## **Document Legend**

le. Most table titles use a single
eviation, bookmarks, buffers,
ajor modes specifically designed to
ically designed to support the editing
e along with global and mode-
erlined. hord keys are shown in the ey-chord keys are also shown in the ws the key-chord string which ted as the <> key-chord and the between, since C-b is bound to to d that depends only on Emacs <f11> M-k when pel-use-key-</f11>
s by name or execution of Emacs
package.
rrent buffer. These are special local Most PEL specific bindings use
rent than the prefix suggested by the
so creates several Hydra key sets.
g in a terminal (tty) frame.
e installed and loaded. her light or dark green). ool.
it k

Symbol/ colour	Purpose	Description and Examples
Grey	Translated key	The grey colour is used for the following cases:
	• Using M-x • Using M-:	<ul> <li>Emacs translates some key combinations to other keys. For example Shift-F5, <s-f5>, is translated to <f5> so any binding to <f5> is also accessible if the shift key is pressed while the F5 key is pressed. The original keys do not have a specific key binding. They could have one. Of course in some case you may want to keep it unchanged (for example because the Shift key may indicate something like starting or extending the mark in transient mark mode). In any case, when such a key is described in the various tables, the colour of that key is grey.</f5></f5></s-f5></li> <li>All Emacs commands (functions that are marked interactive) can be executed via the M-x command. Some of the commands have no other key bindings. If there is no other pertinent information to show for the command (such as marking the command orange because it is not available in Terminal/TTY mode), then the M-x binding is shown it is displayed in grey as a reminder that it's not a specific binding, just a use of the (execute-extended-command) command, which is bound to M-x.</li> </ul>
		• Emacs also allow execution of any Emacs Lisp expression using the (eval-expression) command bound to the M-: key. Those are also coloured grey.
Light Grey	Unused key binding	A key binding that is not necessary and could be re-used for some other functionality.
Cell Colours	The background Colour of	some cells is coloured to indicate various contexts. The description of these contexts follows.
	Standard global key binding used by major/ minor mode that is same as another major/minor mode.	Bindings that are similar to the binding "mostly always available in standard Emacs", shown in black, (re) used in a specific major mode. The yellow cell background is only there as a reminder that the key binding and behaviour is also described in a Emacs Generic table (a table with a $\Sigma$ title prefix.) For those there is often a reference to the generic table inside the "Operation" column.  The yellow background is also used to highlight the fact that the same key binding is also described inside another page. For example the
	Key binding specific to some major modes	follow-mode key binding is described in both scrolling and window pages.  Several tables describe generic concepts such as navigation or handling comments. They mostly describe global key bindings. But they may also describe key bindings that are only available in some major modes, like a special key binding to comment lines of a particular set of programming languages. Those bindings use this background colour.  For tables describing the bindings of major modes, this background colour is not used.
Notes		ror tables describing the bindings of major modes, this background colour is not used.
**	Powerful command	Used in the <b>Keystroke</b> column to highlight commands that are specially powerful in the sense that they integrate a relatively large and useful set of features. The description of these commands should be read carefully and fully understood.
•	Requires External Package	This symbol identify features that depend on external packages.  • Some of PEL's features require the use of external packages, packages that are not part of the standard Emacs installation and which must be installed separately. Most are Emacs Lisp packages, but some also require external applications.  • PEL customization capabilities allow you to identify whether or not you want to use the features that depend on such external packages. PEL also attempt to use or implement code that can help you install the required package(s).
1	Caution / Limitations	Describes surprising impacts or behaviours that might have important negative impacts. It is also used to highlight limitations.
*	Key Binding Modification	The PEL package mostly tries to avoid modifying the binding of standard Emacs keys. But there are exceptions. This symbol is used to indicate such exception.
	Pointing up note	The text provides a specific explanation of the way the command works.
HT.	General Note	A mention of something to remember.
0	Idea	Identifies an interesting, useful, use of an Emacs feature.
The second secon	Historical Note	Describes key sequence bindings that were available in versions of Emacs older than version 26.  Often contains a reference to a command, functions or variable alias still supported to permit the execution of code that still uses the old names.
*	Windows identifier	Indicates a note that applies to the Windows OS implementation of Emacs.
<b>É</b>	Mac OS Identifier	Indicates a note that applies to the macOS implementation of Emacs or that the feature is only available when Emacs runs under macOS.
	PEL Customizable	This feature is customizable via the <b>Pel</b> customization group or Inside Emacs there are several ways to access the customization system:  • M-x customize: access Emacs top-level customization system  • M-x customize-group: access to the group itself. For Pel, type: M-x customize-group Pel  • M-x customize-option: customize a specific user option variable.  • Read the onte below. It applies to PEL user option variables as well.
0000	Customizable	This (non-PEL) feature is customizable through the list of user options described in the cell.  All user options variables can be set in Emacs customization (see commands in the row above) and stored in file that is loaded when Emacs starts. You can also set these variables in directory local files and also inside files (via the file local settings). So you can have a general setting for a variable, specialize it for a directory tree and specialize it further for a given file. Emacs allows you to fine tune these user options at the level you want. This is very powerful and flexible. See:  Emacs Customize  Per directory local variables  Per file local variables
	Technical Detail - file locations	Several features store information in various locations. Notes describing where implementation files are stored are identified with this icon.
	Implementation detail	A note describing how the command is implemented.
•	Special technical note	The document includes description of some boundary technical situations you may very well want to skip unless you are interested by internal details for the sake of technical interest. But for most people these will probably not be useful, might even look alien, and won't need to know that to use the Emacs feature or command.
din.	Work in Progress	Identifies an incomplete area, more work is required to complete the information presented. Often accompanied with an explicit TODO note.
Keys		tion in the various tables use the standard Emacs key sequence notation like M-a (meaning Meta key and 'a' key down together). But described with the following symbols.
*	Windows Key	Identifies the Windows key on a Windows OS PC.
*	macOS Command key	Identifies the macOS Command key, often used as the Emacs super (s-) key modifier.
Υ	macOS Option	Identifies the macOS Option key, often used as the Emacs meta key.  Note that inside macOS Terminal.app you can toggle the meaning of that key between macOs Option and Meta by typing % To. While using Emacs in Terminal.app make sure that the key is set as Meta. You can use the % To chord to quickly change it when typing accentuated letters or other symbols without having to change Emacs input method.
む	Shift	
٨	Control	
$\boxtimes$	Delete forward	

