Compilation	Documentation		EMACS COMMANDS	
C-c C-k Entire file - compile and load		Describe symbol	Help	
C-c M-k Entire file - compile but don't load		Apropos search - substring matches and doc		Help-Command Apropos (name substring)
C-c C-c Toplevel - compile the toplevel form at point		strings from external symbols of all packages	C-h c CMD	Help-Describe Command
M-p/M-n Move to previous/next compiler note	C-c C-d z	Apropos search - include internal symbols	C-h f	Help-Describe Function
C-c M-c Remove all compilation notes	C-c C-d p	Apropos package search	C-h k CMD	Help-Describe Key
	C-c C-d h	Hyperspec lookup		
Evaluation			Navigation	
C-M-x Evaluate top-level		Show function callers		Cursor-Backward/Forward
C-x C-e Evaluate last expression		Show references to global variable		Delete-Next Character
C-c C-p Evaluate last expression and pretty-print		Show global variable bindings		Line-Beginning/End
C-c C-r Evaluate region		Show assignments to a global variable		Line-Previous/Next
C-c : Evaluate expression from minibuffer		Show expansions of a macro		Screen-Center at cursor
M-x slime-scratch		List callers of a function		Screen-View Previous/Next
Create *slime-scratch* buffer, evaluate using C-j		List callees of a function ho-specializes		Sentence-Beginning/End Search-Forward/Reverse
SLDB Commands	IVI-X SIIIIIE-W	Show known methods specialized on a class		Word-Backward/Forward
Examining Frame at point		Show known methods specialized on a class		Document-Beginning/End
t Toggle display of local variables and CATCH tags	Exploring		IVI-~ / IVI->	Document-beginning/Lnd
v View source expansion in source buffer		Go to definition	Editing	
e Evaluate expression in the frame's context		Return from definition to examined symbol		Kill-Beginning Mark
d Evaluate expr in the frame's context and pretty-print		Trotain nom dominion to examined dymbol		Kill-Ending Mark
D disassemble frame's function	Programmi	na Helpers	M-Del / M-d	Kill-Previous Word/Next Word
i Inspect result of evaluating an expr in the frame	M-TAB	Complete symbol (3 styles available)		Kill-To End of Line
a Abort		Fuzzy complete - can also be set as default		Kill-To End of Sentence
q Quit		Insert arglist		Yank
c Continue		Macro expand 1	M-y	Yank-Previous Kill
09 Invoke by number		Macro expand all	C-x u	Undo
p/n Move between frames	C-c C-t	Toggle tracing at point	C	Undo
M-p/M-n Move between frame details		Disassemble function at point		
r Restart execution of the frame with original args	C-M-q	Indent sexp	Buffers/Files/	
R Return from frame with value entered in minibuffer	-			Buffer-List
s Step to next expression in the frame		Interrupt Lisp (send SIGINT)		Buffer-Save All (interactive)
B Exit SLDB to default Lisp debugger		Sync package and working dir from Emacs to Lisp		Buffer-Switch To
: Evaluate expression in minibuffer	С-с М-р	Set current REPL package		Window-Keep Current
Due filler is	DEDI O			Window-Move to other
Profiling  My clima to release the definition	REPL Com			Window-Scroll other
M-x slime-toggle-profile definition		Evaluate, or newline/indent if incomplete		File-Find/Open File-Save
Toggle profiling of a function		Close parens and evaluate  Open and indent a new line		Emacs-Close
M-x slime-profile-package Profile all functions in a package		Interrupt	U-X U-U	Emacs-Close
M-x slime-unprofile-all		Copmlete symbol at point	Misc	
Unprofile all functions		Remove previous expresisons output and result		Cancel (out of a command)
M-x slime-profile-report		Clear entire buffer		Multiple Arguments
Report profiler data		Go to beginning of REPL prompt line	O a (nam)	Manapie 7 agamento
M-x slime-profile-reset		Go to Previous/next input		
Reset profile data		Go to previous/next prompts		
		Go to beginning/end of toplevel function		
Inspector		Command entry (? For details)		
C-c I Inspect value of an expr entered in minibuffer				
RET Call action or inspect value	Slime Selec	ctor		
d Describe symbol at point		Help on slime selector buffers		
I Return to previous object (undo RET)		REPL for current SLIME connection		
n Go to next object (opposite of RET)	d	Most recent SLDB debugger for current connection		
q Dismiss inspector	I	Most recently visited lisp-mode source buffer		
M-RET Evaluate value under point via REPL (to set '*')	S	*slime-scratch* buffer		
Running Slime	Rinding eli	me-selector:		

Running Slime
M-x slime Start SLIME M-x slime-connect M-x slime-disconnect

Binding slime-selector:
C-c s (global-set-key "\C-cs" 'slime-selector) Insert into .emacs file

OR enter in a .emacs/.el buffer and hit C-j to evaluate