

GNU Emacs Reference Card

(for version 26)

Starting Emacs

To enter GNU Emacs 26, just type its name: **emacs**

Leaving Emacs

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

Files

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

Getting Help

The help system is simple. Type **C-h** (or **F1**) and follow the directions. If you are a first-time user, type **C-h t** for a **tutorial**.

remove help window	C-x 1
scroll help window	C-M-v
apropos: show commands matching a string	C-h a
describe the function a key runs	C-h k
describe a function	C-h f
get mode-specific information	C-h m

Error Recovery

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

Incremental Search

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

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 matched.

Motion

entity to move over	backward	forward
character	C-b	C-f
word	M-b	M-f
line	C-p	C-n
go to line beginning (or end)	C-a	C-e
sentence	M-a	M-e
paragraph	M-{	M>}
page	C-x [	C-x]
sexp	C-M-b	C-M-f
function	C-M-a	C-M-e
go to buffer beginning (or end)	M-<	M->
scroll to next screen		C-v
scroll to previous screen		M-v
scroll left		C-x <
scroll right		C-x >
scroll current line to center, top, bottom		C-l
goto line		M-g g
goto char		M-g c
back to indentation		M-m

Killing and Deleting

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

Marking

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

Query Replace

interactively replace a text string	M-%
using regular expressions	M-x query-replace-regexp
Valid responses in query-replace mode are	
replace this one, go on to next	SPC or y
replace this one, don't move	,
skip to next without replacing	DEL or n
replace all remaining matches	!
back up to the previous match	^
exit query-replace	RET
enter recursive edit (C-M-c to exit)	C-r

Multiple Windows

When two commands are shown, the second is a similar command for a frame instead of a window.

delete all other windows	C-x 1	C-x 5 1
split window, above and below	C-x 2	C-x 5 2
delete this window	C-x 0	C-x 5 0
split window, side by side	C-x 3	
scroll other window		C-M-v
switch cursor to another window	C-x o	C-x 5 o
select buffer in other window	C-x 4 b	C-x 5 b
display buffer in other window	C-x 4 C-o	C-x 5 C-o
find file in other window	C-x 4 f	C-x 5 f
find file read-only in other window	C-x 4 r	C-x 5 r
run Dired in other window	C-x 4 d	C-x 5 d
find tag in other window	C-x 4 .	C-x 5 .
grow window taller		C-x ^
shrink window narrower		C-x {
grow window wider		C-x }

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
indent for comment	M-;
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 to <i>arg</i>	C-x f
set prefix each line starts with	C-x .
set face	M-o

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

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 later minibuffer input or default	M-n
regex search backward through history	M-r
regex 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. Type **F10** to activate menu bar items on text terminals.

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Buffers

select another buffer	<code>C-x b</code>
list all buffers	<code>C-x C-b</code>
kill a buffer	<code>C-x k</code>

Transposing

transpose characters	<code>C-t</code>
transpose words	<code>M-t</code>
transpose lines	<code>C-x C-t</code>
transpose sexps	<code>C-M-t</code>

Spelling Check

check spelling of current word	<code>M-\$</code>
check spelling of all words in region	<code>M-x ispell-region</code>
check spelling of entire buffer	<code>M-x ispell-buffer</code>
toggle on-the-fly spell checking	<code>M-x flyspell-mode</code>

Tags

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

Shells

execute a shell command	<code>M-!</code>
execute a shell command asynchronously	<code>M-&</code>
run a shell command on the region	<code>M- </code>
filter region through a shell command	<code>C-u M- </code>
start a shell in window <code>*shell*</code>	<code>M-x shell</code>

Rectangles

copy rectangle to register	<code>C-x r r</code>
kill rectangle	<code>C-x r k</code>
yank rectangle	<code>C-x r y</code>
open rectangle, shifting text right	<code>C-x r o</code>
blank out rectangle	<code>C-x r c</code>
prefix each line with a string	<code>C-x r t</code>

Abbrevs

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

Miscellaneous

numeric argument	<code>C-u num</code>
negative argument	<code>M--</code>
quoted insert	<code>C-q char</code>

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>
quote special characters	<code>\</code>
quote regular expression special character <i>c</i>	<code>\c</code>
alternative (“or”)	<code> </code>
grouping	<code>\(... \)</code>
shy grouping	<code>\(?:? ... \)</code>
explicit numbered grouping	<code>\(:NUM ... \)</code>
same text as <i>n</i> th group	<code>\n</code>
at word break	<code>\b</code>
not at word break	<code>\B</code>

entity	match start	match end
line	<code>^</code>	<code>\$</code>
word	<code>\<</code>	<code>\></code>
symbol	<code>_<</code>	<code>_></code>
buffer	<code>\‘</code>	<code>\’</code>
class of characters	match these	match others
explicit set	<code>[...]</code>	<code>[^ ...]</code>
word-syntax character	<code>\w</code>	<code>\W</code>
character with syntax <i>c</i>	<code>\sc</code>	<code>\Sc</code>
character with category <i>c</i>	<code>\cc</code>	<code>\Cc</code>

International Character Sets

specify principal language	<code>C-x RET l</code>
show all input methods	<code>M-x list-input-methods</code>
enable or disable input method	<code>C-\</code>
set coding system for next command	<code>C-x RET c</code>
show all coding systems	<code>M-x list-coding-systems</code>
choose preferred coding system	<code>M-x prefer-coding-system</code>

Info

enter the Info documentation reader	<code>C-h i</code>
find specified function or variable in Info	<code>C-h S</code>

Moving within a node:

scroll forward	<code>SPC</code>
scroll reverse	<code>DEL</code>
beginning of node	<code>b</code>

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 (1–9)	<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 top node of Info file	<code>t</code>
go to any node by name	<code>g</code>

Other:

run Info tutorial	<code>h</code>
look up a subject in the indices	<code>i</code>
search nodes for regexp	<code>s</code>
quit Info	<code>q</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>

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 sexp before point	<code>C-x C-e</code>
eval current defun	<code>C-M-x</code>
eval region	<code>M-x eval-region</code>
read and eval minibuffer	<code>M-:</code>
load a Lisp library from load-path	<code>M-x load-library</code>

Simple Customization

customize variables and faces	<code>M-x customize</code>
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Making global key bindings in Emacs Lisp (example):

```
(global-set-key (kbd "C-c g") 'search-forward)
(global-set-key (kbd "M-#") 'query-replace-regexp)
```

Writing Commands

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

An example:

```
(defun this-line-to-top-of-window (line)
  "Reposition current line to top of window.
With prefix argument LINE, put point on LINE."
  (interactive "P")
  (recenter (if (null line)
                0
                (prefix-numeric-value line))))
```

The **interactive** spec says how to read arguments interactively. Type `C-h f interactive RET` for more details.

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