















Emacs support for Rust 🚧

Description	Keystroke	Function	Note
Rust Programming Language Support	<div>  PEL activates Rust support when the pel-use-rust user-option is turned on. PEL supports the rust-mode and the rust-ts-mode. PEL supports Rust via rust-mode when pel-use-rust is t and via rust-ts-mode when pel-use-rust user options is set to with-tree-sitter. <ul style="list-style-type: none"> PEL only support Tree-Sitter mode on Emacs >= 30, when pel-use-tree-sitter is set to t. See 🔗 Tree Sitter </div>		
PEL Rust support activation 	PEL provide support for the Rust programming language and its various implementations by providing access to the following external packages: <div> <div>  The rust-mode external package.  PEL activates it when the pel-use-rust-mode user-option is turned on (t). </div> <div>  The rustic external package.  PEL activates it when the pel-use-rustic user-option is turned on (t). </div> <div>  The flycheck-rust external package.  PEL activates it when the pel-use-flycheck-rust user-option is is turned on (t). </div> <div>  The emacs-racer external package.  PEL activates it when the pel-use-emacs-racer user-option is turned on (t). </div> <div>  The cargo external package.  PEL activates it when the pel-use-cargo user-option is turned on (t). </div> </div>		
🔗 Indentation control 	<div>  Rust indentation is controlled by the following user-options: <ul style="list-style-type: none"> rust-indent-offset sets the number of columns used for indentation. It defaults to 4. <ul style="list-style-type: none"> PEL sets tab-width with the same value in rust buffers so that manual indentation commands use the same number of columns to indent. pel-rust-use-tabs controls whether hard tabs are used for indentation (nil by default). <ul style="list-style-type: none"> PEL sets indent-tabs-mode with the value of pel-rust-use-tabs in rust buffers. </div>		
Last updated on:	2025-10-10		
Open this PDF file. See also: 🔗 Help/Info	<div> <div><f11> SPC r <f1></div> <div><f12> <f1></div> </div>	<div> (pel-help-pdf &optional OPEN-WEB-PAGE) </div>	Open the 🔗 - Rust 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.
🔗 Customize PEL Rust support	<div> <div><f11> SPC r <f2></div> <div><f12> <f2></div> </div>	<div> (pel-customize-pel &optional OTHER-WINDOW) </div>	Customize PEL Rust support. <ul style="list-style-type: none"> If OTHER-WINDOW is non-nil (use C-u), display in another window.
🔗 Customize Emacs Rust support	<div> <div><f11> SPC r <f3></div> <div><f12> <f3></div> </div>	<div> (pel-customize-library &optional OTHER-WINDOW) </div>	Customize Emacs Rust support: rust-mode, rustic, racer, cargo. <ul style="list-style-type: none"> If OTHER-WINDOW is non-nil (use C-u), display in another window.
Cargo run	<div><f12> c</div>	<div>(rust-run)</div>	Build the Rust file using Cargo and run it.
Add/Remove the dbg! macro	<div><f12> d</div>	<div>(rust-dbg-wrap-or-unwrap)</div>	Either remove or add the dbg! macro.
Run Clippy, Rust Lint Checker	<div><f12> l</div>	<div>(rust-run-clippy)</div>	Run 'cargo clippy'.

Emacs & Rust — References

Document	Notes
Fancy Rust development with Emacs	May 2016. Describes how to use rust-mode
rust-mode: A major Emacs mode for editing Rust source code	A GitHub site
rust-mode	See: http://julienblanchard.com/2016/fancy-rust-development-with-emacs/
Racer for emacs	
company-mode ; Modular in-buffer completion framework for Emacs	
Why Rust?	Safari book online
rust-cross	This GitHub site states: Everything you need to know about compiling rust programs!
Taking Rust everywhere with rustup	A Rust site blog on rustup
Cross compiling Rust on OS X for Raspberry Pi 3	March 2016 article on cross compiling Rust on Raspberry Pi3
Raspberry Pi Bare Metal Programming with Rust	
Rust source code	