












Emacs support for Gleam

Description	Keystroke	Function	Note
Gleam Support <div> • File associations </div>	<p>Gleam is an functional static-type checking language for the Erlang BEAM. Gleam Emacs support is evolving.</p> <p>PEL supports the only supported mode for Gleam: the tree-sitter-based gleam-ts-mode provided by the gleam-mode package.</p> <p> Requires the gleam-mode file  PEL installs it in the utils directory when pel-use-gleam user-option is set to t.</p> <ul style="list-style-type: none"> PEL associates the files with the .gleam file extension with gleam-ts-mode..  PEL support for Gleam requires Emacs >= 30.1 because tree-sitter is required by gleam-mode, and PEL only support tree-sitter for Emacs >= 30.1: <ul style="list-style-type: none"> See ℹ Tree Sitter and  Tree-sitter. PEL activates ℹ Speedbar support for the Gleam files when pel-use-speedbar user-option is on (set to t). imenu support provided by gleam-ts-mode is available. <p>The Gleam community decided that indentation in gleam files should always use 2 spaces. PEL therefore delegates the logic to the gleam-ts-mode which imposes a fixed indentation offset of 2 spaces. However it is still possible to change the value of tab-width (which has no impact on indentation) and whether hard tabs are used.</p> <p> If this is a problem for you, PEL can help :</p> <p> By setting pel-indent-with-tabs-mode-for-gleam to a value between 2 and 8, PEL will automatically activates the pel-indent-with-tabs-mode minor mode for Gleam buffers using the selected value as the visual indentation rendering width. You will be able to edit the buffer with the tab-based indentation scheme, with further ability to dynamically change the indentation rendered width with the pel-set-tab-width command (bound to <f11> <tab> w). The file is saved using the original 2-space indentation scheme! See ℹ Indentation for more details.</p> <p>Last updated on: 2025-11-23</p>		
Open this PDF file. See also: ℹ Help/Info	<div> <div><f11> SPC M-G <f1></div> <div><f12> <f1></div> </div>	<div> <div>(pel-help-pdf &optional OPEN-WEB-PAGE)</div> </div>	Open the  - Gleam 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.
ℹ Customize PEL Gleam support	<div> <div><f11> SPC M-G <f2></div> <div><f12> <f2></div> </div>	<div> <div>(pel-customize-pel &optional OTHER-WINDOW)</div> </div>	Customize PEL Gleam support. <ul style="list-style-type: none"> If OTHER-WINDOW is non-nil (use C-u), display in another window.
ℹ Customize Emacs Gleam support	<div> <div><f11> SPC M-G <f3></div> <div><f12> <f3></div> </div>	<div> <div>(pel-customize-library &optional OTHER-WINDOW)</div> </div>	Customize Emacs Gleam support: gleam-ts. <ul style="list-style-type: none"> If OTHER-WINDOW is non-nil (use C-u), display in another window.
Show PEL setup for Gleam	<div> <div><f11> SPC M-G ?</div> <div><f12> ?</div> </div>	<div> <div>(pel-gleam-setup-info & optional APPEND)</div> </div>	Display Gleam setup information inside a "pel-gleam-info" buffer with buttons providing quick access to the customization buffer of each variable shown. The information shown includes the value and interpretation of: <ul style="list-style-type: none"> gleam-ts-format-on-save gleam-ts-indent-offset tab-width To append information in the buffer instead of clearing the previous content type any prefix argument (such as C-u) before the command keystroke.
Set visual rendering of hard tabs for the current buffer	<div> <div><f11> <tab> w</div> </div>	<div> <div>(pel-set-tab-width N)</div> </div>	Change the tab width of the current buffer, only affecting the display rendering of hard tabs inserted in the buffer text. Prompts for a new value in the [2, 8] range. <ul style="list-style-type: none"> This modifies a buffer local value of the the tab-width user-option. The change is temporary and affects the current buffer only. To change the tab width used for all Gleam source code files, change the 'pel-gleam-tab-width' user-option variable instead. See ℹ Indentation for more information.
Toggle running gleam format on buffer save	<div> <div><f11> SPC M-G M-s</div> <div><f12> M-s</div> </div>	<div> <div>(pel-gleam-toggle-format-on-buffer-save &optional GLOBALLY)</div> </div>	Toggle automatic run of gleam format when saving Gleam buffer to file. <ul style="list-style-type: none"> By default change behaviour for local buffer only. When GLOBALLY argument is non-nil, change it for all Gleam buffers for the current Emacs editing session (the change does not persist across Emacs sessions). To modify the global state permanently modify the customized value of the  gleam-ts-format-on-save user option.
Comments	See also: ℹ Comments		
Insert, realign, comment/uncomment region With PEL: Comment the current line with M-0 M-;	<div> <div>M-;</div> </div>	<div> <div>(comment-dwim ARG)</div> <div>(pel-comment-dwim ARG)</div> </div>	Insert or realign comment on current line (or region if a region is active). If line/region is already commented, uncomment it. <ul style="list-style-type: none"> On a single line, the comment is placed <i>after</i> the code. C-u M-; executes comment-kill Same as comment-dwim but comments the current line with a numeric ARG or 0.
Indentation	See also: ℹ Indentation If you suffer from this issue , you can use PEL or the tab-based-indent to work around the problem.		
Toggle indent-with-tabs-mode  	<div> <div><f11> <tab> i m</div> </div>	<div> <div>(pel-indent-with-tabs-mode &optional ARG)</div> </div>	Toggle minor mode that automatically changes to tab-based indentation allowing wider rendering via larger tab widths. Save files without the tabs, with original indent scheme.
A PEL independent minor mode exists: tab-based-indent package; it provides the same functionality but outside of PEL.			

Emacs & Gleam— References

Document	Notes		
The Gleam programming language	<ul style="list-style-type: none">• Gleam @ Wikipedia• Gleam home• Gleam @ Github	Github repos: <ul style="list-style-type: none">• gleam• stdlib• otp• http	<ul style="list-style-type: none">• awesome-gleam• gleam cookbook
Learning Gleam	<ul style="list-style-type: none">• The language Tour		
Gleam References	<ul style="list-style-type: none">• Gleam stdlib @ hexdoc		
Installing Gleam	<ul style="list-style-type: none">• Install Gleam	Since Gleam is a BEAM language , you need to install Erlang first, then rebar3 and then Gleam.	
<ul style="list-style-type: none">• Install Gleam from source	If you have Erlang, rebar3 and Rust already installed you can also build Gleam from source, using the following commands: <pre>cd gleam-repos git clone https://github.com/gleam-lang/gleam cd gleam git co v1.12.0 make install gleam --version</pre> <i># Use the directory name that will hold all gleam related repos</i> <i># check out the branch you want to build- at first use the last released</i> <i># type: make to list possible other actions.</i> <i># gleam is installed in the ~/.cargo/bin directory</i>		
gleam implementation @ Github			
Interview with Gleam creator			
Emacs support	<ul style="list-style-type: none">• gleam-mode . Now with tree-sitter support. The original gleam-mode was replaced with gleam-ts-mode.• tree-sitter-gleam implements the syntax parsing.<ul style="list-style-type: none">• gleam's grammar.js, the file that controls tree-sitter grammar for gleam.		