</b> ARG)	Flip to the next buffer in the buffer list. • Consecutive invocations switch to less recent buffers in the buffer list. • Buffers matching 'iflipb-always-ignore-buffers' are always ignored. • Without a prefix argument, buffers matching 'iflipb-ignore-buffers' are also ignored.
<b>Flip to previous buffer</b>	 <b>&lt;f7&gt; &lt;f9&gt; &lt;S-f9&gt;</b>	( <b>iflipb-previous-buffer</b> )	Flip to the previous buffer in the buffer list. Consecutive invocations switch to more recent buffers in the buffer list.
<b>Kill buffer (but keep the flip buffer state)</b>	 <b>&lt;f7&gt; &lt;f9&gt; M-k</b>	( <b>iflipb-kill-buffer</b> )	Same as 'kill-buffer' but keep the iflipb buffer list state.

Operation	Keystroke	Function	Note
Cycle Trough buffers using same major-mode	The following 2 PEL commands cycle the buffers using the same major mode inside the current window. <ul style="list-style-type: none"> <li>This works with any mode, including special buffer modes.</li> </ul> 🙌 The key bindings that start with <b>&lt;f7&gt; &lt;f9&gt;</b> starts a pel- <b>Σ</b> buffer <b>Hydra</b> . After the initial key sequence, single key commands are available.		
Show next buffer using same major mode	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b ]</b></li> <li><b>* &lt;f7&gt; &lt;f9&gt; ]</b></li> </ul>	(pel-smb-next &optional REFRESH)	Open next buffer of same major-mode from the registered list. <ul style="list-style-type: none"> <li>Refresh list when wrapping. With optional prefix argument: REFRESH the list of buffers.</li> </ul>
Show previous buffer using same major mode	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b [</b></li> <li><b>* &lt;f7&gt; &lt;f9&gt; [</b></li> </ul>	(pel-smb-previous &optional REFRESH)	Open previous buffer of same major-mode from the registered list. <ul style="list-style-type: none"> <li>Refresh list when wrapping. With optional prefix argument: REFRESH the list of buffers.</li> </ul>
• <a href="#">Buffer Selection</a>	The Buffer Selection commands key bindings are also available through the pel- <b>Σ</b> buffer Hydra when the <b>hydra</b> package is used. <ul style="list-style-type: none"> <li>These commands are using the built-in <b>bs.el</b> library. PEL provides extra commands that extends it.</li> </ul>		
Show next buffer in selection	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b .</b></li> <li><b>* &lt;f7&gt; &lt;f9&gt; M-.</b></li> </ul>	(pel-bs-next)	Show next buffer in current window. <ul style="list-style-type: none"> <li>Next buffer is selected by the list of buffers selected by the Buffer Selection Mode configuration and sorting order last identified. These can be controlled by opening the Buffer Selection Mode with the <b>bs-show</b> command and then using the commands available in this mode, such as: <b>bs-select-next-configuration</b>, <b>bs-toggle-show-all</b> and <b>bs-show-sorted</b>.</li> </ul>
Show previous buffer in selection	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b ,</b></li> <li><b>* &lt;f7&gt; &lt;f9&gt; M-,</b></li> </ul>	(pel-bs-previous)	Show previous buffer in current window. <ul style="list-style-type: none"> <li>Next buffer is selected by the same criteria as for <b>pel-bs-next</b> described above.</li> </ul>
Customize buffer selection	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b s</b></li> </ul>	(bs-customize)	Customization of group bs for Buffer Selection Menu. <ul style="list-style-type: none"> <li>Active configuration can be changed in the bs-show buffer. See below.</li> </ul>
Show Buffer Selection	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b s</b></li> </ul>	(bs-show ARG)	Open the <b>bs-mode</b> buffer by splitting the current window <ul style="list-style-type: none"> <li>Shows menu of buffers to select and manipulate buffers.</li> <li>With no prefix argument: show buffers selected by the <b>default</b> configuration.</li> <li>If a <b>C-u</b> prefix argument: show buffers selected by <b>alternative</b> configuration.</li> <li>With numeric argument (<b>M-1</b>, <b>M-2</b>,...) show buffers selected by the <b>nth</b> configuration.               <ul style="list-style-type: none"> <li>The pre-configured configurations are: all, files, file-and-scratch, all-intern-last.</li> </ul> </li> </ul>
• <b>Buffer Selection Menu (bs-mode) commands</b>	<ul style="list-style-type: none"> <li>There are many key commands similar to 'Buffer-menu-mode' for manipulating the buffer list and the buffers themselves. User can move with [up] or [down], select a buffer by RET or [SPC]               <ul style="list-style-type: none"> <li>Type q to leave Buffer Selection Menu without a selection.</li> <li>Type ? after invocation to get help on commands available.</li> <li>With prefix argument ARG show a different buffer list. Function 'bs--configuration-name-for-prefix-arg' determine accordingly name of buffer configuration.</li> </ul> </li> </ul>		
