PEL Topics Index

Emacs Reference Cards			nglish version of the quick nese cards provide usefu			external packages.
With PEL you can access these via the <f11>? e r key sequence.</f11>	Emacs	Calc	Gnus	Magit Cheatsheet	Org	<u>Viper</u>
See <u>Nelp/Info</u>	Emacs survival card	Dired	Gnus booklet	Magit Ref-card		VIP
PEL Overview PEL repo PEL Readme PEL Manual PEL NEWS	This table holds links to the PEL file tables. Each cell holds a hyperlink to the GitHub hosted raw PDF table. For the best user experience, use a browser that can render PDF directly instead of downloading. • Mozilla Firefox (version > 78) does that perfectly. You may need to activate a plug-in for other browsers. • With that in place, you can browse through all the PDFs quickly and reach a vast amount of information quickly. From within Emacs open this topic index PDF by typing the <f11> ? <f1> key sequence. More help topics with <f11> ? p keys. The symbols, colour coding and various other conventions are described in the ▶Legend PDF.</f11></f1></f11>					
General Information.	➤ Legend ➤ Recommended Emacs User Option ➤ Themes					
Development Information	<u>≻PEL</u> ■iMenu/Speedbar su		upport PEL Naming Conv		entions	
Migration Guide	<u>>CRiSP</u>					
OS Desktop Key Bindings (Bindings that don't clash with PEL)		≰ macOS Keys	ூ∪buntu 16.04 Desk	top Keys		
		€ terminal settings	Mint 20 Desktop K	<u>eys</u>		
Feature Comparisons	Completion Modes	Compatibility	§ Speedbar/iMenu Mode Compatibility		Shells/Terminals Comparisons	
Key Prefixes & Suffixes	<u>∑</u> Modifier Keys		Numkeypad	<u>≻PEL</u>	<u> </u>	<u>■Keys - F11</u>
Emacs Features	The links that start with	only ∑ Emacs generic	features, the blue links a	re external packages. Th	ne green links are mostly	PEL extensions.
See a <u>Guided Tour of Emacs</u> .	∑ Abbreviations	<u>∑ Cursor</u>	∑ Filling/ Justification	<u> Pίχ- Lispy</u>	<u>∑ Scrolling</u>	<u>∑ Time Tracking</u>
The PEL tables named at right describe the Emacs commands and key bindings for generic Emacs concepts and features.	<u></u>	<u></u> Customize	<u></u> Frames	Marking	∑ Search/Replace	∑ Transpose
	∑ Auto-Completion	∑ Cut & Paste	<u></u> Srep	<u>∑ Menus</u>	∑ Semantic	∑X Treemacs
	∑ Autosave/Backup	∑ Diff & Merge	∑ Help/Info	∑ Mode Line	<u>∑ Sessions</u>	∑ Undo/Redo/
Emacs commands can be executed by name or bound to key sequences. The commands may have <i>arguments</i> and keys can express them.	∑ Bookmarks	∑ Dired	∑ Hide/Show	∑ Mouse	∑ Shells, REPLs & terminal emulators	Repeat/Arg
See: • Emacs Keys	<u> </u>	∑ Display - Lines	<u> </u>	∑ Narrowing	∑x Smartparens	∑ VCS-Mercurial
Numeric Arguments	∑ Case Conversions	∑ Drawing	<u>∑ ibuffer-mode</u>	∑ Navigation	∑ Sorting	VCS-Subversion VCS-
You can also: Run Command by Name	∑ Closing/ Suspending	∑ Enriched Text	<u>∑ Indentation</u>	<u>∑ Outline</u>	<u></u> Speedbar	<u>∑ Web</u>
Emacs uses a concept of modes.	> Comments		∑ Input Method		Spell Checking	Whitespace Whitespace New York New Y
See: Emacs Major and Minor Modes	∑ Completion/Input	≫P Fast Startup	∑ Inserting Text	Σx Projectile	∑ SyntaxCheck	∑ Windows
Major ModesMinor ModesChoosing Modes	<u>∑ Counting</u>	<u>∑ File-mngt</u>	∑ Key-Chords	∑ Rectangles	T Templates	<u>∑ Xref</u> - Cross
PEL provides several key sequences to toggle minor modes, described in the relevant PDFs.	<u>∑M CUA</u>	∑ File/Directory Variables	∑ Keyboard Macros	<u> </u>	<u>∑ Text Modes</u>	References
£\$ĭ - Emacs Lisp concepts & tools	<u>≴ ERT</u> (Emacs Lisp Re	egression Testing)	<u>≴ Hooks</u>	±∗ - Emacs Lisp Type	<u> </u> <u>98</u>	
XRef - Cross Reference	Emacs supports various cross reference mechanisms described in the Xxref table. These mechanisms take advantage of various ext					
Tools See also: <u>∑ Xref</u>	tools and integrate with them. Notes about those tools are available in the tables listed in this section. This is work in progress. A ref-Support This is work in progress.					
PEL supports installation and partial	1		v are not all documented	in a page		
setup of the following tools: ► Build Tools & Preprocessor	• Nix Paguires nix-mode external package activated when pel-use-nix-mode user-option is tuned on.					
