

# Rectangles

Operation	Keystroke	Function	Note
<a href="#">Rectangles</a>	The following commands operate on the rectangle area that is made of the area made of the opposite corners of the point and mark.		
<b>Kill text in rectangle</b>  (See also: ⌘ Cut & Paste)	<ul style="list-style-type: none"><li>• <b>C-x r k</b></li><li>• <b>&lt;f11&gt; - r</b></li></ul>	( <b>kill-rectangle</b> START END &optional FILL)	Delete the region-rectangle and save it as the last killed one. <ul style="list-style-type: none"><li>• If the buffer is read-only, Emacs will beep and refrain from deleting the rectangle, but put it in 'killed-rectangle' anyway. This means that ou can use this command to copy text from a read-only buffer. (If the variable 'kill-read-only-ok' is non-nil, then this won't even beep.)</li></ul>
<b>Save rectangle text</b>  (See also: ⌘ Cut & Paste)	<ul style="list-style-type: none"><li>• <b>C-x r M-w</b></li><li>• <b>&lt;f11&gt; = r</b></li></ul>	( <b>copy-rectangle-as-kill</b> START END)	Copy the region-rectangle and save it as the last killed one.
<b>Delete rectangle text</b>	<b>C-x r d</b>	( <b>delete-rectangle</b> START END &optional FILL)	Delete (don't save) text in the region-rectangle. <ul style="list-style-type: none"><li>• The same range of columns is deleted in each line starting with the line where the region begins and ending with the line where the region ends.</li><li>• With a prefix (or a FILL) argument, also fill lines where nothing has to be deleted.</li></ul>
<b>Yank last killed rectangle</b>	<b>C-x r y</b>	( <b>yank-rectangle</b> )	Yank the last killed rectangle with upper left corner at point.
<b>Fill rectangle with space</b>	<b>C-x r o</b>	( <b>open-rectangle</b> START END &optional FILL)	Blank out the region-rectangle, shifting text right. <ul style="list-style-type: none"><li>• The text previously in the region is not overwritten by the blanks, but instead winds up to the right of the rectangle.</li><li>• With a prefix (or a FILL) argument, fill with blanks even if there is no text on the right side of the rectangle.</li></ul>
<b>Insert line numbers to left or rectangle</b>	<b>C-x r N</b>	( <b>rectangle-number-lines</b> START END START-AT &optional FORMAT)	Insert numbers in front of the region-rectangle. <ul style="list-style-type: none"><li>• With a prefix argument, prompt for <u>START-AT</u> and <u>FORMAT</u>.</li></ul>
<b>Clear rectangle - replace text with space</b>	<b>C-x r c</b>	( <b>clear-rectangle</b> START END &optional FILL)	Blank out the region-rectangle. <ul style="list-style-type: none"><li>• The text previously in the region is overwritten with blanks.</li><li>• With a prefix (or a FILL) argument, also fill with blanks the parts of the rectangle which were empty.</li></ul>
<b>Delete whitespace in rectangle lines</b>		( <b>delete-whitespace-rectangle</b> START END &optional FILL)	Delete all whitespace following a specified column in each line. <ul style="list-style-type: none"><li>• The left edge of the rectangle specifies the position in each line at which whitespace deletion should begin.</li><li>• On each line in the rectangle, all contiguous whitespace starting at that column is deleted.</li><li>• With a prefix (or a FILL) argument, also fill too short lines.</li></ul>
<b>Replace rectangle content with specified string on each line</b>	<b>C-x r t</b>	( <b>string-rectangle</b> START END STRING)	Replace rectangle contents with STRING on each line. <ul style="list-style-type: none"><li>• The length of STRING need not be the same as the rectangle width.</li><li>• When called interactively and option 'rectangle-preview' is non-nil, display the result as the user enters the string into the minibuffer.</li></ul>
<b>Insert string on each rectangle line</b>		( <b>string-insert-rectangle</b> START END STRING)	Insert STRING on each line of region-rectangle, shifting text right. <ul style="list-style-type: none"><li>• This command does not delete or overwrite any existing text.</li></ul>
<b>Toggle rectangle Mark Mode</b>  (See also: ⌘ Marking)	<b>C-x SPC</b>	( <b>rectangle-mark-mode</b> &optional ARG)	Toggle the region as rectangular. <ul style="list-style-type: none"><li>• Activates the region if needed. Only lasts until the region is deactivated.</li><li>• When this mode is active, the region-rectangle is highlighted and can be shrunk/ grown, and the standard kill and yank commands operate on it.</li></ul>
<a href="#">Picture Mode Rectangle Commands</a>	The following commands allow drawing rectangles in the buffer as well as copy and remove them. They also allow storing the rectangles in registers and restore them from rectangles.		
<b>Draw rectangle around region</b>	<b>C-c C-r</b>	( <b>picture-draw-rectangle</b> START END)	Draw a rectangle around region.
<b>Clear &amp; save rectangle</b>	<b>C-c C-k</b>	( <b>picture-clear-rectangle</b> START END &optional KILLP)	Clear and save rectangle delineated by point and mark. <ul style="list-style-type: none"><li>• The rectangle is saved for yanking by C-c C-y and replaced with whitespace. The previously saved rectangle, if any, is lost. With prefix argument, the rectangle is actually killed, shifting remaining text.</li></ul>
<b>Clear reactangle</b>	<b>C-c C-w</b>	( <b>picture-clear-rectangle-to-register</b> START END REGISTER &optional KILLP)	Clear rectangle delineated by point and mark into REGISTER. <ul style="list-style-type: none"><li>• The rectangle is saved in REGISTER and replaced with whitespace.</li><li>• With prefix argument, the rectangle is actually killed, shifting remaining text.</li></ul>
<b>Yank and overlay saved rectangle</b>	<b>C-c C-y</b>	( <b>picture-yank-rectangle</b> &optional INSERTP)	Overlay rectangle saved by C-c C-k <ul style="list-style-type: none"><li>• The rectangle is positioned with upper left corner at point, overwriting existing text.</li><li>• With prefix argument, the rectangle is inserted instead, shifting existing text.</li><li>• Leaves mark at one corner of rectangle and point at the other (diagonally opposed) corner.</li></ul>
<b>Overlay rectangle saved in register</b>	<b>C-c C-x</b>	( <b>picture-yank-rectangle-from-register</b> REGISTER &optional INSERTP)	Overlay rectangle saved in REGISTER. <ul style="list-style-type: none"><li>• The rectangle is positioned with upper left corner at point, overwriting existing text.</li><li>• With prefix argument, the rectangle is inserted instead, shifting existing text.</li><li>• Leaves mark at one corner of rectangle and point at the other (diagonally opposed) corner.</li></ul>

## Rectangle — References

Topic & Link	Notes
<a href="#">GNU Emacs Manual — Rectangles</a>	