Select current line's buffer : visit buffer	<ul style="list-style-type: none"> <li><b>RET</b></li> <li><b>SPC</b></li> <li><b>f</b></li> </ul>	(bs-select)	Select current line's buffer and other marked buffers. <ul style="list-style-type: none"> <li>If there are no marked buffers the window configuration before starting Buffer Selection Menu will be restored. If there are marked buffers each marked buffer and the current line's buffer will be selected in a window.</li> <li>Leave Buffer Selection Menu.</li> </ul>
View current line's buffer	<b>v</b>	(bs-view)	View current line's buffer in View mode. A minor mode for viewing text but not editing it. <ul style="list-style-type: none"> <li>See Buffer View Mode below in this table.</li> <li>Leave Buffer Selection Menu.</li> </ul>
Move point down	<ul style="list-style-type: none"> <li><b>n</b></li> <li><b>&lt;down&gt;</b></li> </ul>	(bs-down ARG)	Move point vertically down ARG lines in Buffer Selection Menu.
Move point up	<ul style="list-style-type: none"> <li><b>p</b></li> <li><b>&lt;up&gt;</b></li> </ul>	(bs-up ARG)	Move point vertically up ARG lines in Buffer Selection Menu.
Refresh Buffer Selection Menu	<b>g</b>	(bs-refresh &rest IGNORED)	Refresh whole Buffer Selection Menu.
Bury buffer	<b>b</b>	(bs-bury-buffer)	Bury (not kill!) the buffer on this line: move it to the end of buffer list.
Cycle through buffer line sorting method	<b>s</b>	(bs-show-sorted)	Show buffer list sorted by next sort aspect. <ul style="list-style-type: none"> <li>The sort methods supported are: by name, by size, by mode, by filename, by nothing (not sorted).</li> </ul>
Toggle show all buffers	<b>a</b>	(bs-toggle-show-all)	Toggle show all buffers / show buffers with current configuration.
Cycle through buffer selection configuration : types of buffers iterated through	<b>c</b>	(bs-select-next-configuration &optional START-NAME)	Apply next configuration START-NAME and refresh buffer list. <ul style="list-style-type: none"> <li>If START-NAME is nil the current configuration 'bs-current-configuration' will be used.</li> <li>Cycles through the following methods of buffer cycling: all, files, files-and-scratch, all-intern-last</li> </ul>
Prompt for buffer selection configuration	<b>C</b>	(bs-set-configuration-and-refresh)	Ask user for a configuration and apply selected configuration. <ul style="list-style-type: none"> <li>Supports tab-based completion.</li> <li>Refresh whole Buffer Selection Menu.</li> </ul>
Add a new configuration to display only buffers of this major mode	<b>.</b>	(pel-bs-this-mode-only)	Add a Buffer Selection configuration for buffer of this mode only. <ul style="list-style-type: none"> <li>Add a Buffer Selection that will be named "only-X" where X is the major mode of the current line buffer.</li> <li>This configuration will only show buffers that use the same major mode.</li> </ul>
	🙌 To iterate through buffers of a specific major mode only, do this: <ol style="list-style-type: none"> <li>Open the Buffer Selection Mode buffer: execute bs-show: type <b>&lt;f11&gt; b s</b></li> <li>Move point to a buffer line of the wanted major-mode.               <ol style="list-style-type: none"> <li>If that mode is currently not displayed, change the configuration to <b>all</b> by typing <b>C all RET</b> first and then move point to the proper line.</li> </ol> </li> <li>Hit <b>.</b> to execute <b>pel-bs-thi-mode-only</b> and select the major mode of interest.</li> <li>Hit <b>RET</b> to display the buffer and dismiss the Buffer Selection Mode buffer.</li> <li>To select the next or previous buffer of the same major mode activate the pel-<b>Σ</b>buffer Hydra by typing <b>&lt;f7&gt; &lt;f9&gt; M-.</b> or <b>&lt;f7&gt; &lt;f9&gt; M-,</b> and continue with <b>M-.</b> or <b>M-,</b></li> </ol>		
Open selected buffer in other window	<b>o</b>	(bs-select-other-window)	The window configuration before starting Buffer Selection Menu will be restored unless there is no other window. In this case a new window will be created. <ul style="list-style-type: none"> <li>Leave Buffer Selection Menu.</li> </ul>
Open selected buffer in other window - stay in Buffer Selection buffer	<b>C-o</b>	(bs-tmp-select-other-window)	Make the other window select this line's buffer. <ul style="list-style-type: none"> <li>The current window remains selected.</li> </ul>
Save buffer	<b>s</b>	(bs-save)	Save buffer on current line.
