

GNU Emacs Reference Card

(for version 19)

Starting Emacs

To enter GNU Emacs 19, just type its name: `emacs`

To read in a file to edit, see Files, below.

Leaving Emacs

suspend Emacs (or iconify it under X)	<code>C-z</code>
exit Emacs permanently	<code>C-x C-c</code>

Files

read a file into Emacs	<code>C-x C-f</code>
save a file back to disk	<code>C-x C-s</code>
save all files	<code>C-x s</code>
insert contents of another file into this buffer	<code>C-x i</code>
replace this file with the file you really want	<code>C-x C-v</code>
write buffer to a specified file	<code>C-x C-w</code>

Getting Help

The Help system is simple. Type `C-\` and follow the directions. If you are a first-time user, type `C-\ t` for a **tutorial**.

remove Help window	<code>C-x 1</code>
scroll Help window	<code>ESC C-v</code>
apropos: show commands matching a string	<code>C-\ a</code>
show the function a key runs	<code>C-\ c</code>
describe a function	<code>C-\ f</code>
get mode-specific information	<code>C-\ m</code>

Error Recovery

abort partially typed or executing command	<code>C-g</code>
recover a file lost by a system crash	<code>M-x recover-file</code>
undo an unwanted change	<code>C-x u</code> or <code>C-_</code>
restore a buffer to its original contents	<code>M-x revert-buffer</code>
redraw garbaged screen	<code>C-l</code>

Incremental Search

search forward	<code>C-s</code>
search backward	<code>C-r</code>
regular expression search	<code>C-M-s</code>
reverse regular expression search	<code>C-M-r</code>
select previous search string	<code>M-p</code>
select next later search string	<code>M-n</code>
exit incremental search	<code>RET</code>
undo effect of last character	<code>DEL</code>
abort current search	<code>C-g</code>

Use `C-s` or `C-r` again to repeat the search in either direction. If Emacs is still searching, `C-g` cancels only the part not done.

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Motion

	backward	forward
entity to move over		
character	<code>C-b</code>	<code>C-f</code>
word	<code>M-b</code>	<code>M-f</code>
line	<code>C-p</code>	<code>C-n</code>
go to line beginning (or end)	<code>C-a</code>	<code>C-e</code>
sentence	<code>M-a</code>	<code>M-e</code>
paragraph	<code>M-{</code>	<code>M>}</code>
page	<code>C-x [</code>	<code>C-x]</code>
sexp	<code>C-M-b</code>	<code>C-M-f</code>
function	<code>C-M-a</code>	<code>C-M-e</code>
go to buffer beginning (or end)	<code>M-<</code>	<code>M-></code>
scroll to next screen		<code>C-v</code>
scroll to previous screen		<code>M-v</code>
scroll left		<code>C-x <</code>
scroll right		<code>C-x ></code>
scroll current line to center of screen		<code>C-u C-l</code>

Killing and Deleting

	backward	forward
entity to kill		
character (delete, not kill)	<code>DEL</code>	<code>C-d</code>
word	<code>M-DEL</code>	<code>M-d</code>
line (to end of)	<code>M-O C-k</code>	<code>C-k</code>
sentence	<code>C-x DEL</code>	<code>M-k</code>
sexp	<code>M-- C-M-k</code>	<code>C-M-k</code>
kill region		<code>C-w</code>
copy region to kill ring		<code>M-w</code>
kill through next occurrence of <i>char</i>		<code>M-z char</code>
yank back last thing killed		<code>C-y</code>
replace last yank with previous kill		<code>M-y</code>

Marking

set mark here	<code>C-@</code> or <code>C-SPC</code>
exchange point and mark	<code>C-x C-x</code>
set mark <i>arg</i> words away	<code>M-@</code>
mark paragraph	<code>M-h</code>
mark page	<code>C-x C-p</code>
mark sexp	<code>C-M-@</code>
mark function	<code>C-M-h</code>
mark entire buffer	<code>C-x h</code>

Query Replace

interactively replace a text string	<code>M-%</code>
using regular expressions	<code>M-x query-replace-regexp</code>

Valid responses in query-replace mode are

replace this one, go on to next	<code>SPC</code>
replace this one, don't move	<code>,</code>
skip to next without replacing	<code>DEL</code>
replace all remaining matches	<code>!</code>
back up to the previous match	<code>~</code>
exit query-replace	<code>ESC</code>
enter recursive edit (<code>C-M-c</code> to exit)	<code>C-r</code>

Multiple Windows

delete all other windows	C-x 1
delete this window	C-x 0
split window in two vertically	C-x 2
split window in two horizontally	C-x 3
scroll other window	C-M-v
switch cursor to another window	C-x o
shrink window shorter	M-x shrink-window
grow window taller	C-x ^
shrink window narrower	C-x {
grow window wider	C-x }
select buffer in other window	C-x 4 b
display buffer in other window	C-x 4 C-o
find file in other window	C-x 4 f
find file read-only in other window	C-x 4 r
run Dired in other window	C-x 4 d
find tag in other window	C-x 4 .

Formatting

indent current line (mode-dependent)	TAB
indent region (mode-dependent)	C-M-\
indent sexp (mode-dependent)	C-M-q
indent region rigidly <i>arg</i> columns	C-x TAB
insert newline after point	C-o
move rest of line vertically down	C-M-o
delete blank lines around point	C-x C-o
join line with previous (with <i>arg</i> , next)	M-^
delete all white space around point	M-\
put exactly one space at point	M-SPC
fill paragraph	M-q
set fill column	C-x f
set prefix each line starts with	C-x .

