

Enriched Text Attribute Commands

Operation	Keystroke	Function	Notes
Enriched Text	Enriched text allows formatting text in a WYSIWYG way, specially on graphics mode (but some of the attributes are rendered properly in terminal mode). See Enriched Text @ Wikipedia .		
<u>Toggle enriched text mode</u>	<f11> t m r	(enriched-mode &optional ARG)	Minor mode for editing text/enriched files. These are files with embedded formatting information in the MIME standard text/enriched format. With a prefix argument ARG, enable the mode if ARG is positive, and disable it otherwise. If called from Lisp, enable the mode if ARG is omitted or nil. Turning the mode on or off runs 'enriched-mode-hook'.
<u>Control Enriched Text attributes prefix</u>	M-o is the prefix for all the following commands, but each command must be issued separately. More commands are available, refers to the Enriched Text section in the GNU Emacs manual.		
<u>Bold</u>	M-o b	(facemenu-set-bold)	Select face 'bold' for subsequent insertion. If the mark is active and there is no prefix argument, apply face 'bold' to the region instead.
<u>Default face</u>	M-o d	(facemenu-set-default)	Select face 'default' for subsequent insertion. If the mark is active and there is no prefix argument, apply face 'default' to the region instead.
<u>Italic</u>	M-o i	(facemenu-set-italic)	Select face 'italic' for subsequent insertion. If the mark is active and there is no prefix argument, apply face 'italic' to the region instead.
<u>Bold Italic</u>	M-o l	(facemenu-set-bold-italic)	Select face 'bold-italic' for subsequent insertion. If the mark is active and there is no prefix argument, apply face 'bold-italic' to the region instead.
<u>Underline</u>	M-o u	(facemenu-set-underline)	Select face 'underline' for subsequent insertion. If the mark is active and there is no prefix argument, apply face underline' to the region instead.
<u>Set face</u>	M-o o	(facemenu-set-face FACE &optional START END)	Apply FACE to the region or next character typed. If the region is active (normally true except in Transient Mark mode) and nonempty, and there is no prefix argument, this command applies FACE to the region. Otherwise, it applies FACE to the faces to use for the next character inserted. (Moving point or switching buffers before typing a character to insert cancels the specification.)