Kill buffer	<b>k</b>	(bs-delete)	Kill buffer on current line.
Toggle buffer read-only status	<b>%</b>	(bs-toggle-readonly)	Toggle read-only status for buffer on current line. <ul style="list-style-type: none"> <li>Uses function 'read-only-mode'.</li> </ul>
Clear buffer modified-flag	<b>~</b>	(bs-clear-modified)	Set modified flag for buffer on current line to nil. <div>⚠️ Be sure you don't want to save these modifications:</div> <div>Emacs won't prompt you for that modified buffer when closing.</div>
Visit tags table file	<b>t</b>	(bs-visit-tags-table)	Visit the tags table in the buffer on this line.           See 'visit-tags-table' bound to <b>&lt;f11&gt; x t</b> in PEL. See <b>⌘ Xref</b> - Cross References.

Operation	Keystroke	Function	Note
Mark line’s buffer to be displayed	<b>m</b>	(bs-mark-current COUNT)	Mark buffers. Move point vertically down COUNT lines. <ul style="list-style-type: none"> <li>COUNT is the number of buffers to mark.</li> </ul>
Mark line's buffer to show always	<b>+</b>	(bs-set-current-buffer-to-show-always &optional NOT-TO-SHOW-P)	Toggle status of buffer on line to ‘always shown’. <ul style="list-style-type: none"> <li>NOT-TO-SHOW-P: prefix argument. <ul style="list-style-type: none"> <li>With no prefix argument the buffer on current line is marked to show always.</li> <li>Otherwise it is marked to show never.</li> </ul> </li> </ul>
Toggle line’s buffer show always/never/normal	<b>M</b>	(bs-toggle-current-to-show)	Toggle status of showing flag for buffer in current line through: never show, always show, show normally
Unmark previous line buffer to be displayed	<b>DEL</b>	(bs-unmark-previous COUNT)	Unmark previous COUNT buffers. <ul style="list-style-type: none"> <li>Move point vertically up COUNT lines.</li> <li>When called interactively a numeric prefix argument sets COUNT.</li> </ul>
Unmark line’s buffer to be displayed	<b>u</b>	(bs-unmark-current COUNT)	Unmark buffers. Move point vertically down COUNT lines. <ul style="list-style-type: none"> <li>COUNT is the number of buffers to unmark.</li> </ul>
Unmark all buffer lines	<b>U</b>	(bs-unmark-all)	Unmark all buffers.
Scroll right	<ul style="list-style-type: none"> <li><b>&gt;</b></li> <li><b>C-x &gt;</b></li> </ul>	(scroll-right &optional ARG SET-MINIMUM)	Scroll selected window display ARG columns right. <ul style="list-style-type: none"> <li>Default for ARG is window width minus 2.</li> </ul>
Scroll left	<ul style="list-style-type: none"> <li><b>&lt;</b></li> <li><b>C-x &lt;</b></li> </ul>	(scroll-left &optional ARG SET-MINIMUM)	Scroll selected window display ARG columns left. <ul style="list-style-type: none"> <li>Default for ARG is window width minus 2.</li> </ul>
Close Buffer-Selection-Menu	<ul style="list-style-type: none"> <li><b>q</b></li> <li><b>C-c C-c</b></li> </ul>	(bs-kill)	Let buffer disappear and reset window configuration.
