

PEL Topics Index

<div>Emacs Reference Cards</div> <div>                     👉 With PEL you can access these via the <code>&lt;f11&gt; ? e r</code> key sequence. See <a href="#">🔗 Help/Info</a> </div>	These are links to the PDF version of official English version of the quick reference cards for <a href="#">GNU Emacs</a> and popular external packages. PEL documents Emacs key bindings as well, these cards provide useful complement to what is provided by PEL.					
	Emacs	Calc	Gnus	Magit Cheatsheet	Org	Viper
	Emacs survival card	Dired	Gnus booklet	Magit Ref-card		VIP
<div>➤ PEL Overview</div> <div> <ul style="list-style-type: none"> <li><a href="#">PEL repo</a></li> <li><a href="#">PEL Readme</a></li> <li><a href="#">PEL Manual</a></li> </ul> </div>	This table holds links to the PEL tables. Each cell holds a hyperlink to the GitHub hosted raw PDF table. <div>                         👉 For the best user experience, use a browser that can render PDF directly instead of downloading.                         <ul style="list-style-type: none"> <li>Firefox does that. You may need to activate a plug-in for other browsers.</li> <li>With that in place, you can browse through all the PDFs quickly and reach a vast amount of information.</li> </ul> </div> <div>                         👉 From within Emacs open this topic index PDF by typing the <code>&lt;f11&gt; ? &lt;f1&gt;</code> key sequence.                     </div> <div>                         👉 The symbols, colour coding and various other conventions are described in the <a href="#">➤Legend</a> PDF.                     </div>					
General information.	➤Legend	➤PEL	➤CRISP ⇄ Emacs			
<div>🍏 macOS Specific</div>	🍏 macOS Keys	🍏 terminal settings				
<div>🚦 Feature Comparisons</div>	🚦 Completion Modes Compatibility		🚦 Speedbar/iMenu Mode Compatibility		🚦 Shells/Terminals Comparisons	
<div>Key Prefixes &amp; Suffixes</div>	🔗 🗄 Modifier Keys	🔗 🗄 Numkeypad	➤PEL	🗄Keys - Fn	🗄Keys - F11	
<div>🔗 Emacs Features</div> <div>                     These PEL tables describe the Emacs commands and key bindings for generic concepts and features.                 </div> <div>                     Emacs uses a concept of modes. See:                     <ul style="list-style-type: none"> <li><a href="#">Emacs Major and Minor Modes</a> <ul style="list-style-type: none"> <li><a href="#">Major Modes</a></li> <li><a href="#">Minor Modes</a></li> <li><a href="#">Choosing Modes</a></li> </ul> </li> </ul>                     PEL provides several key sequences to toggle minor modes, described in the relevant PDFs.                 </div> <div>                     Emacs commands can be executed by name or bound to key sequences. The commands may have arguments and keys can express them. See:                     <ul style="list-style-type: none"> <li><a href="#">Emacs Keys</a></li> </ul> </div>	The links that start with only 🔗 are built-in Emacs, the links that are blue are external packages.					
	🔗 Abbreviations	🔗 M CUA	🔗 File/Directory Variables	🔗 Keyboard Macros	🔗 Registers	🔗 Text Modes
	🔗 Align	🔗 Cursor	🔗 Filling/Justification	🔗 Lisp	🔗 Scrolling	🔗 Transpose
	🔗 Auto-Completion	🔗 Customize	🔗 Frames	🔗 Marking	🔗 Search/Replace	🔗 X Treemacs
	🔗 Autosave/Backup	🔗 Cut & Paste	🔗 Grep	🔗 Menus	🔗 Semantic	🔗 Undo/Redo/Repeat/Arg
	🔗 Bookmarks	🔗 Diff & Merge	🔗 Help/Info	🔗 Mode Line	🔗 Sessions	🔗 VCS-Mercurial
	🔗 Buffers	🔗 Dired	🔗 Hide/Show	🔗 Mouse	🔗 Shells, REPLs & terminal emulators	🔗 Web
	🔗 Case Conversions	🔗 Display - Lines	🔗 Highlight	🔗 Narrowing	🔗 Sorting	🔗 Whitespace
	🔗 Closing/Suspending	🔗 Drawing	🔗 ibuffer-mode	🔗 Navigation	🔗 Speedbar	🔗 Windows
	🔗 Comments	🔗 Enriched Text	🔗 Indentation	🔗 Packages	🔗 Spell Checking	🔗 Xref - Cross References
	🔗 Completion/Input	🔗 Faces/Fonts	🔗 Inserting Text	🔗 Projectile	🔗 SyntaxCheck	
	🔗 Counting	🔗 File-mngt	🔗 Key-Chords	🔗 Rectangles	T Templates	
<div>XRef - Cross Reference Tools</div>	Emacs supports various cross reference mechanisms described in the 🔗 Xref table. These mechanisms take advantage of various external tools and integrate with them. Notes about those tools are available in the tables listed in this section. 🚧 This is work in progress.					
	🚦 Xref-Support	🚦 Xref-Backend				
<div>Build Tools</div>	PEL has support for several build tools but they are not all documented in a page. Aside from the list below, PEL supports installation and partial setup of the following tools: <ul style="list-style-type: none"> <li><a href="#">Nix</a> 📦 Requires <a href="#">nix-mode</a> external package <a href="#">🔗</a> activated when <a href="#">pel-use-nix-mode</a> user-option is tuned on.</li> <li><a href="#">Tup</a> 📦 Requires <a href="#">tup-mode</a> external package <a href="#">🔗</a> activated when <a href="#">pel-use-tup</a> user-option is tuned on.</li> </ul>					
	🔗 - Make					
<div>Data Serialization Languages</div>	🔗 CWL	🔗 YAML				
<div>Markup Languages</div>	🔗 AsciiDoc	🔗 Graphviz Dot	🔗 Markdown	🔗 Outline/Org-Mode	🔗 PlantUML	🔗 reStructuredText
<div>Programming Languages</div>	Emacs has support for several programming languages. PEL currently adds extra support for some of them, listed below. The number of programming languages supported explicitly by PEL will grow over time.					
Emacs Lisp, concepts and Tools	🔗 - Emacs Lisp	🔗 ERT	🔗 Hooks			
macOS Programming	🔗 🍏 - AppleScript					
BEAM Programming Languages	🔗 - Erlang	🔗 - Elixir	🔗 - Gleam	🔗 - LFE		
Curly Braces Languages	🔗 - C	🔗 - D	🔗 - Go	🔗 - Javascript	🔗 - Rust	🔗 - V
	🔗 - C++					
Java Virtual Machine Languages	🔗 - Clojure					
Lisp Family Languages	🔗 - Clojure	🔗 - Common Lisp	🔗 - Emacs Lisp	🔗 - Hy	🔗 - LFE	🔗 - Scheme
Other	🔗 - Forth	🔗 - Julia	🔗 - NetRexx	🔗 - Python	🔗 - Ruby	🔗 - REXX
<div>Programming Languages</div> <div>                     The programming languages supported by PEL are listed here in alphabetical order.                 </div>	The following lists the programming languages in alphabetical order.					
	🔗 - C	🔗 - D	🔗 - Forth	🔗 - Javascript	🔗 - Python	🔗 - Scheme
	🔗 - C++	🔗 - Elixir	🔗 - Go	🔗 - Julia	🔗 - REXX	🔗 - V
	🔗 - Clojure	🔗 - Emacs Lisp	🔗 - Gleam	🔗 - LFE	🔗 - Ruby	
	🔗 - Common Lisp	🔗 - Erlang	🔗 - Hy	🔗 - NetRexx	🔗 - Rust	