Zana 10010 a i reprocessor	<u> 1</u> - Μ4	Ֆ ῖ - Make				
	© CWL					
Data Serialization	1 —	D YAML				
	S ASN.1 asn1-mode	© YAML S MIB snmp-mode	<u>S</u> YANG			
Data Modelling/ Specification	_	S MIB snmp-mode		M reStructuredText		
Data Modelling/ Specification	S ASN.1 asn1-mode M AsciiDoc M Graphviz Dot	_	© YANG M Org-Mode M PlantUML	<u>M</u> reStructuredText		
Data Modelling/ Specification Markup Languages Graphics Markup Programming Languages	M AsciiDoc M Graphviz Dot Emacs has major mode	© MIB snmp-mode M Markdown M MscGen e support for several pro	<u>М</u> Org-Mode <u>M</u> PlantUML gramming languages. P	EL currently adds extra	support for some of ther	n, listed below.
Data Modelling/ Specification Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families	M AsciiDoc M Graphviz Dot Emacs has major mode The number of progr BEAM Programming	MIB snmp-mode Markdown	<u>М</u> Org-Mode <u>М</u> PlantUML	EL currently adds extra will grow over time. Lisp Family	support for some of ther Lisp-like Languages	Command Line
Data Modelling/ Specification Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families Actor Model: (A) Concatenative (K)	M AsciiDoc M Graphviz Dot Emacs has major mode The number of progr	MIB snmp-mode M Markdown M MscGen e support for several proamming languages suppor	M Org-Mode M PlantUML ogramming languages. Proorted explicitly by PEL	EL currently adds extra will grow over time.		
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Programming Languages Main Paradigm of Programming Language Families • Actor Model: (A) • Concatenative (K) • Concurrent: (C) • Functional: († Pure: (F) • Imperative: (1) or no token	M AsciiDoc M Graphviz Dot Emacs has major mode The number of progr BEAM Programming Languages Curly Bracket Languages The following lists the p	MIB snmp-mode M Markdown M MscGen e support for several proamming languages support for several proamming languages support for several proamming languages Java Virtual Machine Languages programming languages a coarse indication of the	M Org-Mode M PlantUML Igramming languages. Proorted explicitly by PEL v Javascript target ML Family Languages in alphabetical order.	EL currently adds extra will grow over time. Lisp Family Languages Scheme Language Dialects	Lisp-like Languages Stack Based	Command Line Scripting Languag OS App Control
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Data Modelling/ Specification Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families Actor Model: (A) Concatenative (K) Concatenative (C) Functional: (F) Pure: (C) Imperative: (T) or no token Has Syntactic Macros: (T) The programming languages supported by PEL are listed here in alphabetical order. PEL also provides basic support for other programming languages not listed here. Emacs supports other programming languages directly, not listed here. Upcoming support for Elm,	M AsciiDoc M Graphviz Dot Emacs has major mode The number of progr BEAM Programming Languages Curly Bracket Languages The following lists the p The cell colours give PI & AppleScript PI - Arc Pi To	MIB snmp-mode M Markdown M MscGen e support for several proamming languages support for several proamming languages support for several proamming languages Java Virtual Machine Languages a coarse indication of the several programming languages or organization of the several proamming languages organization of th	M Org-Mode M PlantUML ogramming languages. Proorted explicitly by PEL value of the programming languages in alphabetical order. The programming languages	EL currently adds extra will grow over time. Lisp Family Languages Scheme Language Dialects the family(ies). \$\mathbb{Y}\tilde{\text{I}} - \text{Janet} \text{(python)} \text{(p)} \$\mathbb{Y}\tilde{\text{I}} - \text{Javascript} \text{(m)}	Lisp-like Languages Stack Based Languages \$\mathbb{B}\tau - OCaml \mathbb{T} \mathbb{T} \mathbb{P} \mathbb{T} - Perl \$\mathbb{B}\tau - Python	Command Line Scripting Languag OS App Control Scripting Languag \$\Pi - \text{Ruby}\$ \$\Pi - \text{Rust}\$ \$\Pi - \text{Scheme}\$ (1)
Data Modelling/ Specification Markup Languages Graphics Markup Programming Languages Main Paradigm of Programming Language Families Actor Model: (A) Concatenative (K) Concurrent: (C) Functional: (T) Pure: (F) Imperative: (T) or no token Has Syntactic Macros: (T) The programming languages supported by PEL are listed here in alphabetical order. PEL also provides basic support for other programming languages not listed here. Emacs supports other programming languages directly,	M AsciiDoc M Graphviz Dot Emacs has major mode The number of progr BEAM Programming Languages Curly Bracket Languages The following lists the p The cell colours give PIG-AppleScript PI - Arc PI - C PI - C++	© MIB snmp-mode M Markdown M MscGen E support for several productional Languages Java Virtual Machine Languages Orogramming languages a coarse indication of the common Lisp Common Lisp ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑	M Org-Mode M PlantUML Igramming languages. Proorted explicitly by PEL v Javascript target ML Family Languages in alphabetical order. The programming languages PI - Forth MI - Gambit PI - Gerbil PI - Gerbil PI - GROU Guile PM	EL currently adds extra will grow over time. Lisp Family Languages Scheme Language Dialects e family(ies). \$\mathbb{Y}\tilde{\text{I}}\tag{\text{T}}\text{\text{T}}\tag{\text{T}}\ta	Lisp-like Languages Stack Based Languages \$\Pi - OCaml	Command Line Scripting Languag OS App Control Scripting Languag \$\Pi\cdot - Ruby \$\Pi\cdot - Rust \$\Pi\cdot - Scheme \text{f}\$ \$\Pi\cdot - Tcl \text{\text{\text{\text{Muture }}}\text{\text{f}}}\$