Abort	<ul style="list-style-type: none"> <li><b>C-g</b></li> <li><b>C-]</b></li> </ul>	(bs-abort)	Ding and leave Buffer Selection Menu without a selection.
Display Help	<b>?</b>	(bs-help)	Display help in the Help buffer. <p>⚠ This conflicts with PEL <b>pel-Σbuffer</b> hint key which takes precedence.</p>
Manage Buffers	The following commands support buffer management: display information, change read-only mode, clone buffer, rename buffer, kill buffer, etc...		
Show name of previous buffer in window	<b>&lt;f11&gt; b ?</b>	(pel-show-window-previous-buffer)	Show the name of previous buffer used in the current window.
Show all buffers, including internal hidden buffers	<b>&lt;f11&gt; b a</b>	(pel-show-all-buffers &optional FILES-ONLY)	Display all buffers, including hidden internal buffers, listed inside a *Buffer List* buffer. <ul style="list-style-type: none"> <li>If the optional FILES-ONLY argument is set then it displays only buffer associated with files. Interactively, use <b>C-u</b>.</li> </ul> <p>⚠ Do not manipulate internal buffers unless you understand the consequences. This command should not be used by Emacs novices. It is meant as an aid for Emacs Lisp code development.</p>
Toggle read-only status of buffer	<ul style="list-style-type: none"> <li><b>C-x C-q</b></li> <li><b>&lt;f11&gt; b r</b></li> </ul>	(read-only-mode &optional ARG)	When the buffer is in read-only mode the <u>mode line</u> shows ‘%%’ on the left side, in the ‘ch’ area of “cs:ch-fr buf pos line (major minor)”. The manual states: “For a read-only buffer, it shows “%” if the buffer is modified, and “%” otherwise.” <p>➡ See also: the <b>View Mode</b> activating commands toward the end of this table.</p> <ul style="list-style-type: none"> <li>A buffer in View Mode cannot be modified.</li> <li>The View Mode may be used to ensure that no modifications are made to a buffer (visiting a file or not).</li> </ul>
Clone buffer	<b>&lt;f11&gt; b c</b>	(clone-buffer &optional NEWNAME DISPLAY-FLAG)	Create and return a twin copy of the current buffer. <ul style="list-style-type: none"> <li>Unlike an indirect buffer, the new buffer can be edited independently of the old one (if it is not read-only). NEWNAME is the name of the new buffer. It may be modified by adding or incrementing &lt;N&gt; at the end as necessary to create a unique buffer name.</li> <li>For example if buffer *Help* is opened it opens another one named *Help*&lt;2&gt; (or *Help*&lt;3&gt; if *Help*&lt;2&gt; already exists, etc...)</li> </ul>
Rename a buffer	<b>&lt;f11&gt; b R</b>	(rename-buffer NEWNAME &optional UNIQUE)	If UNIQUE argument is non-nil via C-u M-x rename-buffer, the name is auto generated to be unique.
Rename buffer - use unique name	<b>&lt;f11&gt; b U</b>	(rename-uniquely)	Rename the current buffer by adding ‘<number>’ to the end. <ul style="list-style-type: none"> <li>Use this if you want multiple *Buffer* or *Info* buffers for example.</li> <li>Example: <u>StackExchange: How can I have multiple help buffer with different content</u></li> </ul>
Kill current buffer See also: <u>Σ Windows</u>	<ul style="list-style-type: none"> <li><b>&lt;f11&gt; b k</b></li> <li><b>⌘-k</b></li> <li><b>⌘-Ⓢ</b></li> </ul>	(kill-current-buffer)	Kill (close) the current buffer. Does not prompt if there is no change in the buffer. <ul style="list-style-type: none"> <li>PEL also provides a window management Hydra with ability to kill the current buffer. See <u>Σ Windows</u> for more info.</li> </ul>
Kill buffer See also: <u>Σ Windows</u>	<ul style="list-style-type: none"> <li><b>C-x k</b></li> <li><b>* &lt;f7&gt; k</b></li> </ul>	(kill-buffer &optional BUFFER-OR-NAME)	Kill (close) the current buffer. Prompt to identify a buffer unless inside a Window Hydra which does not prompt.
