

MicroEmacs Reference Card

for JASSPA's version 2006.09

Abbreviations: C = Ctrl (Control), shortcuts are case insensitive: C-a = C-A.

Starting and leaving

To enter MicroEmacs, just type `me` (= `ne` + macros). You can activate the menu line with `f1` and leave it with `C-g`. Exit the program through `C-x C-c` (or `esc z` without any questions).

Help

General help	<code>esc ?</code>
command-apropos	<code>C-h a</code>
describe-key	<code>C-x ?</code> or <code>C-h k</code>
describe-variable	<code>C-h v</code>
describe-bindings	<code>C-h b</code>

Error Recovery

abort-command partially typed or executed	<code>C-g</code>
undo an unwanted change (undo)	<code>C-x u</code> or <code>C-_</code>
redraw a garbaged screen (recenter)	<code>C-l</code>

File

view file read-only (<code>view-file</code>)	<code>C-x C-v</code>
open file read-write (<code>find-file</code>)	<code>C-x C-f</code>
insert contents of another file into this buffer (<code>insert-file</code>)	<code>C-x C-i</code>
replace this file with the one you really want (<code>read-file</code>)	<code>C-x C-r</code>
save this buffer to a file on disk (<code>save-buffer</code>)	<code>C-x C-s</code>
write this buffer to a specified file (<code>write-buffer</code>)	<code>C-x C-w</code>

File-browser (f10)

directory	*files*
space	update
return fold/unfold	update
C-return recursive fold/unfold	update
tab toggle buffers	tab toggle buffers
enter directory	return open file
—	space select current file
—	+ select files by pattern
—	x execute shell command on selected files (%f)

Capitalisation and transposition

word-commands do not apply to characters left of the cursor!

capitalize-word (Example)	<code>esc c</code>
upper-case-word (EXAMPLE)	<code>esc u</code>
lower-case-word (example)	<code>esc l</code>
lower-case-region	<code>C-x C-l</code>
upper-case-region	<code>C-x C-u</code>
swap character with previous (transpose-chars)	<code>C-t</code>
current line sinks down (transpose-lines)	<code>C-x C-t</code>

Multiple Windows

delete all other windows (<code>delete-other-windows</code>)	<code>C-x 1</code>
delete this window (<code>delete-window</code>)	<code>C-x 0</code>
split window in two: upper / lower (<code>split-window-vertically</code>)	<code>C-x 2</code>
split window in two: left / right (<code>split-window-horizontally</code>)	<code>C-x 3</code>
switch cursor to next window (<code>next-window</code>)	<code>C-x o</code>
switch cursor to previous window (<code>previous-window</code>)	<code>C-x p</code>

Buffers

select another buffer (<code>find-buffer</code>)	<code>C-x b</code>
go to next buffer (<code>next-buffer</code>)	<code>C-x x</code>
list all buffers (<code>list-buffers</code>)	<code>C-x C-b</code>
remove a buffer (<code>delete-buffer</code>)	<code>C-x k</code>
change buffer-mode	<code>C-x m</code>

Motion

entity to move over	backward	forward
-char (-acter)	<code>C-b</code>	<code>C-f</code>
-word	<code>esc b</code>	<code>esc f</code>
-line	<code>C-p</code>	<code>C-n</code>
beginning-/end-of-line	<code>C-a</code>	<code>C-e</code>
-paragraph	<code>esc p</code>	<code>esc n</code>
beginning-/end-of-buffer	<code>esc <</code>	<code>esc ></code>

recenter and redraw (<code>recenter</code>)	<code>C-l</code>
go to line (<code>goto-line</code>)	<code>esc g</code>
set-alpha-mark	<code>C-x C-a</code> (one character)
goto-alpha-mark	<code>C-x a</code> (one character)
browsing mode (<code>browse</code>)	<code>f3</code>

Killing and Deleting

entity to kill	backward	forward
-delete-char (-acter)	backspace	<code>C-d</code>
-kill-word	<code>esc backspace</code>	<code>esc d</code>
line (to end of)	—	<code>C-k</code> (kill-line)

start region (<code>set-mark</code>)	<code>esc space</code> or <code>C-space</code>
exchange-point-and-mark	<code>C-x C-x</code>
kill-region	<code>C-w</code>
copy-region	<code>esc w</code>
paste (yank)	<code>C-y</code>
paste previously cut (<code>reyank</code>)	<code>esc y</code>
copy-rectangle	—
kill-rectangle	<code>esc C-w</code>
yank-rectangle	<code>esc C-y</code>
toggle overwrite / insert mode	<code>ins</code>
insert-tab	<code>C-i</code>
insert certain character (<code>quote-char</code>)	<code>C-q</code>

Shell

execute a shell command (<code>pipe-shell-command</code>)	<code>esc @</code>
run new interactive shell (quit to return)	<code>C-x c</code>

Regular Expressions

If magic mode (letter M on the mode line) is on, then the following regular expressions can be used in search or replace operations.