Case Change

uppercase word	M-u
lowercase word	M-l
capitalize word	M-c
uppercase region	C-x C-u
lowercase region	C-x C-l
capitalize region	M-x capitalize-region

The Minibuffer

The following keys are defined in the minibuffer.

complete as much as possible	TAB
complete up to one word	SPC
complete and execute	RET
show possible completions	?
fetch previous minibuffer input	M-p
fetch next later minibuffer input	M-n
regexp search backward through history	M-r
regexp search forward through history	M-s
abort command	C-g

Type C-x ESC ESC to edit and repeat the last command that used the minibuffer. The following keys are then defined.

previous minibuffer command	M-p
next minibuffer command	M-n

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Buffers

select another buffer	C-x b
list all buffers	C-x C-b
kill a buffer	C-x k

Transposing

transpose characters	C-t
transpose words	M-t
transpose lines	C-x C-t
transpose sexps	C-M-t

Spelling Check

check spelling of current word	M-\$
check spelling of all words in region	M-x ispell-region
check spelling of entire buffer	M-x ispell-buffer

Tags

find a tag (a definition)	M-.
find next occurrence of tag	C-u M-.
specify a new tags file	M-x visit-tags-table
regexp search on all files in tags table	M-x tags-search
run query-replace on all the files	M-x tags-query-replace
continue last tags search or query-replace	M-,

Shells

execute a shell command	M-!
run a shell command on the region	M-
filter region through a shell command	C-u M-
start a shell in window *shell*	M-x shell

Rectangles

copy rectangle to register	C-x r r
kill rectangle	C-x r k
yank rectangle	C-x r y
open rectangle, shifting text right	C-x r o
blank out rectangle	M-x clear-rectangle
prefix each line with a string	M-x string-rectangle

Abbrevs

add global abbrev	C-x a g
add mode-local abbrev	C-x a l
add global expansion for this abbrev	C-x a i g
add mode-local expansion for this abbrev	C-x a i l
explicitly expand abbrev	C-x a e
expand previous word dynamically	M-/

Regular Expressions

any single character except a newline	<code>.</code> (dot)
zero or more repeats	<code>*</code>
one or more repeats	<code>+</code>
zero or one repeat	<code>?</code>
any character in the set	<code>[...]</code>
any character not in the set	<code>[^ ...]</code>
beginning of line	<code>^</code>
end of line	<code>\$</code>
quote a special character <i>c</i>	<code>\c</code>
alternative (“or”)	<code> </code>
grouping	<code>\(... \)</code>
<i>n</i> th group	<code>\n</code>
beginning of buffer	<code>^</code>
end of buffer	<code>^</code>
word break	<code>\b</code>
not beginning or end of word	<code>\B</code>
beginning of word	<code><</code>
end of word	<code>></code>
any word-syntax character	<code>\w</code>
any non-word-syntax character	<code>\W</code>
character with syntax <i>c</i>	<code>\sc</code>
character with syntax not <i>c</i>	<code>\Sc</code>

Registers

save region in register	<code>C-x r s</code>
insert register contents into buffer	<code>C-x r i</code>
save value of point in register	<code>C-x r SPC</code>
jump to point saved in register	<code>C-x r j</code>

Info

enter the Info documentation reader	<code>C-h i</code>
Moving within a node:	
scroll forward	<code>SPC</code>
scroll reverse	<code>DEL</code>
beginning of node	<code>.</code> (dot)
Moving between nodes:	
next node	<code>n</code>
previous node	<code>p</code>
move up	<code>u</code>
select menu item by name	<code>m</code>
select <i>n</i> th menu item by number (1-5)	<code>n</code>
follow cross reference (return with 1)	<code>f</code>
return to last node you saw	<code>l</code>
return to directory node	<code>d</code>
go to any node by name	<code>g</code>
Other:	
run Info tutorial	<code>h</code>
list Info commands	<code>?</code>
quit Info	<code>q</code>
search nodes for regexp	<code>s</code>

Keyboard Macros

start defining a keyboard macro	<code>C-x (</code>
end keyboard macro definition	<code>C-x)</code>
execute last-defined keyboard macro	<code>C-x e</code>
append to last keyboard macro	<code>C-u C-x (</code>
name last keyboard macro	<code>M-x name-last-kbd-macro</code>
insert Lisp definition in buffer	<code>M-x insert-kbd-macro</code>

Commands Dealing with Emacs Lisp

eval <i>sexp</i> before point	<code>C-x C-e</code>
eval current <i>defun</i>	<code>C-M-x</code>
eval <i>region</i>	<code>M-x eval-region</code>
eval entire <i>buffer</i>	<code>M-x eval-current-buffer</code>
read and eval minibuffer	<code>M-ESC</code>
re-execute last minibuffer command	<code>C-x ESC ESC</code>
read and eval Emacs Lisp file	<code>M-x load-file</code>
load from standard system directory	<code>M-x load-library</code>

Simple Customization

Here are some examples of binding global keys in Emacs Lisp. Note that you cannot say “\M-#”; you must say “\e#”.

```
(global-set-key "\C-cg" 'goto-line)
(global-set-key "\C-x\C-k" 'kill-region)
(global-set-key "\e#" 'query-replace-regexp)
```

An example of setting a variable in Emacs Lisp:

```
(setq backup-by-copying-when-linked t)
```

Writing Commands

```
(defun command-name (args)
  "documentation"
  (interactive "template")
  body)
```

An example:

```
(defun this-line-to-top-of-window (line)
  "Reposition line point is on to top of window.
With ARG, put point on line ARG.
Negative counts from bottom."
  (interactive "P")
  (recenter (if (null line)
                0
                (prefix-numeric-value line))))
```

The argument to `interactive` is a string specifying how to get the arguments when the function is called interactively. Type `C-h f` *interactive* for more information.

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