Kill current buffer and close window See also: <u>Σ Windows</u>	<ul style="list-style-type: none"> <li><b>C-x 4 0</b></li> <li><b>* &lt;f7&gt; K</b></li> </ul>	(kill-buffer-and-window)	Kill the current buffer and delete the selected window. <ul style="list-style-type: none"> <li>PEL also provides a window management Hydra when the <u>hydra</u> package is used. with ability to kill the current buffer and close windows in separate operations.</li> </ul>
Kill some buffer		(kill-some-buffers &optional LIST)	Kill some buffers. Asks the user whether to kill each one of them.
Delete all windows of a specific buffer		(delete-windows-on &optional BUFFER-OR-NAME FRAME)	Deletes all windows showing BUFFER-OR-NAME, by calling ‘delete-window’ on those windows.
Accumulating Text	Emacs provides the following commands to insert text in buffer from various sources.		
Append region to specified buffer	<b>&lt;f11&gt; b M-a</b>	(append-to-buffer BUFFER START END)	Append to specified BUFFER the text of the region. <ul style="list-style-type: none"> <li>The text is inserted into that buffer before its point.</li> <li>BUFFER can be a buffer or the name of a buffer; this function will create BUFFER if it doesn't already exist.</li> </ul>
Prepend region to specified buffer	<b>&lt;f11&gt; b M-p</b>	(prepend-to-buffer BUFFER START END)	Prepend to specified BUFFER the text of the region. <ul style="list-style-type: none"> <li>The text is inserted into that buffer after its point.</li> <li>BUFFER can be a buffer or the name of a buffer; this function will create BUFFER if it doesn't already exist.</li> </ul>
Copy region to specified buffer (replacing old content)	<b>&lt;f11&gt; b C-c</b>	(copy-to-buffer BUFFER START END)	Copy to specified BUFFER the text of the region. <ul style="list-style-type: none"> <li>The text is inserted into that buffer, replacing existing text there.</li> <li>BUFFER can be a buffer or the name of a buffer; this function will create BUFFER if it doesn't already exist.</li> </ul>
Insert content of specified buffer at point	<b>&lt;f11&gt; b i</b>	(insert-buffer BUFFER)	Insert after point the contents of BUFFER. <ul style="list-style-type: none"> <li>Puts mark after the inserted text.</li> <li>BUFFER may be a buffer or a buffer name.</li> </ul>
Append region’s text to specified file	<b>&lt;f11&gt; b f</b>	(append-to-file START END FILENAME)	Append the contents of the region to the end of file FILENAME. <ul style="list-style-type: none"> <li>This does character code conversion and applies annotations like ‘write-region’ does.</li> </ul>
Locking Buffer	Lock a buffer against: exit, kill or all (both) to prevent accidental killing of the buffer. Controlled by ‘emacs-lock-default-locking-mode’ normally set to all.		
Toggle emacs lock-mode	<b>&lt;f11&gt; b L</b>	(emacs-lock-mode &optional ARG)	Toggle Emacs Lock mode in the current buffer. With prefix arg: prompt for locking mode. <ul style="list-style-type: none"> <li>Normally set to all: buffer locked against killing buffer and exiting Emacs.</li> </ul>





Operation	Keystroke	Function	Note
Buffer Menu Mode	<p>The list of buffers is shown inside its own buffer, *Buffer List* when (list-buffer) is executed. This buffer support the following commands.</p> <p>➡The full list of key bindings is available via the &lt;f1&gt; m key.</p> <p>➡⚠Note that PEL uses (ibuffer) for the C-x C-b key binding, so the list of commands and key bindings that are available differ. They are listed in the next section.</p>		