Symbol/ colour	Purpose	Description and Examples	
< <b>⊠</b>	Detete backward		
Fonts	Most of the text in the various tables follows a convention in the use of fonts. These conventions are listed here.		
Table Title	Helvetica Neue - Bold- 20 pt.	Used at the top of every table.	
Section level 1	Helvetica Neue - Bold- 15 pt.	Top level section in most tables. Sometimes the first level is skipped and the second level is used first if the title contains too many letters and we want to reduce the vertical size of the row.	
Section level 2	Helvetica Neue - Bold- 13 pt.	Identifies a secondary (sometimes a primary level - see above) section in the table.	
Section level 3	Helvetica Neue - Bold- 12 pt.	Lowest grouping of lines.	
Line title	Helvetica Neue - Bold- 11 pt.	What is shown in the first column of this line.	
Main text	Helvetica Neue - 10 pt.	The section main text uses that font. If a key or code concept is included it uses the following fonts.	
Keys	Courier - Bold - 11 pt.	To make key bindings, like <b>C-M-u</b> , stand out.	
Code Concepts/ Keywords	American Typewriter, bold, 10 pt.	To make code concepts, keywords or lexical elements stand out like <b>if</b> , <b>#define</b> , <b>#error</b> , {, }, >>, etc	
Names	PEL Code Naming Conventions		
pel-	'public' function or command	A PEL function or interactive command that can be executed from anywhere.	
pel	'private' function	A PEL function that should not be used externally; these are meant to be used only by appropriate PEL code.	
pel-∑-	public' <u>hydra</u> command	These are 'public' commands that can be used anywhere. The ∑ symbol is used instead of the word 'hydra' in command names to shorten them a little. This helps showing a larger portion o the command name when the prefix key is typed and which-mode shows the list of commands in the minibuffer.  • ⊌ Under macOS, typing ∑ is done using the ∑w key combination.  • Note that when Emacs runs in terminal mode you can use ℜ∑o to switch the meaning of the ∑ key between Option and Meta.	