Emacs Cheat Sheet

General Emacs Commands

Ceneral Emacs Communas
Ctl-x Ctl-c quit Ctl-g break (i.e. interrupt dialog/command) Ctl-s, Ctl-r search forward / backward M-! run shell command M- run shell command on selected text
Ctrl-h v describe a variable.
M-x describe-variable display the value and documentation of a global variable
M-x set-variable useful for changing a global variable; equivalent to (setq) in init file
M-x eval-region evalute Emacs lisp code in selected region, useful for adding something to init file
${\tt M-x\ untabify\ }\ldots\ldots \ {\tt convert\ tabs\ to\ spaces\ (all\ or\ region)}$
Ctrl-\ toggle input method Ctrl-x RET Ctrl-\ set input method M-x set-input-method RET Tex enable TEX style input of symbols M-x insert-char insert unicode character
ii a libero char
My Emacs customizations

Ctl-+	or Ct1-=	increase	text	size
Ctl		decrease	$_{\rm text}$	size

<leader> commands, all modes

These are my customizations using the evil-leader package. All commands are prefaced with <leader>, where:

<leader> = <SPC>

${\tt x}$ execute extended command (M-x)
$\ \ w \ldots \ldots save buffer$
$\ k \ \dots \ kill \ buffer$
b switch buffer
e open (find) file
t transpose chars
a org-mode agenda
n org-mode capture (take note)
toggle line numbers mode
\ split window right
split window below
0 delete current window
1 delete other windows
[or] move to other "window" (Emacs splits)
{ or } move to other "frame" (OS window)

<leader> commands, code

ci	comment/uncomment lines
cl	quick comment/uncomment to a specific line
СС	copy and comment lines
ср	comment/uncomment paragraphs
cr	comment/uncomment region
cb	draw comment box around region

<leader> commands, org mode

SPC org global cycle
TAB org cycle
t todo
T show todo tree
\mathtt{v} org tree to indirect buffer
${f z}$ narrow to subtree
Z widen (opposite of narrow to subtree)
* toggle headings
h move backward heading, same level
H move forward heading, same level
e org export
i toggle inline images
y copy subtree
p paste subtree
' enter/leave SRC editing mode