Buffer Menu Mode keys	<ul style="list-style-type: none"> <li>• ? : Get help : Immediately</li> <li>• g : Update buffer list : immediately</li> <li>• C-n : next buffer in list : immediately</li> <li>• SPC : next buffer in list : immediately</li> <li>• n : next buffer in list : immediately</li> <li>• C-p : previous buffer in list : immediately</li> <li>• p : previous buffer in list : immediately</li> <li>• C-d : mark buffer for deletion : deleted when pressing x</li> <li>• d : mark buffer for deletion : deleted when pressing x</li> <li>• k : mark buffer for deletion : deleted when pressing x</li> <li>• s : save buffer : saved when pressing x</li> <li>• &lt;DEL&gt; : Move to previous line, remove all marks on buffer : immediately if just after marking</li> <li>• M-&lt;DEL&gt; : Remove a specific mark from all buffers : immediately if just after marking</li> <li>• u : unmark all marks on buffer : immediately</li> <li>• x : execute marked commands (delete buffers marked for deletion) : immediately</li> <li>• ~ : mark buffer as un-modifiable : immediately</li> <li>• % : toggle read-only : immediately</li> <li>• 1 : display emacs in full emacs screen : immediately</li> <li>• 2 : Display this buffer &amp; next in horizontal window : immediately</li> <li>• o : replace other (next) window with this buffer : immediately</li> <li>• m : mark buffer to be displayed in windows : when pressing v</li> <li>• v : display buffers marked with in as many windows as required : immediately</li> <li>• q : quit buffer list : immediately</li> </ul>		
iBuffer Mode	<p>The commands available in the ibuffer window.</p> <p>See also: ⓘ <a href="#">ibuffer-mode</a></p> <p>With PEL, the C-x C-b key binding open the Ibuffer window.</p>		
IBuffer Mode commands	<ul style="list-style-type: none"> <li>S : Save the marked buffers.</li> <li>A : View the marked buffers in the selected frame.</li> <li>H : View the marked buffers in another frame.</li> <li>V : Revert the marked buffers.</li> <li>T : Toggle read-only state of marked buffers.</li> <li>L : Toggle lock state of marked buffers.</li> <li>D : Kill the marked buffers.</li> <li>M-s a C-s : Do incremental search in the marked buffers.</li> <li>M-s a C-M-s : Isearch for regexp in the marked buffers.</li> <li>r : Replace by regexp in each of the marked buffers.</li> <li>Q : Query replace in each of the marked buffers.</li> <li>I : As above, with a regular expression.</li> <li>P : Print the marked buffers.</li> <li>O : List lines in all marked buffers which match a given regexp (like the function ‘occur’).</li> <li>X : Pipe the contents of the marked buffers to a shell command.</li> <li>N : Replace the contents of the marked buffers with the output of a shell command.</li> <li>! : Run a shell command with the buffer’s file as an argument.</li> <li>E : Evaluate a form in each of the marked buffers. This is a very flexible command.</li> </ul> <p>For example, if you want to make all of the marked buffers read-only, try using (read-only-mode 1) as the input form.</p> <ul style="list-style-type: none"> <li>W : As above, but view each buffer while the form is evaluated.</li> <li>k : Remove the marked lines from the *Ibuffer* buffer, but don’t kill the associated buffer.</li> <li>x : Kill all buffers marked for deletion.</li> </ul>		
IBuffer Mode Marking commands	<ul style="list-style-type: none"> <li>m : Mark the buffer at point.</li> <li>t : Unmark all currently marked buffers, and mark all unmarked buffers.</li> <li>* c : Change the mark used on marked buffers.</li> <li>u : Unmark the buffer at point.</li> <li>DEL : Unmark the previous buffer.</li> <li>M-DEL : Unmark buffers marked with MARK.</li> <li>U : Unmark all marked buffers.</li> <li>* M : Mark buffers by major mode.</li> <li>* u : Mark all "unsaved" buffers. This means that the buffer is modified, and has an associated file.</li> <li>* m : Mark all modified buffers, regardless of whether they have an associated file.</li> <li>* s : Mark all buffers whose name begins and ends with ‘*’.</li> <li>* e : Mark all buffers which have an associated file, but that file doesn’t currently exist.</li> <li>* r : Mark all read-only buffers.</li> <li>* / : Mark buffers in ‘dired-mode’.</li> <li>* h : Mark buffers in ‘help-mode’, ‘apropos-mode’, etc.</li> <li>. : Mark buffers older than ‘ibuffer-old-time’.</li> <li>d : Mark the buffer at point for deletion.</li> <li>% n : Mark buffers by their name, using a regexp.</li> <li>% m : Mark buffers by their major mode, using a regexp.</li> <li>% f : Mark buffers by their filename, using a regexp.</li> <li>% g : Mark buffers by their content, using a regexp.</li> <li>% L : Mark all locked buffers.</li> </ul>		