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>
between M and N repeats	<code>{M, N}</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 c (not { or })	<code>\c</code>
alternative (or)	<code> </code>
grouping	<code>(...)</code>
nth group	<code>\n</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>
(non-) digit	<code>(\D)\d</code>
(non-) hexadecimal character	<code>(\X)\x</code>
(not) word-constituent character	<code>(\W)\w</code>
(not) lower-/upper-case word-constituent char.	<code>(\L)\l / (\U)\u</code>
(not) white-space	<code>(\S)\s</code>

Searching and replacing

incrementally search forward (<code>isearch-forward</code>)	<code>C-s</code>
incrementally search backward (<code>isearch-backward</code>)	<code>C-r</code>
cancel search (<code>abort-command</code>)	<code>C-g</code>
continue last search forward (<code>hunt-forward</code>)	<code>C-x h</code>
continue last search backward (<code>hunt-backward</code>)	<code>C-x C-h</code>
repl. string on all following occur. (<code>replace-string</code>)	<code>esc r</code>
interact. repl. a text string (<code>query-replace-string</code>)	<code>esc C-r</code> or <code>esc %</code>

Macro commands

execute-named-command	<code>esc x</code>
optional numerical argument n (prefix)	<code>esc n</code> or <code>C-u n</code>
start macro recording (<code>start-kbd-macro</code>)	<code>C-x (</code>
stop macro recording (<code>end-kbd-macro</code>)	<code>C-x)</code>
execute last-defined macro (<code>execute-kbd-macro</code>)	<code>C-x e</code>
name the last macro (<code>name-kbd-macro</code>)	—
insert macro commands in buffer (<code>insert-macro</code>)	—
run macro from buffer (<code>execute-buffer</code>)	—
run script from file (<code>execute-file</code>)	<code>esc /</code>

Key bindings

globally bind key (<code>global-bind-key</code>)	<code>esc k</code>
globally unbind key (<code>global-unbind-key</code>)	<code>esc C-k</code>
locally bind key (<code>buffer-bind-key</code>)	—
locally unbind key (<code>buffer-unbind-key</code>)	—

Developping MicroEmacs macros

Define a macro by writing:

```
define-macro <name>
  ...
!macro
```

Macros are written in an interpreted scripting language

- prefix (polish) notation for functions (function arg arg arg ...)
- one command per line and one line per command
- ; starts comment lines
- \ is escape character that needs to be doubled in command arguments

Datatypes

String every value is a string and can be quoted "string" (necessary if containing whitespace); maximum length is 1024 characters; C-like \t, \n and \\ works

Integer implicitly converted to/from decimal string representation; C-like notations (123, 076, 0x2f) work

Boolean true (integer \neq 0, e.g. 1) or false (otherwise, e.g. 0 or non numeric string), compatible with C

List well formed string: first and last character is delimiter; positive integer index (1, 2, ...)

Types of variables

Name	1st char	scope	example
environment v.	\$	OS environment	\$PATH
system v.	\$	MicroEmacs	?
user v. (deprecated)	%	MicroEmacs	
buffer v.	:	buffer	:buffer:var
command v.	.	command or macro	.command.var
register v.	#	macro execution	#l, #p, #g
macro v.	@	macro	?
directive	!		!force
function (operator)	&		&add

Directives

```
!if <condition>
  ...
!elif <condition>
  ...
!else
  ...
!endif

!while <condition>
  ...
  [!continue]
!done

!repeat
  ...
!until <condition>
```

```
!abort    exits with failure
!return   exits with success
!force    ignores return status
!bell     rings the bell
```

Debugging

Set debugging on with set-variable \$debug 1

Options then:

```
help           ?
abort macro    C-g
redraw screen  C-l
continue normally !
step (through all called macros) s
display value of variable v
step through this macro only any other key
```

If necessary set debugging back off: set-variable \$debug 0

Variable functions

First three characters of name after & are significant.

Show value in message line describe-variable

Numeric functions

		return value
add/subtract	&add / &sub	$a1 + a2 / a1 - a2$
multiply/divide	&mul / &div	$a1 \cdot a2 / a1 : a2$
pre-/post-increment	&inc / &pinc	$a1 + a2 / a1$
pre-/post-decrement	&dec / &pdec	$a1 - a2 / a1$
negate a number	&negate	$-a1$
absolute value	&abs	$ a1 $
division remainder	&mod	$a1 \text{ mod } a2$

Bitwise operators

```
AND/OR/XOR &band / &bor / &bxor
NOT &not
```

Logical operators and Comparisons

returning 1 for true and 0 for false.

```
AND/OR &and / &or (strict evaluation)
NOT &not
integer equality &equal
less than &less
greater than &great
case (in-) sensitive string equality &sequal (&isequal)
does string match regular expression &xsequal
```

String functions

length of string	&len
concatenation	&cat
divide string and return left / right part	&left / &right <index before cut>
cut out a part	&mid <string> <start index> <length>
convert to upper / lower case	&supper / &slower
trim whitespace on left / right end	&trleft / &tright
trim whitespace on both ends	&trboth
search and replace	&rep <string> <search> <replace>
search and replace regular expression	&xrep <string> <search> <replace>

Test functions

Is character word constituent?	&inword
Does variable/command/macro exist?	&exist
Is string contained in another one?	&sin (returns start of first occur.)
case insensitive variant	&isin (returns start of first occur.)

List functions

return entry	&lget <list> <index>
index of a certain element	&lfind <list> <entry>
return list after ...	
inserting an entry	&linsert <list> <index> <entry>
	index 0: at the beginning
	index -1: at the end
	index -2/-3: alphabetically (case s./i.)
updating an entry	&lset <list> <index> <entry>
deleting an entry	&ldelete <list> <index>

Output

to the message line	ml-write <message>
into the buffer	insert-string
	yank and reyalnk)

Message line input

read string	@ml <prompt>
ditto with editable default value	@ml2 <prompt> <default>
ditto with non-editable default value	@ml1 <prompt> <default>
	0 general input / history (default)
	1 absolute filename
	9 user supplied completion list
	a completion list in buffer
read character	@mc <prompt>
ditto with list of accepted characters	@mc1 <prompt> <valid chars>
ditto with help message	@mc4 <prompt> <help message>