IBuffer Mode Filtering commands		(ibuffer-filter-chosen-by-completion)	<p>Select and apply filter chosen by completion against available filters.</p> <ul style="list-style-type: none"> <li>Indicates corresponding key sequences in echo area after filtering.</li> <li>The completion matches against the filter description text of ach filter in ‘ibuffer-filtering-alist’.</li> </ul>
		(ibuffer-filter-by-directory QUALIFIER)	<p>Limit current view to buffers with directory matching QUALIFIER.</p> <ul style="list-style-type: none"> <li>For a buffer associated with file ‘/a/b/c.d’, this matches against ‘/a/b’. For a buffer not associated with a file, this matches against the value of ‘default-directory’ in that buffer.</li> </ul>

Operation	Keystroke	Function	Note
	/ <b>RET</b> : Add a filter by any major mode. / <b>m</b> : Add a filter by a major mode now in use. / <b>M</b> : Add a filter by derived mode. / <b>n</b> : Add a filter by buffer name. / <b>c</b> : Add a filter by buffer content. / <b>b</b> : Add a filter by basename. / <b>f</b> : Add a filter by filename. / <b>.</b> : Add a filter by file extension. / <b>i</b> : Add a filter by modified buffers. / <b>e</b> : Add a filter by an arbitrary Lisp predicate. / <b>&gt;</b> : Add a filter by buffer size. / <b>&lt;</b> : Add a filter by buffer size. / <b>*</b> : Add a filter by special buffers. / <b>v</b> : Add a filter by buffers visiting files. / <b>s</b> : Save the current filters with a name. / <b>r</b> : Switch to previously saved filters. / <b>a</b> : Add saved filters to current filters. / <b>&amp;</b> : Replace the top two filters with their logical AND. / <b> </b> : Replace the top two filters with their logical OR. / <b>p</b> : Remove the top filter. / <b>!</b> : Invert the logical sense of the top filter. / <b>d</b> : Break down the topmost filter. / <b>/</b> : <b>Remove all filtering currently in effect.</b>		
IBuffer Mode Filter commands	/ <b>g</b> : Create filter group from filters. / <b>P</b> : Remove top filter group. <b>TAB</b> : Move to the next filter group. <b>M-p</b> : Move to the previous filter group. / <b>\</b> : Remove all active filter groups / <b>S</b> : Save the current groups with a name. / <b>R</b> : Restore previously saved groups. / <b>X</b> : Delete previously saved groups.		
IBuffer Mode Sorting commands	, : Rotate between the various sorting modes. <b>s i</b> : Reverse the current sorting order. <b>s a</b> : Sort the buffers lexicographically. <b>s f</b> : Sort the buffers by the file name. <b>s v</b> : Sort the buffers by last viewing time. <b>s s</b> : Sort the buffers by size. <b>s m</b> : Sort the buffers by major mode.		
IBuffer Mode Other commands	<b>g</b> : Regenerate the list of all buffers. Prefix arg means to toggle whether buffers that match ‘ibuffer-maybe-show-predicates’ should be displayed. <code>`</code> : Change the <i>current display format</i> . 🙌 Use this to see the complete file name when the file name is long. <b>SPC</b> : Move point to the next line. <b>C-p</b> : Move point to the previous line. <b>h</b> : Show this help. <b>=</b> : View the differences between this buffer and its associated file. <b>RET</b> : View the buffer on this line. <b>o</b> : As above, but in another window. <b>C-o</b> : As both above, but don't select the new window. <b>b</b> : Bury (not kill!) the buffer on this line.		
Edit Binary file with hexl	Emacs provides the built-in <b>hexl</b> mode to edit files in hexadecimal mode. To use it you must: <ul style="list-style-type: none"> <li>use the hexl-find-file to open the file in binary mode, or</li> <li>use the hexl-mode command to convert an already opened buffer. To exit this mode and go back to the original mode type <b>C-c C-c</b></li> </ul>		
Open a file in hexl-mode	<f11> f M-x	(hexl-find-file FILENAME)	Edit file FILENAME as a binary file in hex dump format. <ul style="list-style-type: none"> <li>Switch to a buffer visiting file FILENAME, creating one if none exists, and edit the file in ‘hexl-mode’.</li> </ul>
See also: <a href="#">🔗 File-mnrgt</a>			
Toggle hexl mode	<f11> b M-x	(hexl-mode &optional ARG)	Toggle the hexl mode: a mode for editing binary files in hex dump format. <ul style="list-style-type: none"> <li>This is not an ordinary major mode; it alters some aspects of the current mode’s behavior, but not all; also, you can exit Hexl mode and return to the previous mode using ‘hexl-mode-exit’.</li> <li>This function automatically converts a buffer into the hexl format using the function ‘hexlify-buffer’.</li> <li>Each line in the buffer has an "address" (displayed in hexadecimal) representing the offset into the file that the characters on this line are at and 16 characters from the file (displayed as hexadecimal values grouped every ‘hexl-bits’ bits, and as their ASCII values).</li> <li>If any of the characters (displayed as ASCII characters) are unprintable (control or meta characters) they will be replaced by periods.</li> </ul>
Insert a byte in decimal	C-M-d	(hexl-insert-decimal-char ARG)	Insert a character given by its decimal code ARG times at point.
Insert a byte in octal	C-M-o	(hexl-insert-octal-char ARG)	Insert a character given by its octal code ARG times at point.
Insert a byte in hex	C-M-x	(hexl-insert-hex-char ARG)	Insert a character given by its hexadecimal code ARG times at point.
Goto 512-byte page start	C-M-a	(hexl-beginning-of-512b-page)	Go to beginning of 512 byte boundary.
Goto to 512-byte page end	C-M-e	(hexl-end-of-512b-page)	Go to end of 512 byte boundary.
Goto 1K end	C-x ]	(hexl-end-of-1k-page)	Go to end of 1KB boundary.
Goto 1K beginning	C-x [	(hexl-beginning-of-1k-page)	Go to beginning of 1KB boundary.
Goto address entered in hexadecimal	M-g	(hexl-goto-hex-address HEX-ADDRESS)	Go to Hexl mode address (hex string) HEX-ADDRESS. <ul style="list-style-type: none"> <li>Signal error if HEX-ADDRESS is out of range.</li> </ul>
Goto to address entered in decimal	M-j	(hexl-goto-address ADDRESS)	Go to hexl-mode (decimal) address ADDRESS. <ul style="list-style-type: none"> <li>Signal error if ADDRESS is out of range.</li> </ul>
Exit hexl mode	C-c C-c	(hexl-mode-exit &optional ARG)	Exit Hexl mode, returning to previous mode. <ul style="list-style-type: none"> <li>With arg, don't unhexlify buffer.</li> </ul>
Hexadecimal Editing with nhexl	<div>📦 The <b>nhexl-mode</b> external package used to display and manipulate the content of the current buffer in hexadecimal and manipulate hex dump files.</div> <div>📦 PEL downloads installs and activates this package when the <b>pel-use-nhexl</b> user option is set to <b>t</b>.               <ul style="list-style-type: none"> <li>Use the <b>&lt;f11&gt; b &lt;f2&gt;</b> key sequence to open the PEL buffer customization buffer to access this user option.</li> </ul>               Once the hexadecimal mode is on, turn it off by executing the nhexl-mode command again.             </div> <div>👉 Good nhexl-mode features:               <ul style="list-style-type: none"> <li>The nhexl-mode keeps the undo history when you toggle the nhexl mode. Something that the helx mode does not do.</li> <li>You can use all of the normal navigation commands. You don't need to use specialized commands. PEL <b>home</b> and <b>end</b> commands work.</li> </ul> </div>		
Toggle buffer between normal and hex display	<f11> b x	(nhexl-mode &optional ARG)	Toggle minor mode to edit files via hex-dump format. <div>📦 Requires the <b>nhexl-mode</b> package 📦 activated when <b>pel-use-nhexl</b> user option is <b>t</b>.</div>
Activate Hex nibble editing mode	<f11> b X	(nhexl-nibble-edit-mode &optional ARG)	Minor mode to edit the hex nibbles in ‘nhexl-mode’. <div>⚠️Note: only works after nhexl-mode has been activated once.</div> <div>📦 Requires the <b>nhexl-mode</b> package 📦 activated when <b>pel-use-nhexl</b> user option is <b>t</b>.</div>